Near Town/Far Town



Introduction

In this activity, students investigate transportation, energy resources and resource planning through an activity. Participants are assigned different types of vehicles with different fuel efficiencies and fuel sources: gasoline, hybrids, electric, diesel, flex-fuel or compressed natural gas. Fossil fuel powered cars emit byproducts from an internal combustion engine such as carbon dioxide and other gases that cause pollution. These gases can trap heat from the sun and are known as greenhouses gases. In some situations, electric and/or hybrid cars can decrease greenhouse gas emissions.



Procedure

- 1. Copy and cut apart the car cards.
- 2. Select a large area (such as a long hallway or outside) and place signs on the walls. NEAR TOWN should be 100 steps from HOME. FAR TOWN should be 200 steps from HOME. Students should not know the number of steps. Add a charging station to NEAR TOWN and FAR TOWN.

Activity

Give each student a car card and explain how the activity works.

General Rules

According to the U.S. Energy Information Administration, 28% of total energy used in the United States is used for transportation. Because of the high cost of gasoline, you can afford to buy 5 gallons (20 liters) of gas to put in the car that you have been assigned. If you have an electric vehicle, you can afford one charge, which is the financial equivalent to 5 gallons of gas.

The activity has two rounds. The goal of the first round is to "drive" your car from HOME to NEAR TOWN and back HOME. In the second round, you have to drive twice as far, to FAR TOWN and back HOME. This must be done without running out of fuel or charge. You will model driving your car by taking steps, heel to toe. Each step represents one mile.

In round one, no carpooling is allowed; everyone must drive their own car until they run out of fuel or charge. In round two, carpool members may share fuel, or they may take turns driving. If they pass a charging station, the electric vehicle may recharge.

- Make sure students understand how many steps they are able to take depending on their car. For example, a car that gets 25 mpg can go 25 mpg times 5 gallons, or 125 miles. This equals 125 steps heel to toe before running out of fuel. The range is the distance an electric vehicle can travel before recharging.
- Tell students they are going to meet their friends at a concert in NEAR TOWN. They have to
 make it home that night after the concert without running out of fuel or charge. Play round one.
 When you give the signal, participants take the appropriate number of steps. Remind them all
 steps should be taken heel to toe.
 - Each person will drive his/her own car.
 - Participants will drive to NEAR TOWN then return HOME.
 - Line up at HOME and start stepping heel to toe.
 - If anyone runs out of fuel or a charge, he or she must stay at that point until the round is over.
 - Everyone in an electric vehicle gets one charge.

- If you are charging your electric vehicle, you must wait one minute before continuing to your destination.
- 1. Check for understanding Ask the following questions:
 - Which cars made it HOME from the concert? Which cars did not?
 - Why? What are some variables between all the cars and drivers?
 - What can be the driving attribute of the size of a person's foot? (Larger feet travel longer distances and could be attributed to more efficient driving, braking, coasting to stops, good tire pressure, clean air filter, well maintained car, etc.)
 - Discuss alternatives to each person driving his or her own car.
- 2. Students start over with 5 gallons of gas or one charge. Students are traveling to FAR TOWN for an away football game then returning HOME. They may carpool for this round. Encourage them to try some suggestions that came up in the discussion.
 - Expect "negotiations."
 - Drivers may use each passenger's fuel; you are pooling your gas money. However, if the car they are riding in does not use conventional gas, carpooling does not necessarily extend the range of the vehicle unless they pass a charging station.
 - So if there are four people in the car, there are 20 gallons of fuel available. If you have an electric vehicle, you still only get one charge, unless you pass a charging station.
 - Line up at HOME and start stepping!
 - If the vehicle runs out of fuel or charge, everyone in the vehicle stops at that point until the round is over.
 - Everyone in an electric vehicle gets one charge per passenger.
- 3. Check for understanding Ask the following questions:
 - Who made it to the football game and back?
 - How did they accomplish this?
 - Who did NOT make it to the game and back? Why?
 - Which car is the most efficient? Least efficient?
 - What factors should you look at when buying a car?
 - What is the environmental impact of burning more gas fuels?



To Know and Do More

- 1. Discuss how government regulations, such as emissions, safety equipment and fuel mixes, affect the cost of purchasing and operating a vehicle. Discuss incentives for buying an alternative fuel vehicle.
- 2. Have students compare and contrast different types of alternative fuel vehicles such as electric cars, gas/electric hybrids, fuel cell cars, etc. What are the pros and cons of using these vehicles?
- 3. Have students calculate the CO_2 produced in their drive for round one. They used up to 5 gallons of gas, depending on their car. How much CO_2 was offset when they carpooled in round two?
- 4. Discuss ways to reduce the contribution to climate change (buying an electric vehicle or a car with better fuel economy; getting the best fuel economy out of your car; using a low carbon fuel (such as compressed natural gas), walking, biking or taking public transit more often, etc.)
- 5. STEM Project Have students design an alternative fuel vehicle and create a poster or an advertising brochure to sell their car.









