

KEEP THE DRIVE ALIVE! TO HELP PROTECT THE ENVIRONMENT

DEAR TEACHER,

The excitement of the approaching summer is already in the air. The school year might be coming to a close, but that doesn't mean your students have to stop learning and caring about the environment.

The accompanying *Keep the Drive Alive!* guide will bring home many of the concepts, project ideas and leadership models that the Toyota *Drive Change* program has been promoting throughout the year.

In this guide, you'll find discussion starters, in-class activities, and two engaging reproducibles. These helpful tools will help you get students excited about Earth Day and take what they've learned into the summer months—and beyond.

We encourage you to take advantage of extra materials, activities and experiment ideas online at timeforkids.com/teachers/drivechange.

Sincerely,
The Editors of TIME For Kids

P.S. Don't forget to discuss the winning entry in the Toyota "Agent for Change" Contest with your students. It's a wonderful opportunity to highlight one of their peer's efforts to help the environment. Discover all the details in this week's TFK Extra!

surfrider.org

The Surfrider Foundation's website is the perfect place for kids to explore how they can help protect the planet's oceans, waves and beaches.

Discover the Toyota Mobile Hybrid Experience

This traveling exhibition presents cutting-edge technology and environmental news through interactive displays and hands-on learning stations. To find out more information and learn when the Toyota Mobile Hybrid Experience will be visiting an area near you, please go to toyota.com/highway.



DISCUSSION STARTERS

ASK STUDENTS:

- ➔ What are some of the ways you've learned to help the environment over the last year in the Toyota Drive Change program?
- ➔ How can you combine having fun with protecting the environment?
- ➔ Can you think of new "reasons" to help clean up the environment over the summer?
- ➔ What does it mean to "keep the drive alive"?
- ➔ Why do you think the Agent for Change winner was selected by the judges?

AIR YOU ARE

An engaging experiment you can do in class to show students the importance of protecting the air around us.

This experiment needs to be supervised by you or another adult.

What You Need:

- Water • Candle • Candleholder • Bowl • Glass jar

What You Do:

1. Put the candle in the holder in the center of the bowl. Add a little water to the bowl.
2. Light the candle and place the glass jar over the candle. Be sure the flame isn't touching the jar.
3. Keep an eye on the candle. The liquid will rise in the jar, and the flame will go out.



What Happened:

The candle uses up the oxygen in the jar, allowing room for the water level to rise. When too much oxygen has been used up, the flame goes out. The leftover gas in the jar is mostly nitrogen. Explain to students that like the air in the jar, oxygen that we need to breathe isn't limitless. We have to take care of it.

MY VANITY PLATE

Ask students to think about their reasons for wanting to make a difference in the environment. Now have them use numbers and letters on license plates to write the reasons in eight characters or less. Two examples: IM4IRTH ("I'm for Earth") and H82CTRS ("hate to see trash"). Use the plates on the back page of the student guide for more ideas.

- | | | |
|------------------------|----------------|----------------------|
| B = BE | 4EVR = FOREVER | 2DAY = TODAY |
| BCNU = BE SEEING YOU | M = AM | WKND = WEEKEND |
| COZ = BECAUSE | NE1 = ANYONE | XLNT = EXCELLENT |
| CULBER = SEE YOU LATER | NO1 = NO ONE | YR = YOUR OR YOU ARE |
| EZ = EASY | RU = ARE YOU | |

SCAVENGER HUNT

YOUR FRIENDS WANT TO MEET AT AN EARTH DAY CELEBRATION IN ONE OF THE STATE CAPITALS. BUT WHICH ONE? USE THE CLUES ON THIS PAGE TO FIND THE LOCATION AND PASSWORD OF THE CELEBRATION.

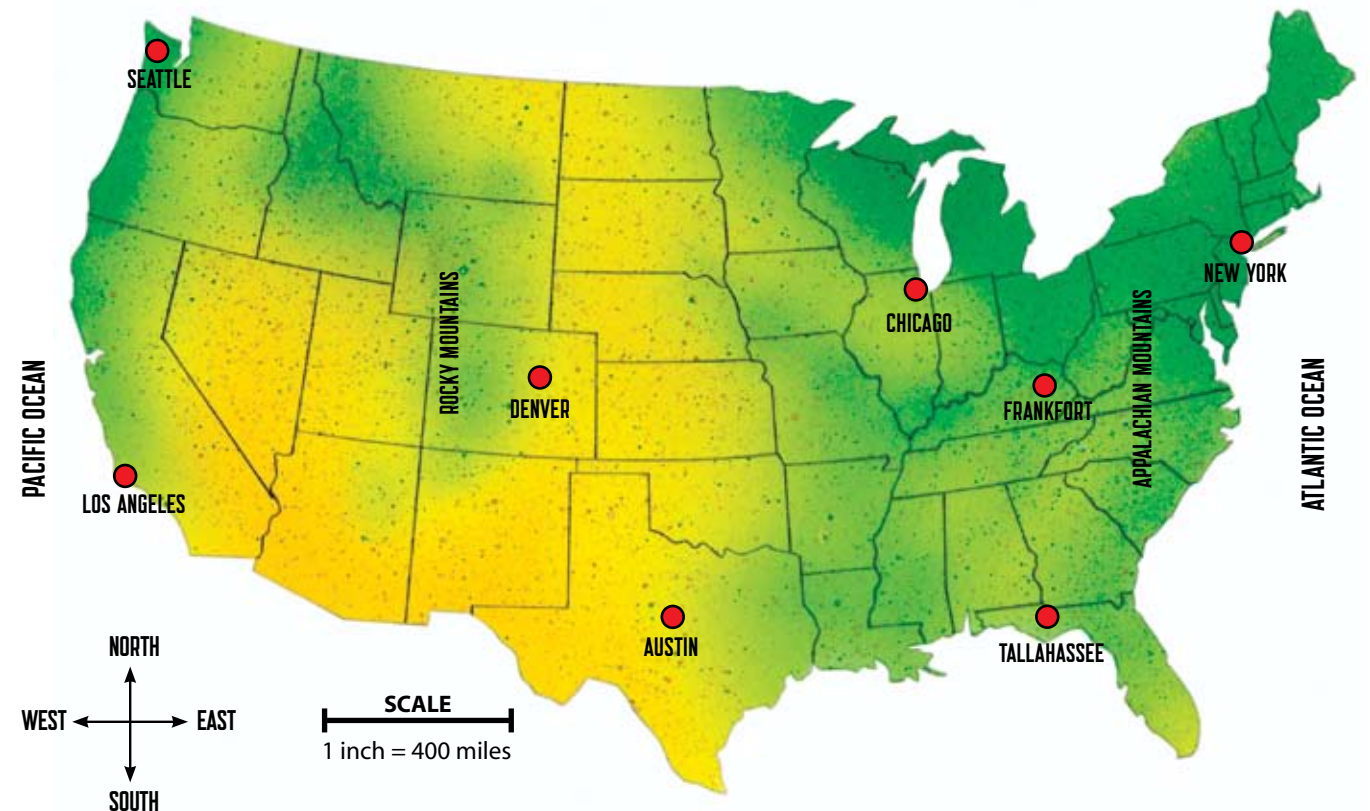
CLUES

1. Start in Austin, Texas.
2. Drive east for 800 miles. The nearest capital city is _ _ _ _ _ . This is point A.
3. From point A, travel three states due north. The capital of this state is _ _ _ _ _ . This city is point B.
4. From Point B, cruise west 1,050 miles. The nearest state capital is _ _ _ _ _ , which is point C.
5. Point C is located in the _ _ _ _ _ Mountains.
6. Travel about 800 miles west from point C until you reach an ocean. This is the _ _ _ _ _ . Mark any spot on the beach here as point D.
7. Almost there! From point D, travel north and stop at the northernmost state along the coast. This state's capital is _ _ _ _ _ .

Now put all the CIRCLED LETTERS together to find the mystery location.

The Earth Day celebration is being held in _ _ _ _ _ .

Write down all the DOUBLE-UNDERLINED LETTERS to get the password, _ _ _ _ _ . See you there!



ANSWERS: The circled letters should spell SANTA FE and the double underlined letters should spell TRAVEL.

FAMILY TRIP TIPS

Use this page to keep the drive—and fun—alive during your next family trip.

CHECK OFF BEFORE YOU TAKE OFF

All set for your next vacation? Get the whole family involved with this getaway checklist.

- POWER DOWN** Adjust the thermostat and turn off all lights, TVs and computers before you leave home.
- IN THE BAG** Keep two plastic bags in the vehicle—one for trash and one for recyclables.
- WALK-THRU** Your car uses energy while idling or waiting in drive-through lines. When you stop for food, get out of the vehicle and go inside.
- LEAVE NO TRACE** When you leave a park or the woods, be sure to pack whatever you packed-in.
- H₂O TO GO** Refill plastic bottles of water rather than buying new ones.
- LET 'EM BE** See something interesting like a bug or a starfish? Take a picture, but avoid touching it and never take it home.
- SNACK PACKS** Keep snacks and toys for the trip in reusable plastic containers.
- PRESSURE POINTS** Check the air pressure in your tires. This can save your family gas money and increase the life of the tires.
- ROAD RULES** Remind your parents to keep the vehicle on the road when you drive to beaches and parks. Your vehicle could damage the hidden homes of creatures such as sand crabs or nesting birds.

GAMES ON THE GO

Make the miles fly by with these family-trip game ideas:

MEMORY MAKER

Start off this game by saying, “While we were driving to an Earth Day party, I ...” The next person repeats this new sentence exactly as you said it, but adds one word. The next person repeats this new sentence exactly as you said it, but adds one word. See how many words you can get up to before someone makes a mistake.

TUNE IT UP

Write down the lyrics of your favorite tune. Take out a few important words, like nouns, verbs and adjectives. Ask other people in the car to give you other words to fill in the blanks. Now belt out your new tune.

BETTER GET A LETTER

This is an oldie but goodie. Starting with the A, look for words that begin with each letter of the alphabet until you’ve gone through the whole alphabet. All words must be located outside the vehicle—on billboards, license plates, traffic signs or sides of trucks.

