FOR GROWN-UPS

Extreme Off-Road Adventures

A guide to the book, from Torkel's Garage, Volume 2



AGES 6–8

ABOUT THIS BOOK

Extreme Off-Road Adventures is 50 missions in 5 chapters.

Each spread has two sides: a true fact and a math pit stop on the left, and the activity on the right: a puzzle or a picture to finish and color.

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02 The math pit stops 4
03 The machines we met 13
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06 More Torkel's Garage 25

46 machines and places

13 puzzles

4 inventions of their own

50 math pit stops

AFTER EACH PIT STOP, ASK

"How did you see it? Can you show it another way?"

HOW TO HELP

Let your child try first. A wrong answer is part of the game: ask what they tried, then try again together.

Ask your child to show you a favorite page, and to tell you what they did there.

1 What your child did

Every activity and the skill it practiced, and its Common Core link. Check the ones you have seen your child do.

GRADE a Common Core standard for grades 1 to 3 STRETCH from a later grade, met here as an early look

Each grade link names the Common Core math standards a task relates to, so you can see where it sits in school math. The pages practice a skill; they are not a test of it.

DRAW AND COLOR — 7 activities

	ACTIVITY	PRACTICED	COMMON CORE	PAGES
☐	**Color the whole scene** Colored whole scenes.	Coloring a whole scene with their own choices.	—	5, 15, 25, 41, 45, 61, 65, 79, 85, 101
☐	**Finish the drawing, then color** Finished drawings, then colored them.	Finishing a drawing from what is already there.	—	11, 31, 51, 71, 91
☐	**Join the dots, then color** Joined dots in order.	Counting on in order.	GRADE 1 1.NBT.A.1	13, 39, 53, 93
☐	**Draw into the empty space** Added their own drawing to a scene.	Adding their own drawing to a scene.	—	17, 33, 57, 77, 97
☐	**Color every part** Colored every part of pictures.	Coloring carefully inside each outline.	—	19, 37, 59, 69, 73, 89, 99
☐	**Invent the one that ends the chapter** Invented and drew their own.	Making an original drawing from an open prompt.	—	23, 43, 83, 103
☐	**Design the missing part** Designed missing parts.	Designing a missing part to fit the rest of the picture.	—	49, 95

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PUZZLES — 4 activities

	ACTIVITY	PRACTICED	COMMON CORE	PAGES
☐	**Find the hidden things, then color** Searched busy pictures for hidden things.	Searching a busy picture carefully and counting what they find.	—	7, 21, 27, 35, 47, 67, 81, 87
☐	**Draw the way through** Drew the way through pictures.	Planning a path from start to finish.	—	9, 29
☐	**Find what is different** Spotted the differences between two pictures.	Comparing two pictures closely.	—	55, 75
☐	**Draw the other half** Drew the other half of a picture.	Recognizing a line of symmetry and drawing the matching half.	STRETCH · GRADE 4 4.G.A.3	63

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2 The math pit stops

After each pit stop, ask: How did you see it? Can you show it another way?

Ten-frames

left-hand pages 4, 48

GOAL	See how many make 10 or 20, without counting from one.
ASK THIS	How did you know without counting every dot?
COMMON MISTAKE	Counting the empty squares and the dots together.
MAKE IT EASIER	Use a frame of five first.
MAKE IT HARDER	Ask how many more make 30.
COMMON CORE	GRADE 1 1.OA.C.6

Same number, many ways

left-hand pages 6, 50

GOAL	See a number as a full ten plus some more.
ASK THIS	Why doesn't the loose dots' own count name the whole picture?
COMMON MISTAKE	Circling the loose dots' count because it is also a real number.
MAKE IT EASIER	Count the loose dots aloud, then count on from ten.
MAKE IT HARDER	Ask for numbers with two full frames, up to 29.
COMMON CORE	GRADE 1 1.NBT.B.2.b

Counting on and back

left-hand pages 8, 52

GOAL	Count on and back in ones, twos and tens, up to 100.
ASK THIS	Do the numbers go up or down?
COMMON MISTAKE	Counting on when the numbers go down.
MAKE IT EASIER	Say each number aloud, pointing at its stone.
MAKE IT HARDER	Count on or back in fives instead.
COMMON CORE	GRADE 1 1.OA.C.5 GRADE 2 2.NBT.A.2

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Trading tens

left-hand pages 10, 40

GOAL	See that ten of one place make one of the next.
ASK THIS	What did you trade, and what did you get for it?
COMMON MISTAKE	Counting what was traded twice, in both places.
MAKE IT EASIER	Use real things: bundle each ten with a band.
MAKE IT HARDER	Try the same trade with bigger numbers.
COMMON CORE	GRADE 1 1.NBT.B.2.a, 1.NBT.B.2.b

Missing number and true or false?

left-hand pages 12, 62

GOAL	Check number sentences, and find numbers that make both sides equal.
ASK THIS	How do you know if both sides are equal?
COMMON MISTAKE	Judging by how close the numbers look, without working.
MAKE IT EASIER	Check the sum with counters or fingers.
MAKE IT HARDER	Write a false sentence for someone else to check.
COMMON CORE	GRADE 1 1.OA.D.7

Balance scales

left-hand pages 14, 32

GOAL	Find an unknown number that makes both sides of a scale equal.
ASK THIS	What is the same on both sides, and what is left over?
COMMON MISTAKE	Adding the shapes on one side only.
MAKE IT EASIER	Cover the unknown shape and say what the rest weighs.
MAKE IT HARDER	Make a scale with two different shapes on one side.
COMMON CORE	GRADE 1 1.OA.D.7, 1.OA.D.8

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The number line

left-hand pages 16, 64

GOAL	Read numbers to 100 on lines marked in ones, fives or tens.
ASK THIS	Which written number is it closest to?
COMMON MISTAKE	Counting the first tick as 1 instead of 0.
MAKE IT EASIER	Point at each tick and count along together.
MAKE IT HARDER	Ask for the number halfway between two others.
COMMON CORE	GRADE 2 2.MD.B.6, 2.NBT.A.2

Compare numbers

left-hand pages 18, 70

GOAL	Compare two two-digit numbers by their tens, then their ones.
ASK THIS	Which number has more tens?
COMMON MISTAKE	Comparing the ones first, or by which digit looks bigger.
MAKE IT EASIER	Use numbers with different tens, like 27 and 63.
MAKE IT HARDER	Compare a two-digit and a three-digit number.
COMMON CORE	GRADE 1 1.NBT.B.3

Fact families

left-hand pages 20, 74

GOAL	See that three numbers make two sums and two take-aways.
ASK THIS	If you know one sum, what else do you know?
COMMON MISTAKE	Taking the bigger number away from the smaller one.
MAKE IT EASIER	Use counters: split the whole into its two parts.
MAKE IT HARDER	Make a family for numbers up to 100.
COMMON CORE	GRADE 1 1.OA.B.3, 1.OA.B.4, 1.OA.C.6

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Number chain

left-hand pages 22, 102

GOAL	Follow adding and taking away steps, one total at a time.
ASK THIS	What number did the last tile give you?
COMMON MISTAKE	Starting a step from the first number instead of the last total.
MAKE IT EASIER	Work with a finger on the tile and say each total aloud.
MAKE IT HARDER	Try steps within 100.
COMMON CORE	GRADE 1 1.OA.C.6 GRADE 2 2.NBT.B.5

Bar charts

left-hand pages 24, 76

GOAL	Read values from a bar chart and compare them.
ASK THIS	How did you work out the difference?
COMMON MISTAKE	Reading the gridline above or below the bar's top.
MAKE IT EASIER	Read one bar's value first.
MAKE IT HARDER	Ask for the total of all the bars.
COMMON CORE	GRADE 2 2.MD.D.10 GRADE 3 3.MD.B.3

Sharing fairly

left-hand pages 26, 86

GOAL	Share a number into equal groups, with some left over.
ASK THIS	How do you know each plate got the same?
COMMON MISTAKE	Giving out every thing, so the plates end up unequal.
MAKE IT EASIER	Share real things one at a time, plate by plate.
MAKE IT HARDER	Share between five, or tell a sharing story to match.
COMMON CORE	GRADE 3 3.OA.A.2 STRETCH · GRADE 4 4.OA.A.3

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Rectangle split

left-hand pages 28, 54

GOAL	Split a grid into rectangles that match their numbers.
ASK THIS	How many rows and how many columns make that many squares?
COMMON MISTAKE	Drawing a shape that is not a rectangle, or leaving squares uncovered.
MAKE IT EASIER	Start with the biggest number: its rectangle has few places to go.
MAKE IT HARDER	Try a larger grid with more rectangles.
COMMON CORE	GRADE 2 2.OA.C.4

Telling time

left-hand pages 30, 84

GOAL	Read and show o'clock, half past, quarter past and quarter to.
ASK THIS	Where is the short hand pointing? And the long hand?
COMMON MISTAKE	At half past, reading the hour the short hand heads for.
MAKE IT EASIER	Show o'clock times only, then add half past.
MAKE IT HARDER	Try times five minutes apart.
COMMON CORE	GRADE 1 1.MD.B.3 GRADE 2 2.MD.C.7

Arrays

left-hand pages 34, 82

GOAL	See equal rows, and find the total without counting each one.
ASK THIS	Can you count by rows instead of one at a time?
COMMON MISTAKE	Mixing up rows and columns, or counting one twice.
MAKE IT EASIER	Build the rows with small things, then count them.
MAKE IT HARDER	Turn the page sideways: is the total the same?
COMMON CORE	GRADE 2 2.OA.C.4 GRADE 3 3.OA.A.1

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Number machines

left-hand pages 36, 94

GOAL	See the multiplication pattern as repeated groups.
ASK THIS	What does the machine do to every number?
COMMON MISTAKE	Doing the rule forwards when the in number is missing.
MAKE IT EASIER	Try the rule on small numbers first, with objects.
MAKE IT HARDER	How many wheels would 4 tricycles need?
COMMON CORE	GRADE 2 2.OA.B.2 GRADE 3 3.OA.D.9 STRETCH · GRADE 4 4.OA.C.5 STRETCH · GRADE 6 6.RP.A.1

Equal parts

left-hand pages 38, 100

GOAL	Fair parts are the same size; fractions count equal parts.
ASK THIS	How can you tell the parts are the same size?
COMMON MISTAKE	Counting the parts without checking they are equal.
MAKE IT EASIER	Fold a paper square in half, then in half again.
MAKE IT HARDER	Find two different ways to cut one shape fairly.
COMMON CORE	GRADE 1 1.G.A.3 GRADE 2 2.G.A.3

Picture squares

left-hand pages 42, 88

GOAL	Shade runs of squares that match the numbers.
ASK THIS	Which line has numbers that nearly fill it?
COMMON MISTAKE	Shading the right number of squares but not in one run.
MAKE IT EASIER	Start with a line whose numbers nearly fill it.
MAKE IT HARDER	Try a larger grid.

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Carrying addition

left-hand pages 44, 60

GOAL	Add two two-digit numbers, carrying a ten into the next column.
ASK THIS	What do you do with the small box above the tens column?
COMMON MISTAKE	Writing both digits of a two-digit column total in one place.
MAKE IT EASIER	Add two one-digit numbers that make more than ten first.
MAKE IT HARDER	Add a number that carries in both columns.
COMMON CORE	GRADE 2 2.NBT.B.5, 2.NBT.B.7

Greater and less

left-hand pages 46, 68

GOAL	Order the numbers 1 to 4 using the greater-than and less-than signs.
ASK THIS	Which end of the sign touches the smaller number?
COMMON MISTAKE	Reading a sign backwards.
MAKE IT EASIER	Start next to a square that already has a number.
MAKE IT HARDER	Try a puzzle with fewer numbers given.

Rectangles with the same area or perimeter

left-hand pages 56, 96

GOAL	Find two different rectangles sharing an area or a perimeter.
ASK THIS	What is the same about your two rectangles, and what differs?
COMMON MISTAKE	Counting the same rectangle twice, once turned on its side.
MAKE IT EASIER	Start with a long, thin rectangle one square wide.
MAKE IT HARDER	Find every rectangle there is, not just two.
COMMON CORE	GRADE 3 3.MD.D.8, 3.MD.C.7.b

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Coins

left-hand pages 58, 78

GOAL	Compare amounts by adding coin values, not by counting coins.
ASK THIS	How much is each pile worth? How did you add it?
COMMON MISTAKE	Choosing the pile with more coins, not more money.
MAKE IT EASIER	Use real coins and add one pile at a time.
MAKE IT HARDER	Ask how much more the bigger pile is worth.
COMMON CORE	GRADE 2 2.MD.C.8

Number cages

left-hand pages 66, 92

GOAL	Match each cage's total, using each number once per row and column.
ASK THIS	Which number must go in the cage with the smallest total?
COMMON MISTAKE	Repeating a number in a row or a column.
MAKE IT EASIER	Do the cages with one possible answer first.
MAKE IT HARDER	Try a larger grid with three-square cages.
COMMON CORE	GRADE 2 2.OA.B.2

Sum squares

left-hand pages 72, 98

GOAL	Make each total from numbers used once in a run.
ASK THIS	Which run has only one pair of numbers that works?
COMMON MISTAKE	Writing the same digit twice in one run.
MAKE IT EASIER	Start with a run that has a number already in it.
MAKE IT HARDER	Try a puzzle with runs of three squares.
COMMON CORE	GRADE 1 1.OA.C.6, 1.OA.A.2

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Magic lines

left-hand pages 80, 90

GOAL	Place numbers so every straight line has the same total.
ASK THIS	Which circle is on more than one line?
COMMON MISTAKE	Making one line add up and losing another.
MAKE IT EASIER	Put the biggest number where two lines meet, then check each line.
MAKE IT HARDER	Try a shape with more lines.
COMMON CORE	GRADE 1 1.OA.C.6 GRADE 2 2.OA.B.2

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3 The machines we met

Point to one and ask: what do you remember about it?

CHAPTER 1 · STADIUM OF THUNDER

- ☐ Thunder Hopper 5
- ☐ Pocket Rocket 7
- ☐ Cage Crawler 9
- ☐ Winch Ranger 11
- ☐ Sky Stomper 13
- ☐ Crush King 15
- ☐ Flame Six 17
- ☐ Ramp Rocket 19
- ☐ Hauler Hank 21

CHAPTER 2 · MUD MOUNTAIN CHALLENGE

- ☐ Mud Climber 25
- ☐ Bog Hog 27
- ☐ Trail Blazer 29
- ☐ Wolf 31
- ☐ Puddle Jumper 33
- ☐ Bog Race 35
- ☐ Rut Runner 37
- ☐ Twin Seat 39
- ☐ Bridge Ranger 41

CHAPTER 3 · ACROSS THE WILD

- ☐ Dune Dancer 45
- ☐ Cactus Cruiser 47
- ☐ Rock Hopper 49
- ☐ Camel Hauler 51
- ☐ Sky Jumper 53
- ☐ Twin Sands 55
- ☐ Oasis Runner 57
- ☐ Sand Sprinter 59
- ☐ Night Navigator 61
- ☐ Mirror Rail 63

CHAPTER 4 · RESCUE BEYOND THE ROAD

- [ ] Ridge Rescuer 65
- [ ] Ravine Reacher 67
- [ ] Flood Runner 69
- [ ] Snow Rescue 71
- [ ] Runway Ready 73
- [ ] Twin Tows 75
- [ ] Rope Rigger 77
- [ ] Desert Medic 79
- [ ] Night Recovery 81

CHAPTER 5 · THE FUTURE GARAGE

- [ ] Volt Hauler 85
- [ ] Pod Pilot 87
- [ ] Roof Lander 89
- [ ] Water Maker 91
- [ ] Record Runner 93
- [ ] Bare Bones 95
- [ ] Red Rover 97
- [ ] Marsh Skimmer 99
- [ ] Boulder Walker 101

4 Answers

By chapter: each spread's pit stops on its left-hand page, then its activity.

CHAPTER 1 · STADIUM OF THUNDER

Pages 4–5 Thunder Hopper

Pit stop, p. 4 3 more make 10

Pages 6–7 Pocket Rocket

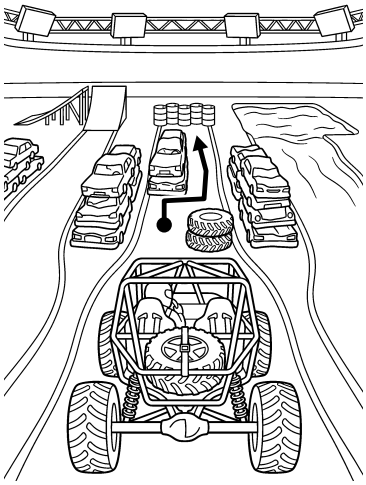
Pit stop, p. 6 Left: 16 and 10 + 6; not 6 alone. Right: 29 and 2 tens 9 ones; not 2 + 9

Activity, p. 7 How many safety helmets? 5
Find the stack of tires: 1
Find the loose tire: 1
Find the workbench: 1

Pages 8–9 Cage Crawler

Pit stop, p. 8 17 is missing

Activity, p. 9



Pages 10–11 Winch Ranger

Pit stop, p. 10 1 ten and 7 ones

Pages 12–13 Sky Stomper

Pit stop, p. 12 2

CHAPTER 1 · STADIUM OF THUNDER

Pages 14–15 Crush King

Pit stop, p. 14 3, 3, 5, 4 (shape order)

Pages 16–17 Flame Six

Pit stop, p. 16 85 marked

Pages 18–19 Ramp Rocket

Pit stop, p. 18 54 > 29; 40 = 40; 61 < 68

Pages 20–21 Hauler Hank

Pit stop, p. 20 6+2=8 2+6=8 8−6=2 8−2=6

Activity, p. 21
How many wrenches? 6
How many oil drums? 2
Find the stack of tires: 1
Find the pickup on the ramps: 1
Find the toolbox with a handle: 1

Pages 22–23 Your Machine

Pit stop, p. 22 12 17 8 4 12 6 4 9 12 6

CHAPTER 2 · MUD MOUNTAIN CHALLENGE

Pages 24–25 Mud Climber

Pit stop, p. 24 6 more flags than tires

Pages 26–27 Bog Hog

Pit stop, p. 26 2 each, 1 left

Activity, p. 27
How many frogs? 4
Find the snorkel: 1
Find the roll bar: 1
Find the reeds: 1
How many coil springs? 3

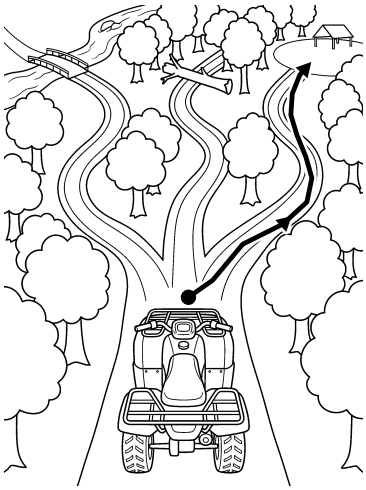
CHAPTER 2 · MUD MOUNTAIN CHALLENGE

Pages 28–29 Trail Blazer

Pit stop, p. 28

		3	
3	3		3
		4	

Activity, p. 29



Pages 30–31 Wolf

Pit stop, p. 30 the clock shows 10:30

Pages 32–33 Puddle Jumper

Pit stop, p. 32 5, 6, 6, 1 (shape order)

Pages 34–35 Bog Race

Pit stop, p. 34 4 rows of 4, 16 in all

Activity, p. 35
Find the axe: 1
Find the handsaw: 1
Find the mallet: 1
Find the wrench: 1
Find the pliers: 1
Find the screwdriver: 1

CHAPTER 2 · MUD MOUNTAIN CHALLENGE

Pages 36–37 Rut Runner

Pit stop, p. 36 blank in: 7; blank out: 2

Pages 38–39 Twin Seat

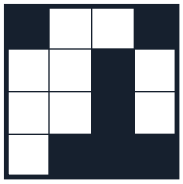
Pit stop, p. 38 the middle square, quarters

Pages 40–41 Bridge Ranger

Pit stop, p. 40 1 ten and 1 one

Pages 42–43 Your Mud Machine

Pit stop, p. 42



CHAPTER 3 · ACROSS THE WILD

Pages 44–45 Dune Dancer

Pit stop, p. 44 39 + 36 = 75

Pages 46–47 Cactus Cruiser

Pit stop, p. 46

3	2	4	1
4	1	2	3
2	3	1	4
1	4	3	2

Activity, p. 47

How many barrel cacti? 4
How many lizards? 3
Find the hawk: 1
Find the cactus flower: 1

Pages 48–49 Rock Hopper

Pit stop, p. 48 4 more make 20

CHAPTER 3 · ACROSS THE WILD

Pages 50–51 Camel Hauler

Pit stop, p. 50 19 and 10 + 9; not 9 alone

Pages 52–53 Sky Jumper

Pit stop, p. 52 1 and 11 are missing

Pages 54–55 Twin Sands

Pit stop, p. 54

3			3
		4	
3	3		

Activity, p. 55 see the full-size key on page 23

Pages 56–57 Oasis Runner

Pit stop, p. 56 1x4 and 2x3

Pages 58–59 Sand Sprinter

Pit stop, p. 58 the left pile: 31¢, not 30¢; 1¢ more

Pages 60–61 Night Navigator

Pit stop, p. 60 47 + 89 = 136

Pages 62–63 Mirror Rail

Pit stop, p. 62 TRUE

CHAPTER 4 · RESCUE BEYOND THE ROAD

Pages 64–65 Ridge Rescuer

Pit stop, p. 64 20

CHAPTER 4 · RESCUE BEYOND THE ROAD

Pages 66–67 Ravine Reacher

Pit stop, p. 66

3	1	4	2
2	3	1	4
4	2	3	1
1	4	2	3

Activity, p. 67

How many hard hats? 2
Find the coil of rope: 1
Find the warning triangle: 1
Find the toolbox: 1
Find the bucket: 1
Find the bird on the boom: 1

Pages 68–69 Flood Runner

Pit stop, p. 68

1	2	3	4
4	1	2	3
2	3	4	1
3	4	1	2

Pages 70–71 Snow Rescue

Pit stop, p. 70

78 = 55 + 23; 43 + 25 < 73; 15 + 30 > 44

Pages 72–73 Runway Ready

Pit stop, p. 72





Pages 74–75 Twin Tows

Pit stop, p. 74

3+8=11 8+3=11 11−3=8 11−8=3

Activity, p. 75

see the full-size key on page 24

Pages 76–77 Rope Rigger

Pit stop, p. 76

7 more helmets than rocks

CHAPTER 4 · RESCUE BEYOND THE ROAD

Pages 78–79 Desert Medic

Pit stop, p. 78 the right pile: 35¢, not 31¢; 4¢ more

Pages 80–81 Night Recovery

Pit stop, p. 80 9: 1+3+5, 2+3+4

Activity, p. 81
How many cones? 3
Find the lantern: 1
Find the coil of chain: 1
Find the spare wheel: 1
Find the owl: 1

Pages 82–83 Your Rescue Machine

Pit stop, p. 82 5 × 5 = 25

CHAPTER 5 · THE FUTURE GARAGE

Pages 84–85 Volt Hauler

Pit stop, p. 84 hands at 3:45

Pages 86–87 Pod Pilot

Pit stop, p. 86 3 each, 0 left

Activity, p. 87
How many cones? 4
How many cats? 2
Find the bird: 1
Find the warning triangle: 1
Find the clipboard: 1
Find the spare beacon: 1

Pages 88–89 Roof Lander

Pit stop, p. 88



CHAPTER 5 · THE FUTURE GARAGE

Pages 90–91 Water Maker

Pit stop, p. 90

10: 1+4+5, 5+2+3, 3+6+1

Pages 92–93 Record Runner

Pit stop, p. 92

4	1	3	2
2	4	1	3
1	3	2	4
3	2	4	1

Pages 94–95 Bare Bones

Pit stop, p. 94

blank in: 3; blank out: 6

Pages 96–97 Red Rover

Pit stop, p. 96

any two of 1x7, 2x6, 3x5, 4x4

Pages 98–99 Marsh Skimmer

Pit stop, p. 98

9	7
5	8

7	8
8	9

Pages 100–101 Boulder Walker

Pit stop, p. 100

the right circle, thirds

Pages 102–103 Your Future Machine

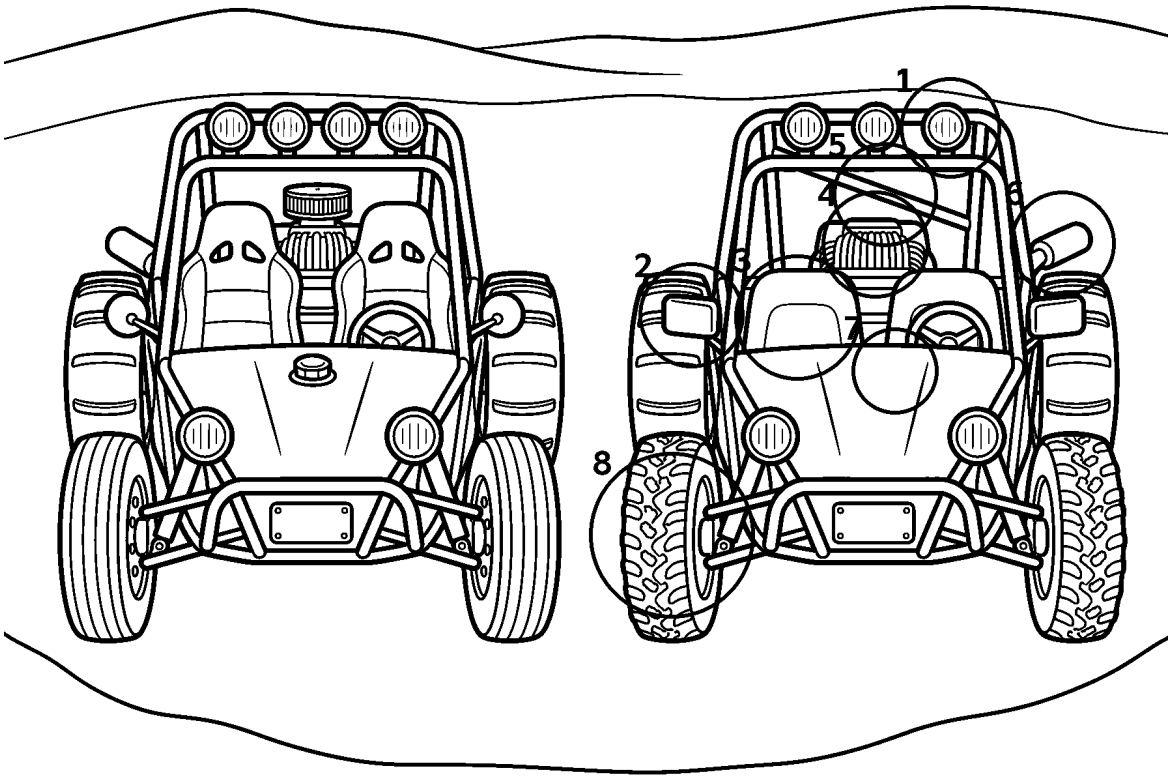
Pit stop, p. 102

11 8 14 18 15 8 3 7 3 8

5 Full-size keys

The same answer as above, drawn bigger - these few pages print too small to read there.

Activity, p. 55 Twin Sands



Activity, p. 75

Twin Tows



6 More Torkel's Garage

Each book is a quest of its own with Torkel, for its own age, so any one of them makes a gift for another reader.

Ages 3–5 Vol. 1



Big Machines at Work

Diggers, Dumpers, Cranes and Mixers to Color, Find and Finish

Ages 9–12 Vol. 3



Japanese Car Legends

Japanese Cars to Color, Complete and Design, from Tiny Kei Cars to Race-Winning Legends

Ages 6–8 Vol. 2 · this book



Extreme Off-Road Adventures

Monster Trucks, Rock Crawlers, Rescue Rigs and Future Machines to Color, Complete and Build

Find them on Amazon

Search for **Torkel's Garage**