# Racing with Scuderia Ferrari Activity Book Answer Key



### Page 2 - Activity 1

Reader's own answers.

### Model answers

- 1 What is this?
  This is a trophy.
- 2 What are these?
  These are lights on a racing track.
- 3 What is this?
  This is a racing track.
- 4 What are these? These are tires.
- 5 What is this? This is α flag.

### Page 3 - Activity 2

- 1 Some gas
- 2 A pit stop
- 3 Alap
- 4 A trophy
- 5 Some tires
- 6 A flag

# Page 4 - Activity 3

- 1 racetrack
- 2 overtake
- 3 pit stop
- 4 team
- 5 trophy
- **6** tire

### Page 5 - Activity 4

### Audio script

- 1 Felipe Massa is on the racetrack.
- 2 The Ferrari team is in the pit.
- **3** The winner is the first driver to drive under the **flag**.
- 4 Michael Schumacher holds the trophy in his hands.
- **5** New tires are going on the **car**.
- **6** Ferrari is in front of the other **cars**.
- 1 He's on the racetrack.
- 2 It's in the pit.
- 3 He's going under the flag.
- 4 It's in his hands.
- 5 They are going on the car.
- 6 They're in front of the other cars.

### Page 6 - Activity 5

- 1 Racing drivers are always trying to **overtake**.
- 2 When drivers need new tires, they use α pit stop.
- **3** Before the race, there is a practice **lap**.
- 4 The winner is the first driver under the flag.
- 5 There are a lot of people in the Ferrari team.
- **6** The winner of a Grand Prix gets a **trophy**.

### Page 7 - Activity 6

- 1 A Grand Prix is 190 miles long and it takes about two hours to drive.
- 2 A lot of work happens before a Grand Prix.
- 3 When the drivers and engineers **arrive**, they **go** to look at the racetrack.
- 4 On the Friday before the race, each team has two lots of practice time before the first qualifying lap.

### Page 8 - Activity 7

- 1 It is used to get information.
- 2 They can't start again if they hit something or leave the track.
- **3** Because it is difficult to overtake.
- 4 To drive around the corners as quickly as possible.

### Page 9 - Activity 8

- 1 What can help decide the winner of a race?
- 2 How much gas the team puts in a car.
- 3 Which tires they choose.
- 4 How quickly the race starts.
- 6 How fast the car goes through the pit stops.

### Page 10 - Activity 9

5 <del>/</del> 6 X

# Page 11 - Activity 10

### Audio script

- 1 The winner drives under the flag before the other drivers.
- 2 The winner drives another lap.
- 3 The driver waves to the people watching!
- 4 The driver gets the trophy.
- ${f 5}$  The driver gets a bottle of Champagne.
- **6** The driver throws the Champagne on the team and the other drivers.

- 1 The first driver to drive under the flag is the winner.
- 2 The car drives another lap.
- **3** The driver waves to the people watching.
- 4 The driver gets the race trophy.
- **5** The driver gets champagne.
- **6** The driver throws champagne on the team and the other drivers.

## Page 12 - Activity 11

 $1 \alpha gas$ 

2 b team

3 a flag4 b lap

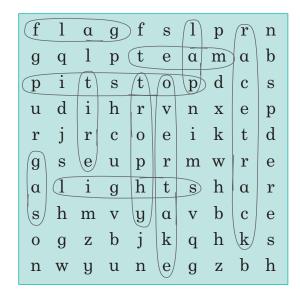
**✓** 

5 b lights

**✓** 

6 b winner

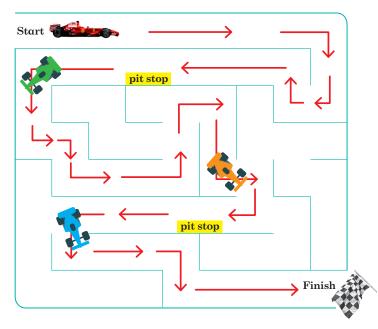
### Page 13 - Activity 12



# Page 14 - Activity 13

Reader's own answers.

### Model answer



# Page 15 - Activity 14

- $oldsymbol{1}$  look at information, practice time, work on the car
- 2 drive around corners, stop at a pit stop
- 3 tires
- 4 flag, Champagne, trophy