

Going Places

A RIF GUIDE FOR FAMILIES

Themes: Creativity, Engineering, Friendship, Transportation

Book Brief: Rafael and his classmates are eager to participate in the Going Places contest. Each student receives the exact same kit to construct a go-cart for the race. While Rafael constructs his go-cart by following the instructions precisely, his neighbor Maya has a more creative approach in mind. Rafael and Maya decide to team up to construct a truly unique creation for race day.

Author and Illustrator:

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TIME TO READ!



Before: Read the title of the story and look at the cover. Ask your child what they think will happen in the story.

During: As you read, have your child point out things they notice about the vehicles the characters build. What is the same about them? What is different?

After, ask questions:

- How did Rafael build his vehicle? How did Maya build hers? How did they build one together?
- Would you like to build a vehicle like Rafael, or Maya, or Rafael and Maya? Why?
- What special things would you add to a vehicle you design?

CONVERSATION STARTERS

When children build **Story Awareness**, they learn how to tell a story. They enjoy looking at pictures and hearing text that make stories interesting, engaging, and relatable. They also learn to make the connection between the pictures and the text to understand the book. As children strengthen their understanding, they can practice constructing stories themselves with wordless picture books. The last page of *Going Places* furthers the story with no text. Have your child practice creating a story by sharing their own words for that part of the book, or even continuing the story by sharing what will happen next.

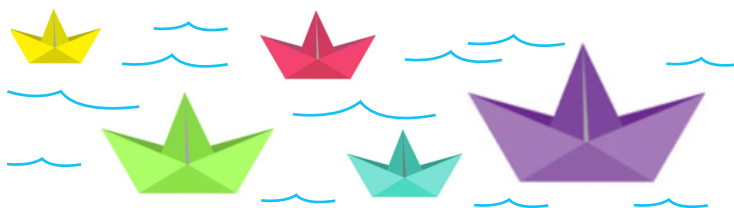
RELATED ACTIVITIES

RACE DAY

Materials: Tape, things that are round or have wheels, other items that might be fun to race!

In *Going Places*, Rafael and Maya construct a unique vehicle to win the race. What kind of things will win a race at your house? Create a starting line and finishing line with tape or other materials. Gather together a few items to race and see what will win. Try different methods of racing, like

pushing the objects, blowing them, or sending them down a hill. What unique items win the race at your house? Why do you think they won?



ADDITIONAL RESOURCES



BOOKS ABOUT CREATIVE DESIGN

- **If I Built a Car (2007)**
- **The Most Magnificent Thing (2014)**
- **Jabari Tries (2020)**