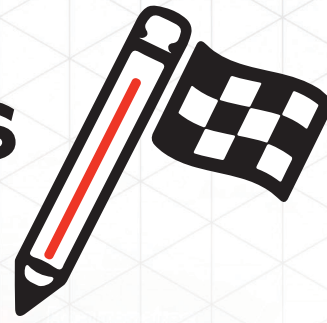


STUDENTS ON TRACK



PRIMARY
WORKBOOK

INFORMATION FOR SCHOOLS AND TEACHERS

A visit to a round of the Supercars Championship provides fantastic opportunities for students to engage with and get excited about STEM education. In an environment where they can see, hear and smell STEM in action, children can make meaningful connections between the Australian Curriculum and the action on track. This booklet has been designed to be completed by students either independently or collaboratively and can be utilised both on the day or back in the classroom.



Alignment with the Australian Curriculum Year 1 - 2

Curriculum Area: Design and Technologies

Generating and Designing	Generate and communicate design ideas through describing, drawing or modelling, including using digital tools (AC9TDE2PO2)
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Curriculum Area: Mathematics

Number	<p>Recognise, represent and order numbers to at least 120 using physical and virtual materials, numerals, number lines and charts (AC9M1NO1)</p> <p>Recognise and describe one-half as one of 2 equal parts of a whole and connect halves, quarters and eighths through repeated halving (AC9M2NO3)</p> <p>Add and subtract one- and two-digit numbers, representing problems using number sentences, and solve using part-part-whole reasoning and a variety of calculation strategies (AC9M2NO4)</p>
Measurement	<p>Make, compare and classify familiar shapes; recognise familiar shapes and objects in the environment, identifying the similarities and differences between them (AC9M1SPO1)</p> <p>Recognise and read the time represented on an analog clock to the hour, half-hour and quarter-hour (AC9M2MO2)</p>
Space	Interpret and create two-dimensional representations of familiar environments, locating key landmarks and objects relative to each other (AC9M3SPO2)
Statistics	Create different graphical representations of data using software where appropriate; compare the different representations, identify and describe common and distinctive features in response to questions (AC9M2STO2)
General Capabilities	Cross Curriculum Priorities
<ul style="list-style-type: none"> • Literacy • Numeracy • Critical and Creative Thinking • Personal and Social Capability 	<ul style="list-style-type: none"> • Sustainability

Source: Australian Curriculum Version 9, <https://v9.australiancurriculum.edu.au/>

ESCAPE THE SUPERCARS GARAGE CHALLENGE!

Scenario:

Oh no! You've been locked in a Supercars garage and need to escape. The door to get out is controlled by a six-digit security keypad. To escape you must solve six questions to reveal the secret code and unlock the door.

Rules:

- You can work on your own, with a buddy, or in a small group.
- Think carefully to answer each question.
- Write your answer down on the recording sheet.
- Once you have all the numbers for the keypad, check it with your teacher to find out if you can escape the garage!



1 Look at this picture of race tyres.

The number of tyres that make half of this group is the first number in the code.



2 Look at the numbers on the Supercars in this photo.

They are **17**, **97**, **9**, **55**, **26** and **8**. Sort these numbers from smallest to biggest.

The second smallest number is the second digit in the code.











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3 This picture graph shows the number of race wins for drivers in the 2023 Supercars Championship.

The number of drivers with one win is the third digit in the code.

Anton De Pasquale	
Broc Feeney	
Cam Waters	
David Reynolds	
Jack Le Brocq	
Jamie Whincup	
Mark Winterbottom	
Matthew Payne	
Richie Stanaway	
Shane Van Gisbergen	
Will Brown	

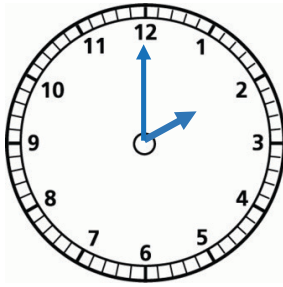
Key:  = 1 race win

4 A Supercars race starts with 24 cars. 20 cars make it to the finish line.

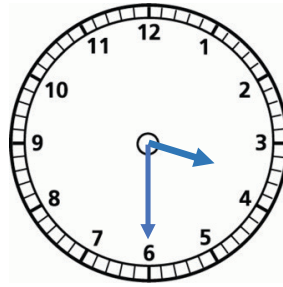
The number of cars that **did not finish** the race is the fourth digit in the code.



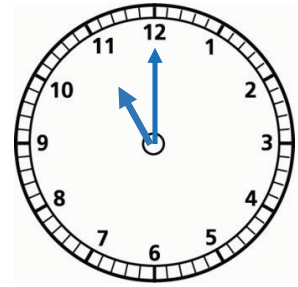
- 5 These clocks show the start times of 3 different Supercars races. The number of the race that starts at 11 o'clock is the fourth digit in the code.



Race 1

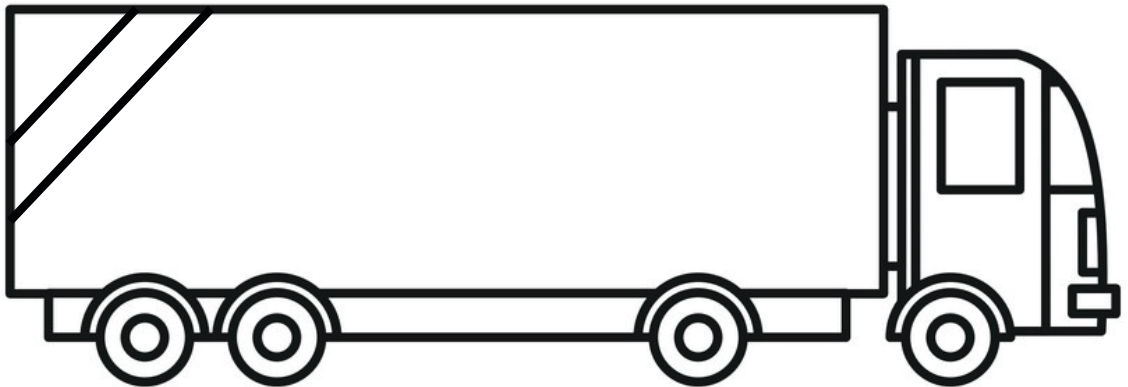


Race 2



Race 3

- 6 Look at this drawing of a Supercars transporter truck. The number of circles you see plus the number of triangles is the fifth digit in the code.



ESCAPE THE SUPERCARS GARAGE RECORDING SHEET

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1st Digit

2nd Digit

3rd Digit

4th Digit

5th Digit

6th Digit



DESIGN YOUR OWN RACE HELMET!

Add colours and patterns to this template to personalise your own race helmet.

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SUPERCARS SPOT THE DIFFERENCE!

There are 8 differences to find between the two photos.

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SUPERCARS WORD SEARCH PUZZLE!

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H	Y	T	R	O	P	H	Y	S	X	K	F
S	Y	S	Q	R	A	C	E	H	J	G	J
I	I	D	U	G	C	L	Q	T	V	W	H
N	X	N	A	P	B	Z	W	R	W	Z	Z
I	J	L	M	R	E	M	E	A	U	U	U
F	F	F	Y	E	J	R	F	C	B	B	H
S	Z	W	J	V	F	D	C	K	S	E	Z
E	T	L	F	I	L	A	W	A	L	A	Q
I	K	A	U	R	C	E	P	M	R	V	U
S	D	A	R	D	A	D	E	E	P	S	E
L	A	A	R	T	X	T	G	H	D	R	I
X	S	P	N	B	M	U	L	D	W	C	F

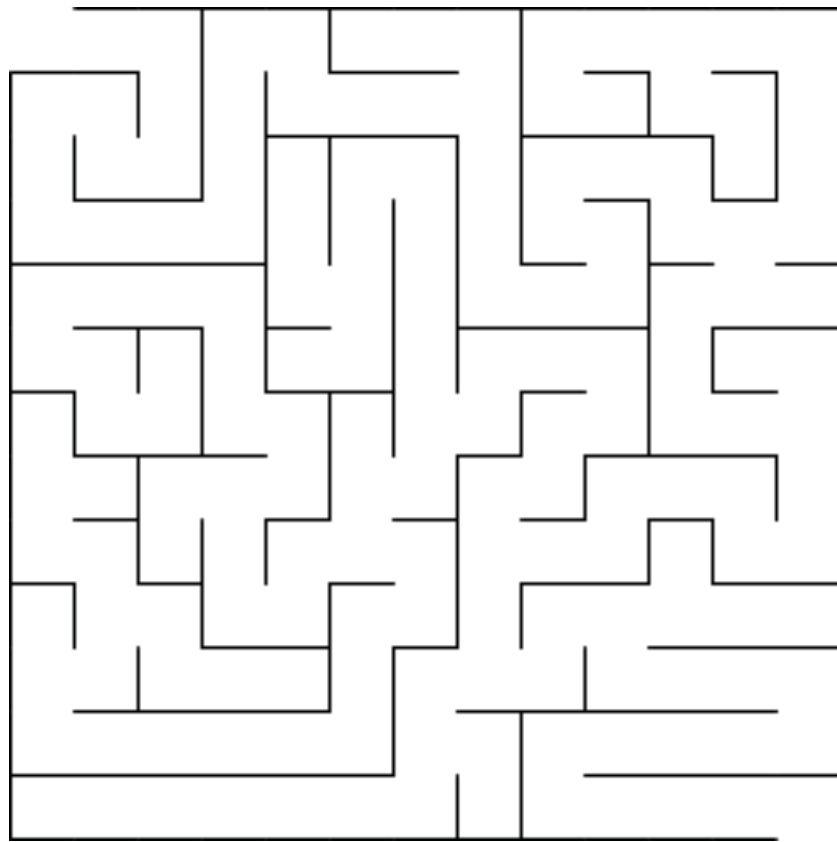
Brake
Flag
Speed
Track

Driver
Helmet
Start
Trophy

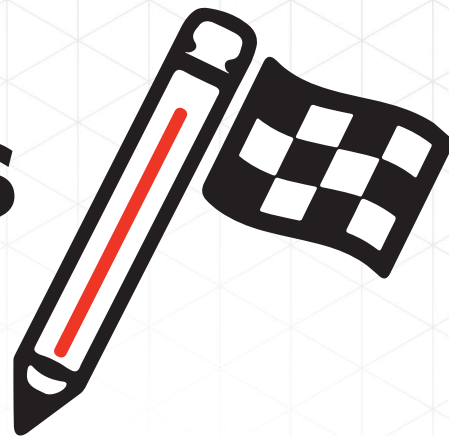
Finish
Race
Supercar
Wheel

CAN YOU FIND YOUR WAY THROUGH THE MAZE TO THE FINISH LINE?

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SUPERCARS.COM #REPCOSC

