**Tire Track Art:** Gather toy vehicles, non-toxic paint, and paper. Dip the toy vehicle’s tires into paint and roll gently across the paper. Observe what happens when you use different tire types and various paint colors. What patterns or textures do you notice?

**Down at the Train Station:** Using recycled materials, create a train station. Enhance the dramatic play by adding details such as a conductor hat made from paper, travel brochures, paper “tickets” for the passengers, menus for the dining car, etc.

**Choo Choo! Collage:** Using the train templates, cut out each train. Decorate the trains with markers, crayons, or non-toxic paint. After the trains are dry, glue them together to make a fun train collage. Can you make unique patterns on each train car?
History of Transportation: Learn more about the history of trains, cars, and tractors from DK findout! Write some interesting facts you learned in your Exploration journal.

Train Car Compound Words: Using the blank train card templates, draw images for each part of a compound word on each train car (or print out images and glue them to the train cars). The goal is to match the train cars together and make complete compound words. (Example: Draw ice on one train car and a container of cream on another train car. Matched together, they make ice cream).

Literacy Skills Review: Using resources from the Florida Center for Reading Research, this week review several new activities.

Car/Train Alphabet Match: Print several car (automobile) templates and several train templates. Write uppercase letters on each automobile and write lowercase letters on each train car. Match the uppercase and lowercase of each letter. (Tip: For an easier activity, limit the number of letters used).
**Vehicle Engineer:** Engineers design things to make people’s lives easier. Imagine you are a vehicle engineer and your task is to create a vehicle that helps people travel on land quickly and safely. Draw your design and then use recycled materials to create it.

**Physics Fun!** Using different sizes of recycled cardboard, create a variety of ramps (steep incline, curvy, circular). Gather several toy vehicles. Predict what you think the vehicles will do. On which ramp will the vehicles go fastest? Why? Now test each ramp. Were your predictions correct? How can you modify the ramps to achieve your intended goal (make the car go faster, make the car fly, etc.)?

**Moving Water:** This design challenge is fun to do outside on a warm day. Gather a shallow container of water, recyclable materials (such as plastic containers and tubes), duct tape and plastic cups. Use the recycled materials to build a water moving structure. Can you get the water to move gently from one place to another? (Hint: Start by creating a gentle “slope” and then redesign and try different ways to move the water). Add on other water moving structures to create a miniature waterpark for your water toys!

**Recycled Bottle Bowling:** Using recycled water bottles with lids, fill each water bottle with a different amount of water. Line up all the water bottles from least to most full. Next, use a ball and predict which water bottle will knock down the easiest and which will require more force. Roll the ball and see if your prediction was correct. Repeat the game with new amounts of water in the bottles or a different type of ball.
Obstacle Course: Set up an obstacle course. An obstacle course is a series of individual movements in a sequence that requires your child to follow directions and move from one task to the next in a predesigned order. Invite your child to crawl through the obstacle course following the arrows that point in the direction to move.

Exercise Cube: Print out and roll the exercise cube to see what exercise to do next! For children 3-7, roll one cube to select the exercise, and a second cube to see how many times to do the exercise.

Umbrella Toss: Turn a rainy day into indoor fun. Open an umbrella and set it a few feet away from where you and your child will stand so that the umbrella forms a bowl shape. Create small balls out of recycled paper and have your child toss them into the umbrella. For variety, challenge them to bend their knees and do over-hand and under-hand tosses.

Juggling Jokester: Give your child two scarves. The goal of the game is to try to keep both scarves in the air. If a scarf hits the ground, make up a knock-knock joke and tell it to another person.

Hit the Target: Create paper balls by wadding paper into a sphere and wrapping a small piece of masking tape or painters’ tape around it for additional weight. Create a target using a variety of colors of recycled paper or construction paper. Add point values to the target. Hang the paper target at varying heights or distances. Throw the balls underhand toward the target. Where did the balls hit the target? Practice addition skills by adding the points together.

Gallop and Skip: On your next walk around the neighborhood, encourage your child to try galloping and skipping instead of walking or running. As they gallop, they will lead with the same foot repeatedly. As the skip, they will alternate both legs by using combination of a step and a small hop. Can they name animals that gallop?
Balance and Freeze: Using a small stuffed animal, try to balance it on your foot while on the ground. Slowly lift your foot and see if you can continue to balance it. Next, try to balance the animal on the back of your hand while gently moving your hand up and down. How many other ways can you balance the stuffed animal while gently moving?

Animal Ball Toss: Using a small ball, act like various animals and toss or move the ball back and forth like the animal. For example, use your arm like an elephant’s trunk and swing it back and forth as you toss the ball, or get on all fours like a cheetah and bat the ball between your paws.

Feed the Shark: Using a cardboard box create a large shark mouth and cut it out. (A laundry basket with cardboard covering also works well.) Decorate the “shark” with markers or crayons. Create small “fish” to feed the shark using items such as rolled up socks or rolled up recycled paper. Using an underhand throw, see how many fish you can throw into the shark’s mouth in 30 seconds. Try again and see if you can get more the second time.

Jump the Ramp: Pretend you are a car, truck, or motorcycle and jump over pretend ramps. How high can you jump? Can you jump over the ramp on one foot? How about the other foot?

Object Toss: Make a line on the floor with easy to remove masking tape. Place a basket such as a small empty trash can a distance away from the line. Find a soft object to throw such as wadded socks or piece of paper. Have your child stand behind the line and toss the soft object into the basket by swinging their arm underhand. Remind your child to step forward on the opposite foot from their throwing hand. Then toss the object with the opposite hand.

Bending: Bend body parts together with your child (e.g., fingers, wrists, elbows, knees, ankles). Demonstrate how to bend opposite body parts in different ways (e.g., one arm up at the elbow, the other down). Play some music and create a dance where your child bends body parts to the beat of the music. It will be fun to bend like robots!
Wheel Race: Using cardboard strips and tape, design several wheels of various sizes that stand on their own. Predict which wheel will roll the farthest. Starting at the same place each time, roll each wheel and then use a measuring tape to measure the total distance. Was your prediction correct? Create a chart in your Exploration Journal to record the distances. Compare. Which wheel would you choose to put on your pretend racecar?

Shape Search: On your next walk around the neighborhood or car trip, watch the vehicles as they pass and mark how many of each shape you see. For example, wheels are circles, but some cars have windows that are rectangle, while others have smaller triangular windows on the sides. How many shapes can you find in total? Which shape did you see most often?

Car Race Sequencing: Print ten cars from the template. Label the cars 1-10 (or higher numbers for children ready for more challenge). Cut out the cars and then mix them up and place them in sequential order. Next, sequence them from the largest number to the smallest. For greater challenge, play “Before or After”. Turn all the cars face down. Turn over one car and then another. Does the number on the second car come before or after the first number?

Car Addition: Gather the cars labeled 1-5 (from the Car Race Sequencing game above), and some counters (small blocks, paper circles, or any small manipulatives will work). Choose 2 cars at a time and count out the number of counters shown on each car. Count all counters and say the total number. Write the number sentence on a white board or paper (example: 2 + 3 = 5 cars total).