

A car with 2 rotating wheels

In this activity the user uses X and Y coordinates in a dynamic way to make wheels of a car do a double job: 1. Turn (spin) and 2. Move with the car forward.

The activity is in a Squeak book format.

Math Key Words: X and Y coordinate;

Squeak Prerequisite: Paint an object; Set direction of “heading-direction arrow”; “basic” menu; Use of properties of 2 objects in one script tile;

5th grade and up

NCTM Standards:

Geometry 3-12: Specify locations and describe spatial relationships using coordinate geometry and other representational systems.

Squeak Project: Book of Car and 2 Wheels