

Cars 2 Study Notes



Directed by: John Lasseter, Brad Lewis

Certificate: U (contains mild violence, pbbfc.co.uk)

Running time: 112 mins

Synopsis:

Star race-car Lightning McQueen and tow truck Mater take their friendship to new places when they head overseas to compete in the first-ever World Grand Prix to determine the world's fastest car. But the road to the championship is filled with plenty of potholes, detours and surprises when Mater gets caught up in an intriguing adventure of his own: international espionage.

Torn between assisting Lightning McQueen in the high profile race and towing the line in a top-secret spy mission, Mater's action-packed journey leads him on an explosive chase through the streets of Japan and Europe, trailed by his friends and watched by the whole world. Adding to the fast-paced fun is a colourful new all-star cast that includes secret agents, menacing villains and international racing competitors.

The activities in these study notes address aspects of the curriculum for Science, Literacy, Maths, Art, Music and Geography for pupils aged 5-11.

Before seeing the film

1. In *Cars 2*, Lightning McQueen and his friend Mater leave Radiator Springs to take part in the first ever World Grand Prix. The fastest Grand Prix cars can reach speeds of up to 350 kilometers per hour! Lightning McQueen and his race-car friends are all designed to help them travel faster through the air. They are streamlined to reduce the amount of air resistance that might slow them down.
 - Draw a picture of Lightning McQueen travelling around a racetrack. Put arrows on your picture to show the forces that are at work to slow him down, then add labels to your picture to show how his design helps his performance and reduces air resistance. Add any other information you know about forces to your picture.
2. Average speed = the distance covered divided by the time taken. Work out Lightning McQueen's average speed as he travels around the race track in Japan:
Distance of the racetrack = 5000 meters
Lightning's lap record = 80 seconds
What is his average speed?
3. *Cars 2* features the first ever 'World Grand Prix', with cars from every part of the globe racing to see who is the fastest. Design a poster for this event, using the visual style of *Cars 2*. Include as many cars and flags from all over the world as you can.

After seeing the film

1. In *Cars 2*, we meet Finn McMissile, a sleek, charming and eloquent British Intelligence Officer. From what you saw of him in the film, what are his key characteristics? If he were a human being, what would he look like? Create his character profile if he were a real person.
2. Key to the film is the use of sound effects – especially car sound effects! Using instruments from the music room or trolley, create a short musical signals composition that encapsulates the sounds of the film. What instruments would you use for the engines roaring; the horns and the indicators? Make a list of the other car sounds that you heard in the film. How could you recreate them?
3. Pixar your car! Turn your family or friend's car into a character for the film. Draw the car as if it were going to star in the film, then give it a name and Pixar-personality! For inspiration, visit the *Cars 2* website at Disney.co.uk/cars and have a look at the character descriptions.

Written by Julie Green