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# 4: The Great States Race

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## Based on the Indiana quarter reverse



### OBJECTIVES:

Students will research state information and write the answers to questions for a race-track game. This game will consist of questions relating to the 50 State Quarters® Program and other states, particularly Indiana.



### MATERIALS:

- 1 toy race car
- 1 class map of the United States of America
- 1 overhead projector (optional)
- 1 overhead transparency (or photocopy) of the Indiana quarter reverse
- Enlarged copies of the game board
- Question cards
- Blank question cards
- Dice (1 die for every group of four students)
- Copies of the “Luck of the Draw” cards
- Sets of four different state quarters (1 set for each group)
- Copies of the “Reproducible Coin Sheet” (optional)
- An assortment of grade appropriate coin and state reference resources
- Access to computers with Internet capabilities (bookmark [www.usmint.gov/kids](http://www.usmint.gov/kids)).



### PREPARATIONS:

- Make enlarged copies of the game board (1 per group of four students)
- Make copies of question cards (1 complete set per group)
- Make copies of “Luck of the Draw” cards (2 sheets per group)
- Make copies of the “Reproducible Coin Sheets” (pages 49 and 50) (1 of each sheet per group)
- Gather grade appropriate coin and state reference resources for classroom use
- Make an overhead transparency (or photocopy) of the Indiana quarter reverse.



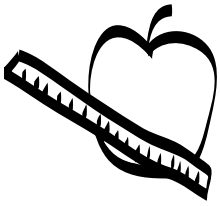
### GROUPING:

- Whole Group
- Small Groups



### CLASS TIME:

3 30- to 45-minute sessions



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# Learning about States

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## CONNECTIONS:

- Social Studies
- Language Arts
- Technology



## TERMS AND CONCEPTS:

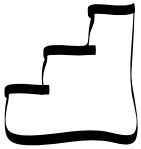
- Quarter
- Reverse (back)
- Symbol



## BACKGROUND KNOWLEDGE:

Students should have basic knowledge of:

- Use of reference resources
- Writing answers in complete sentences



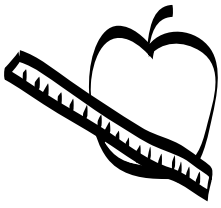
## STEPS:

### Session 1

1. Hold up a toy race car and explain that your next activity has something to do with cars like this and the number 500. Explain that you'll be continuing your study of the state quarters with the Indiana quarter.
2. Describe the 50 State Quarters® Program for background information, if necessary, using the example of your own state, if available. Then display the transparency or photocopy of the Indiana quarter reverse. As a class, locate Indiana on the class map.
3. Discuss the coin's symbols. Responses should include the mention of race cars and the Indianapolis 500.  
**Note:** Teacher may need some prior knowledge of the Indy 500.
4. Introduce the students to the "Great State Race" game, which looks like a race track. Explain that the students will create this game about the 50 State Quarters® Program as a class.
5. Create a K-W-L chart to examine what students know and want to know about the 50 State Quarters Program. Leave the learn column empty until after the students have conducted their research.

### Session 2

1. Break students into groups of four. Distribute 1 copy of the "Great States Race" questions to each group. Direct the students to use the K-W-L chart and other classroom and Internet resources to answer all the questions listed. (A good resource would be the State Quarter Information from the 1999-2000, 2001, and 2002 lesson plans.) Each group's recorder must use complete sentences and proper grammar, spelling, and punctuation.



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# The Great States Race

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2. Once the students have finished answering the “Great States Race” questions, assign each group 2 “class questions” from the “W” column of the chart. Instruct the groups to research their questions, again making use of classroom resources.
3. Review each group’s questions and answers.
4. Once all grammar, spelling, and punctuation have been corrected, instruct the groups to write their “class questions” and answers in the blank “Great States Race” question cards, using their clearest handwriting.
5. Fill in the L column as a class. Discuss the answers to the questions as well as the ways in which students conducted their research.

### Session 3

**Before session 3:** Photocopy each of the “class questions” written during session 2 (each group will need a complete set of these cards). If possible, laminate and separate all question and “Luck of the Draw” cards.

1. Break students into groups of four. Distribute the game boards to each group. As a class, review the rules of the game as they are written on the game board. Model a round of game play for your class.
2. Give each group a “Great States Race” game board, a complete set of “class question” cards mixed with the group’s “Great States Race” question cards, a set of “Luck of the Draw” cards, a die, and four different state quarters.
3. Each student will select a state’s quarter as their piece, and will play the game according to the rules.



### ENRICHMENT/EXTENSIONS:

Students could research their home state and also Indiana. Based on their research, they could form comparative questions to add as “stumpers” to their deck of question cards, such as “Which state has a larger population, Indiana or Wyoming?”

Students could research other similar car races in America. They could locate the states where each race is conducted and mark this on a personal map.



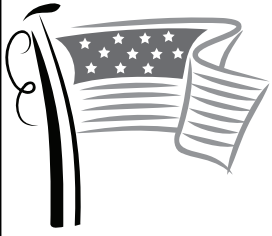
### DIFFERENTIATED LEARNING OPTIONS:

Limit study of 50 State Quarters® Program to selected states that correspond to your current curriculum.



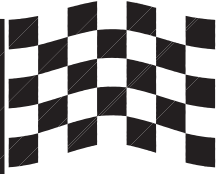
### HPC CONNECTIONS

If your students enjoyed this high-speed activity, invite them to race against the clock and put together the Indiana quarter when they play PuzzleMint in the “Games” area.



# Indiana Quarter Reverse





# The Great States Race



GENTLEKIDS,  
START YOUR  
ENGINES!

START

FINISH

## RULES

1. One player is chosen as a "spotter," who keeps track of how many times each player goes around the track. The first player to make three full laps is the winner.
2. Players' turns move clockwise, starting with the player with the most recent birthday.
3. On each player's turn, he or she rolls a die and moves that many spaces around the board, then draws the type of card indicated. Players read their own "luck" cards, but the player to the right reads each player's "question" cards. Players who answer **correctly** get another turn. Players who answer **incorrectly** don't roll the die on their next turn—they stay in the same space until they answer correctly.
4. If the "luck" pile runs out, shuffle the discarded cards and re-use them.



**KNOW YOUR QUARTERS!**

Q: What state has the nickname, "The Crossroads of America?"

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which state's quarter features a mountain and maple trees?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which state's quarter features a Magnolia Blossom?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which two states' quarters feature ships?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which state's quarter features a race car?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which state's quarter features the Statue of Liberty?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which state's quarter features a pelican and a trumpet?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which state's quarter features the "Old Man of the Mountain?"

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which two states' quarters feature a bi-plane?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which state's quarter features a Palmetto tree and a Carolina Wren?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which state's quarter features a trumpet, guitar, and fiddle?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which state's quarter features a Minuteman and the state outline?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which two states' quarters feature a horse?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which state's quarter features its State House?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which was the first state featured on a new quarter?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which will be the last state featured on a new quarter?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which state's quarter features the "Charter Oak" tree?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: What will be the last year of the 50 State Quarters® Program?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which state's quarter features it's most famous fruit?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which state's quarters traveled on the Space Shuttle Columbia?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which state's quarter features George Washington on both sides?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: How many different states' quarters are released each year?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: Which state's quarter features a Statue named "Commonwealth?"

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: In which two American cities are quarters minted?

A: \_\_\_\_\_  
\_\_\_\_\_





**KNOW YOUR QUARTERS!**

Q: In what year was the first quarter of the 50 State Quarters® Program minted?

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: \_\_\_\_\_  
\_\_\_\_\_

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: \_\_\_\_\_  
\_\_\_\_\_

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: \_\_\_\_\_  
\_\_\_\_\_

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: \_\_\_\_\_  
\_\_\_\_\_

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: \_\_\_\_\_  
\_\_\_\_\_

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: \_\_\_\_\_  
\_\_\_\_\_

A: \_\_\_\_\_  
\_\_\_\_\_



**KNOW YOUR QUARTERS!**

Q: \_\_\_\_\_  
\_\_\_\_\_

A: \_\_\_\_\_  
\_\_\_\_\_



### LUCK OF THE DRAW

You've had a tire blow out! Skip your next turn.



### LUCK OF THE DRAW

Your opponents are lagging behind! All other players move backward 2 spaces.



### LUCK OF THE DRAW

Pit stop! Skip your next turn.



### LUCK OF THE DRAW

Caution! There's debris on the track. Skip your next turn.



### LUCK OF THE DRAW

You've lapped your opponents, take another turn!



### LUCK OF THE DRAW

You're gaining on the lead position. Move to the space directly behind the player in first place.



### LUCK OF THE DRAW

You're really cruising now! Move four spaces ahead!



### LUCK OF THE DRAW

You're running out of gas. Better stop for a splash-and-go! Skip your next turn.



### LUCK OF THE DRAW

Put the pedal to the metal and move 6 spaces ahead!



### LUCK OF THE DRAW

You've become the back marker (you're in last place). Move to the space directly behind the player in last place.



### LUCK OF THE DRAW

You're losing speed! Move backwards 2 spaces.



### LUCK OF THE DRAW

You're really cruising now! Move 5 spaces ahead.



### LUCK OF THE DRAW

Your opponents are gaining on you. All other players move forward 3 spaces.



### LUCK OF THE DRAW

Slow down so you don't become a wall magnet! Move backward 1 space.



### LUCK OF THE DRAW

Put the pedal to the metal and move 5 spaces ahead!



### LUCK OF THE DRAW

Your opponents are gaining on you. All other players move forward 2 spaces.