

**Kit name: Speed Racer (Grades 6-8)**

**Description:** Speed Racer is a fun activity where you will challenge your friends to determine who can make a car go the fastest with nothing except the power of your lungs. Challenge your friends and find out who is the best.



**Alignment for Speed Racer (Grades 6-8) to the Common Core State Standards Mathematics**  
<http://www.corestandards.org>

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This kit addresses the following standards:

- 6.RP.A.3 Use ratio and rate reasoning to solve real-world and mathematical problems, e.g., by reasoning about tables of equivalent ratios, tape diagrams, double number line diagrams, or equations
- 6.EE.A.2 Write, read, and evaluate expressions in which letters stand for numbers
- 6.EE.B.5 Understand solving an equation or inequality as a process of answering a question: which values from a specified set, if any, make the equation or inequality true? Use substitution to determine whether a given number in a specified set makes an equation or inequality true
- 6.EE.B.6 Use variables to represent numbers and write expressions when solving a real-world or mathematical problem; understand that a variable can represent an unknown number, or, depending on the purpose at hand, any number in a specified set
- 6.EE.B.7 Solve real-world and mathematical problems by writing and solving equations of the form  $x + p = q$  and  $px = q$  for cases in which  $p$ ,  $q$  and  $x$  are all nonnegative rational numbers
- 6.EE.C.9 Use variables to represent two quantities in a real-world problem that change in relationship to one another; write an equation to express one quantity, thought of as the dependent variable, in terms of the other quantity, thought of as the independent variable

When reserving kits, please be sure to:

- Return filled out reservation form
- review required kit materials prior to event
- return evaluation forms
- Replace consumables