

# 4: A Race through the States

## Based on the Indiana quarter reverse



### OBJECTIVES:

Students will research state information and write questions and answers for a racetrack game. This game will consist of questions relating to the 50 State Quarters® Program, the United States (particularly Indiana), and state history.



### 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
- Copies of the enlarged game board
- Blank question cards
- Dice (1 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)
- An assortment of grade appropriate coin and state reference resources
- Access to computers with Internet access (bookmark the United States Mint H.I.P. Pocket Change™ Web site at [www.usmint.gov/kids](http://www.usmint.gov/kids))



### PREPARATIONS:

- Make enlarged copies of the game board for every group of four students.
- Make copies of blank question cards.
- Make 2 copies of “Luck of the Draw” cards for each group of four students.
- Gather a large number of grade appropriate coin and state reference resources for classroom use.
- Make an overhead transparency (or photocopy) of the Indiana quarter reverse.
- Review the questions created for the 2002 grades 2–3 Indiana lesson plan (“The Great States Race”).



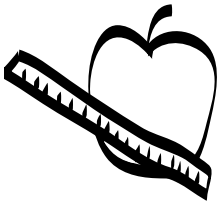
### GROUPING:

- Whole group
- Small groups



### CLASS TIME:

3 45- to 60-minute sessions



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## Researching and Formulating Questions

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### CONNECTIONS:

- Language Arts
- Social Studies
- Technology



### TERMS AND CONCEPTS:

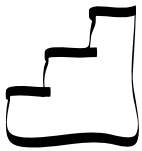
- Quarter
- Reverse (back)



### BACKGROUND KNOWLEDGE:

Students should have a basic understanding of:

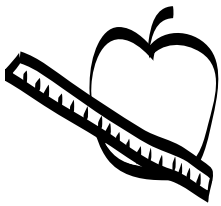
- Question words
- Internet and textual research



### STEPS:

#### Session 1

1. Begin by holding up a toy race car and explaining that your next activity has something to do with cars like this and the number 500. Elicit responses from the students about what they think you'll be discussing. Explain to the class that you'll be continuing your study of the state quarters by looking at the new 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 overhead transparency or photocopy of the Indiana quarter reverse. As a class, locate Indiana on the class map. Discuss the symbols on the coin.
3. Discuss and build upon what the students learn about Indiana from the coin. Responses should include race cars and the Indianapolis 500.  
**Note:** This may require some prior knowledge of the Indianapolis 500 for the teacher.
4. Introduce the students to the "Great States Race" game board, which is set up to look like a racetrack. Explain that, as a class, the students will be helping to create a game about the Indiana quarter as well as the other quarters in this program.
5. Create a K-W-L chart to examine what students **k**now and **w**ant to know about the 50 State Quarters. Leave the **l**earn column empty until after the students have conducted their research.



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# A Race through the States

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6. Assign each child (or pair of children) a question from those developed in the “W” column of the chart and direct the students to use classroom/library/Internet resources to find answers to these questions. If during their research students find interesting facts about the symbols on the state quarters, ask them to make notes of this information.  
**Note:** Students must be familiar with using reference resources. Also, bookmark Internet sites that would help students with their research.
7. Have each student write their question and its answer using complete sentences, appropriate grammar, correct spelling, and correct punctuation. Model the types of questions that would be appropriate for this game, using the questions listed in the 2002 grades 2–3 Indiana lesson plans, “The Great States Race.”
8. Review each student’s question and answer.

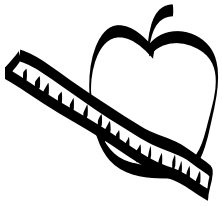
## Session 2

1. Once all grammar, spelling, and punctuation have been corrected, distribute a blank “Great State Race” question card to each student and have them clearly write their questions and answers in the appropriate blanks.  
**Note:** If students complete this activity early, instruct them to develop a question based on a piece of information mentioned in the **K** column of the chart.
2. 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 play for your class.
2. Distribute the rest of the materials to each group (a copy of the “Great States Race” game board, a set of question cards, a set of “Luck of the Draw” cards, a die, and 4 different state quarters).
3. Each student will select a state’s quarter as his or her piece, and will play the game according to the rules.



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# A Race through the States

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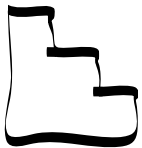


## ENRICHMENT/EXTENSIONS:

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?”

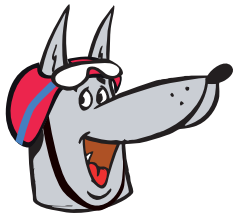
After discussing the Indy 500, guide students to examine the length of time it would take to complete this race at different rates of speed.

Invite interested students to research and write reports about the Indianapolis 500 race or other similar car races in America.



## DIFFERENTIATED LEARNING OPTIONS:

Adjust study of 50 State Quarters® Program to states that correspond to current curriculum.



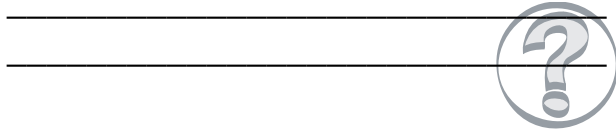
## HPC CONNECTIONS

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. It’s in the “Games” area.

**KNOW YOUR QUARTERS!**

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

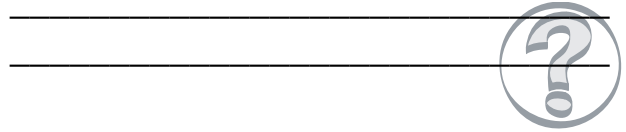
A: \_\_\_\_\_



**KNOW YOUR QUARTERS!**

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

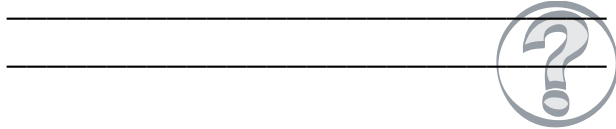
A: \_\_\_\_\_



**KNOW YOUR QUARTERS!**

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

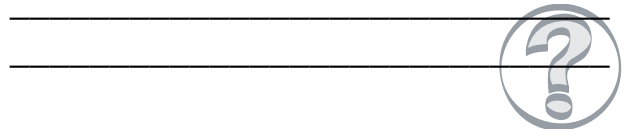
A: \_\_\_\_\_



**KNOW YOUR QUARTERS!**

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

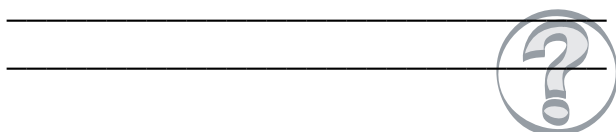
A: \_\_\_\_\_



**KNOW YOUR QUARTERS!**

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

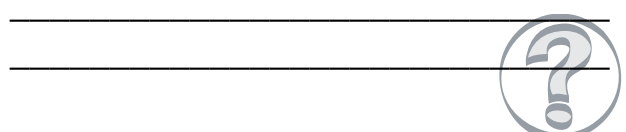
A: \_\_\_\_\_



**KNOW YOUR QUARTERS!**

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

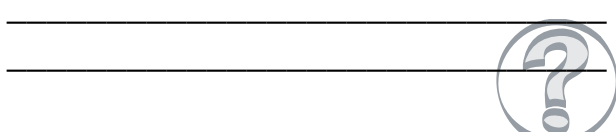
A: \_\_\_\_\_



**KNOW YOUR QUARTERS!**

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

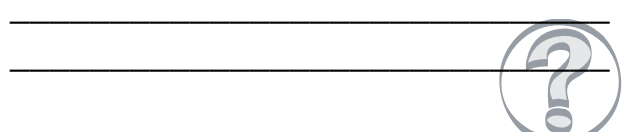
A: \_\_\_\_\_



**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're now the back marker (you're in last place). Move to the space behind the player in last place.



**LUCK OF THE DRAW**

You're losing speed! Move backward 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 back 1 space.



**LUCK OF THE DRAW**

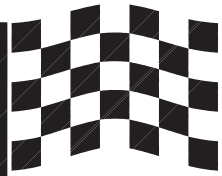
Put the pedal to the metal and move 6 spaces ahead!



**LUCK OF THE DRAW**

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





# 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 dis-cards and re-use them.





# Indiana Quarter Reverse

