

for new drivers to understand—stopping distance is proportional to the square of the speed of the vehicle.

## **Are We There Yet?**

The odometer on the dashboard can help kids learn to estimate how long it takes to travel one mile in the car. Of course, traveling at different speeds will vary the length of time it takes. This game is easiest to play if you will be traveling at a consistent speed for a while without having to stop for traffic lights and so on. Highway travel is a good time for this game. Have one person watch the odometer go from one mile to the next. Odometers generally track miles and tenths of miles. Wait until the tenths of miles slot is at zero, and then shout “Go!” The Guessers close their eyes when they hear the word “Go” and open them when they think the car has traveled one mile. Whoever comes closest to estimating exactly one mile wins.

## **Guess How Far?**

One person points to an object in the distance (in the direction the car is traveling), and everyone guesses how far away the object is from them. Then, use the odometer to measure the distance to see whose guess is most accurate. The person who comes the closest to being exact wins.

## **Curves Ahead—Geometry on the Road**

Traffic signs are great tools for teaching kids the names of different shapes. Stop signs are octagons, yield signs are triangles, the car pool sign is a diamond, and street signs are rectangles. When you point out a sign, talk about what makes a particular shape: for example, a triangle is a three-sided figure, a square has four sides of equal length and four corners with four right angles. Carschool