



FIXER UPPER!

ROLE-PLAY



Use the **Remember** Success Skill to build a car.



Career Cluster
Transportation



Success Skill
Remember



Estimated Activity Time
30–40 mins



Group Size
Individuals, pairs, or group

Materials

- **Reference** (1 printout for educator)
- **Car Outline** (1 printout per child or group)
- **Car Parts** (1 printout per child or group)
 - For kindergartners, print 1 for every 2–3 children.
 - For first and second graders, print 1 for every child.
- Paper
- Scissors
- Glue
- Crayons, markers, or colored pencils

Prepare Ahead of Time

Note: Steps 1–7 of this activity are suggested for kindergartners; all 12 steps of this activity are suggested for first and second graders.

- Print materials.
- Cut out **Car Parts** pictures so that each child has enough to build a car.

Remember Definition

Hold new information in your mind to use when you need it.

10 MIN: INTRODUCTION

1. **Say**, *"Today you will become a Car Mechanic! Car Mechanics are people who help fix cars. When there is a problem with a car, they look at all the parts and use special tools to solve the problem. Today, you will get to look at all the parts of a car to find out why it isn't working. But first, I want to tell you that there are important skills we all use in our life. We call these Success Skills. **Remember** is a skill that is important as a child and as an adult. It's important to **Remember** things like instructions your teacher just gave you or the name of a new friend you meet. The Success Skill you'll be using today is **Remember**. This Success Skill is needed for a Car Mechanic to do their job. We must **Remember** parts of a car and how they work to fix them!"*
2. As a large group, discuss and review the different parts of a car and what their functions are. Have this discussion while holding up a picture of each part so children are familiar with what it looks like. Demonstrate "building" a car by gluing pieces onto the **Car Outline** while explaining their function.

Say:

- *"The four wheels are filled with air and help a car roll smoothly forward and backward on the road."*
- *"The steering wheel controls which direction the car is moving in."*
- *"The two windshield wipers take rain and snow off the windshield so the driver can see."*
- *"The two side mirrors help the driver see things next to and behind them."*
- *"The rearview mirror helps the driver see things behind them."*
- *"The two headlights light up to help drivers see the road when it's dark outside."*
- *"The engine holds the car's power and helps it turn on and off."*

20 MIN: ROLE-PLAY

3. Pass out the **Car Outlines** (1 per pair, group, or child) and almost enough **Car Parts** to build a car on each **Car Outline**—leave two items out of each set of **Car Parts**. For example:
 - Leave out one windshield wiper and the engine.
 - Leave out one headlight and a tire.

Say, *"Let's color and build your car. Let's see if we can **Remember** where the parts of a car go!"*

4. Ask children to color the **Car Outline** and **Car Parts**.
5. Have children examine the pieces of their car. Do they have all the parts they **Remember** from earlier? Have them begin to build the car by gluing **Car Parts** on the **Car Outline** to see what's missing.

Say, *"Two things are missing from your pile of car parts! Can you **Remember** all the car parts and figure out what's missing?"*

Provide assistance as needed.

6. When they have determined what is missing, they should raise their hands for the educator to come over and review.
7. The children should identify what parts are missing and state what the car is not able to do without those parts. For example:
 - Without windshield wipers, you can't see in the rain and snow.
 - Without an engine, the car can't start.
 - Without headlights, you can't see what is in front of you if it's dark or foggy outside.
 - Without a rearview mirror, you can't see the cars behind you.
8. Pass out the remaining car parts to each child, and instruct them to glue them in the correct places on the **Car Outline**.
9. **Say,** *"Now let's see if we can **Remember** what each car part does so we can fix other people's cars!"*
10. Have children finish building their paper cars.
11. Read aloud pretend scenarios for the children to determine which car part is missing or broken on a person's car.

Say:

- *"Ming comes to the Car Mechanic because she can't see anything behind her when she's driving."*
- *"Dante is driving but is having trouble seeing the road ahead on a foggy day."*
- *"Ebony is having trouble with controlling her wheels. Her car is driving out of control."*
- *"Jabari can't leave his driveway because his car won't start."*
- *"Katie calls the Car Mechanic asking for help because she can't see while driving in the rain."*
- *"Santiago is having a bumpy ride in his car. He comes to you to put air in one of his car parts."*
- *"Gabriella can only see things next to her car on the left but not the right. She calls the Car Mechanic to make an appointment."*

5 MIN: REFLECTION

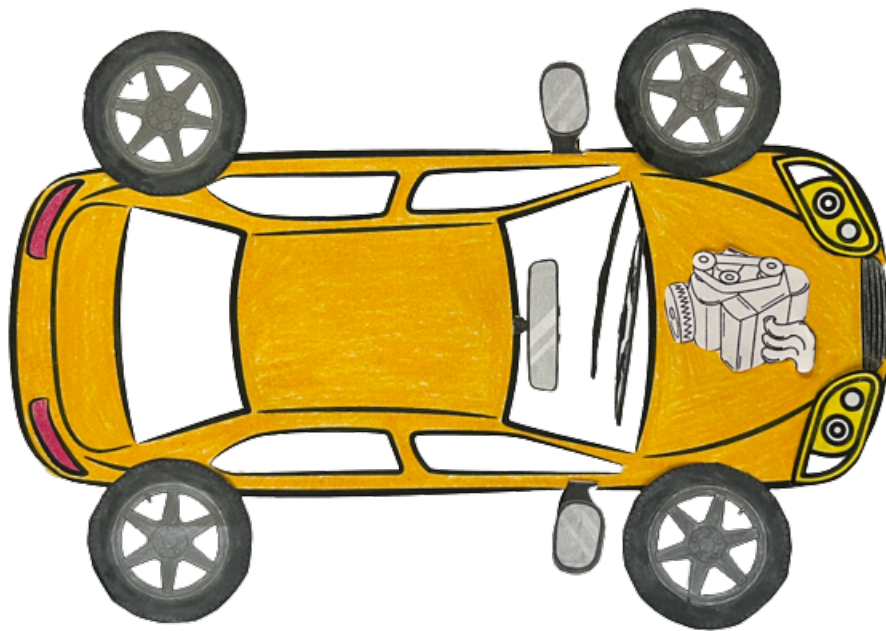
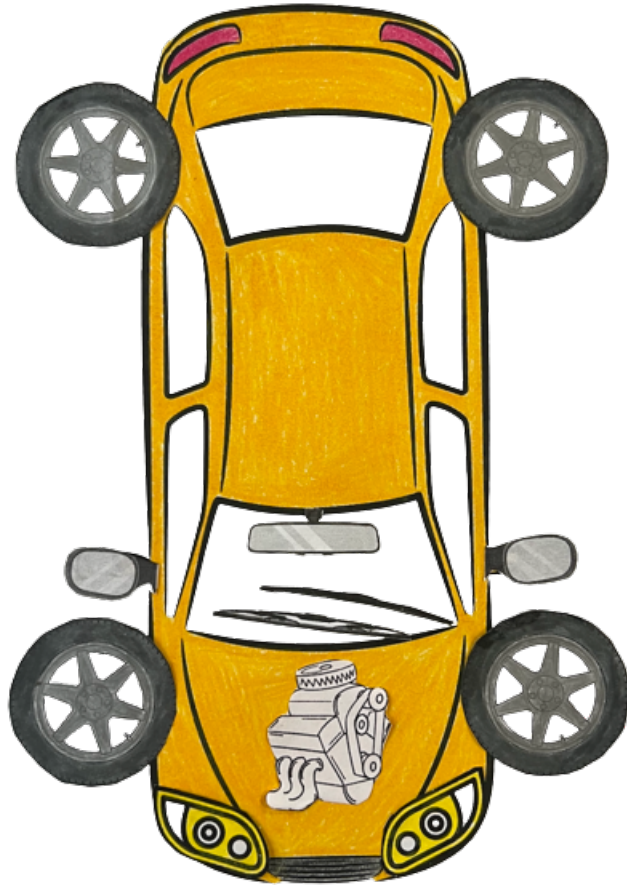
12. Have a brief discussion with children about the activity.

Ask:

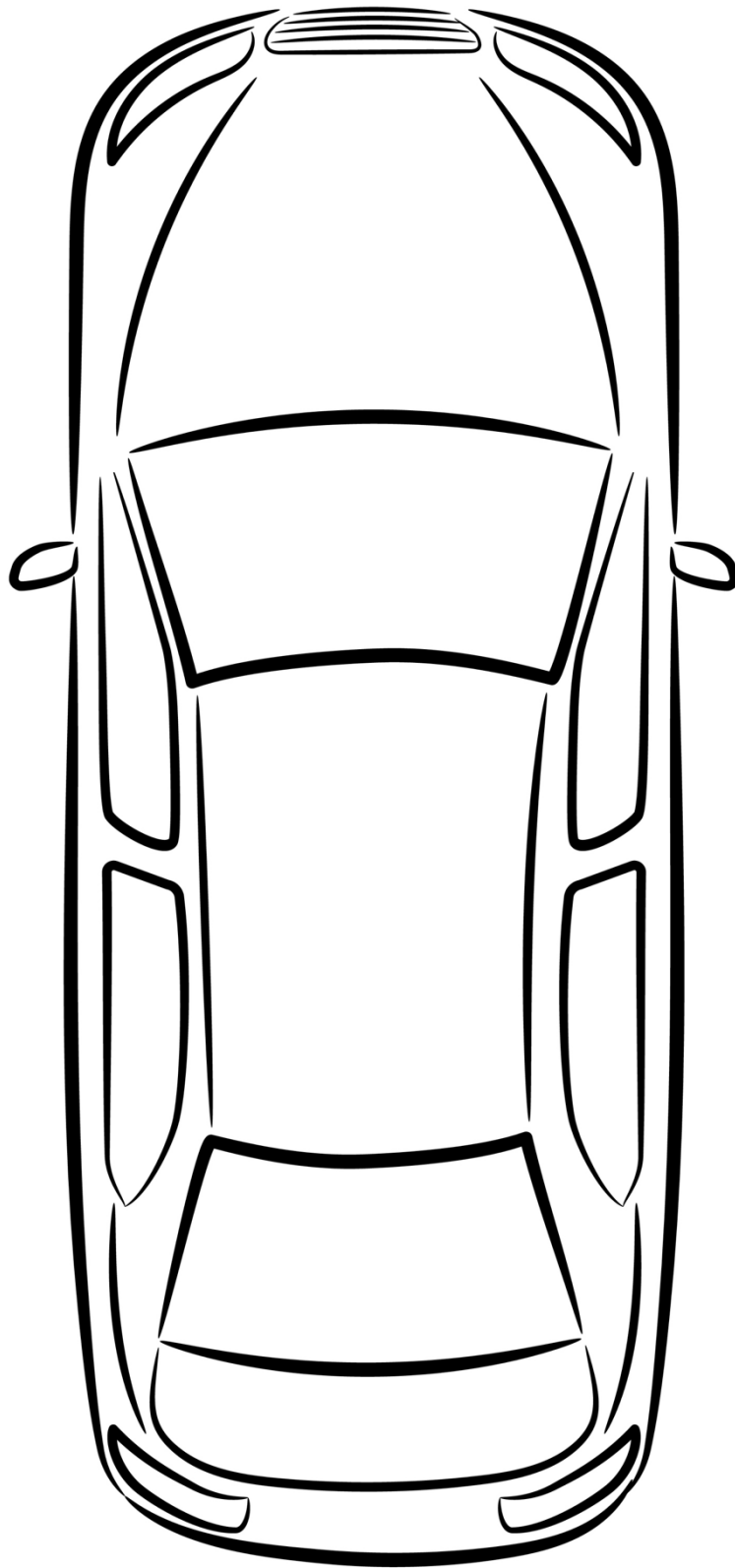
- *“What Success Skill did you use today?”*
- *“Why is it important for a Car Mechanic to **Remember**?”*
- *“It’s important to **Remember** in a lot of careers. What is another career that also uses the **Remember** Success Skill?”*



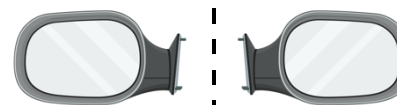
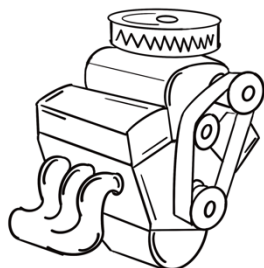
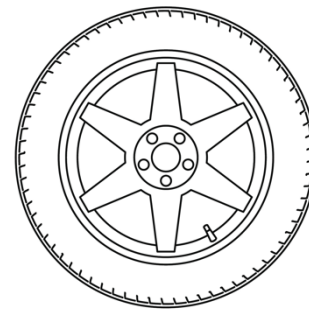
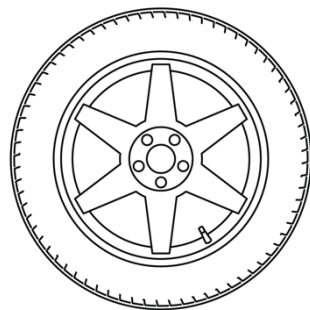
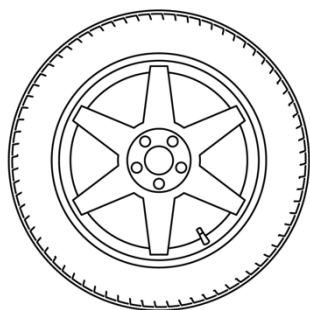
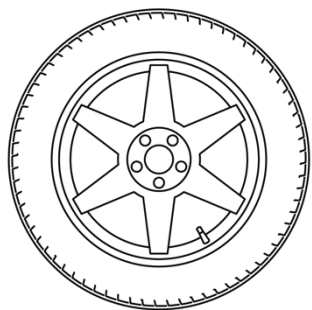
REFERENCE



CAR OUTLINE



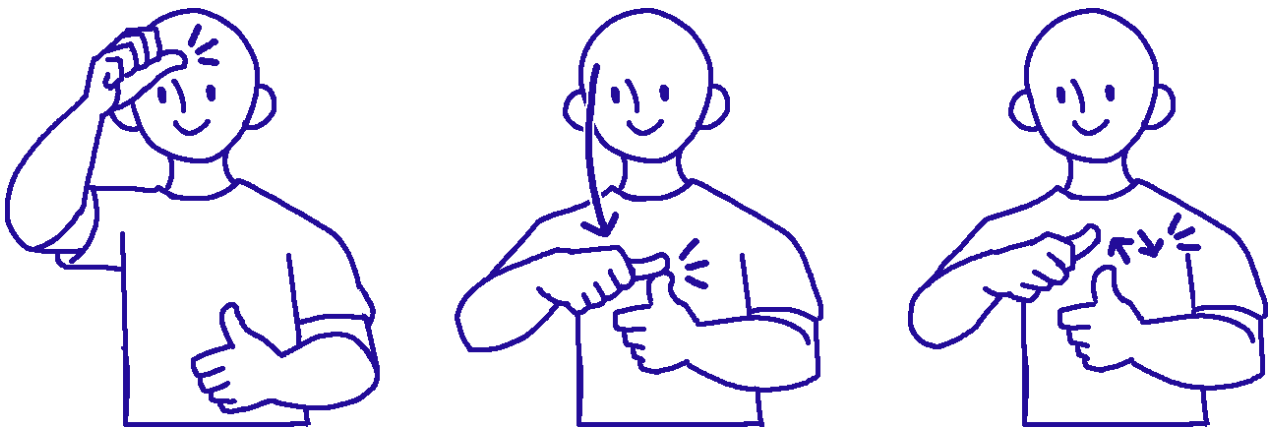
CAR PARTS



REMEMBER ASL SIGN



To help children learn the Success Skill, use the ASL sign each time you say “Remember.”



1. Make two fists with your thumbs up. Place both hands in front of your chest.
2. Take your non-writing hand's thumb and touch your forehead.
3. Then, bring your hand down to touch your writing hand's thumb twice.