



By Bill Martin Jr and  
Michael Sampson

# Lesson Plans for *Bing! Bang! Chugga! Beep!*

By Bill Martin Jr. and Michael Sampson

Bill Martin Jr. (1916-2004) and Michael Sampson collaborated and published 25+ children's books throughout Martin's lifetime and there are still manuscripts that publishers haven't yet seen! *Bing! Bang! Chugga! Beep!* is one of Samson's favorites - and was one of Bill's favorites as well - written in a *Chicka Chicka Boom Boom* pattern of rhyme, rhythm, and repetition, which lets kids acquire reading skills without knowing it!

## STEAM

### Coding

Teaching coding to preschoolers can be a fun and engaging experience. You don't even need a computer to do it! For this activity, create a 7x7 grid on the floor or a table with painter's tape, playing cards or Magna-tiles. Print the free direction cards available at the link below or make your own. Designate a START and FINISH square and create obstacles in some of the squares similar to those found in the story - a mud puddle cut from brown felt or paper, Legos as bricks and blue circles for the bubble bath. Use any vehicle you'd like as the "robot" car. One child will act as the programmer and give the commands to direct the

car from start to finish and another child will operate the “robot” through the obstacle.

[Learn to Code Unplugged with Hotwheels - Teach Your Kids Code](#)

## Literacy

### Jack and Jill

Nursery rhymes are truly timeless teaching tools that encourage the development of literacy, numeracy AND physical skills. The story compares the car’s climb up a hill to that of Jack and Jill. Take this opportunity to review the rhyme with your students and act out the journey of Jack and Jill. Take the adventure outside, if you can, and record the students taking turns as Jack and Jill. Another circle time activity inspired by Jack and Jill is a discussion of up and down, opposites. Share the definition of opposites as “a person or thing totally different from something else.” Cut out the cards below and put them in a bag. Pass the bag around and let each child decide if their item belongs UP or DOWN. What other opposites can your students think of?

## Sensory Box

### Mud

Mud is a raw, everyday material that is messy but available almost anywhere. It offers unique, hands-on sensory experiences, and hours of delight. As children play together with mud, they practice cooperation, turn taking, and problem solving—while also having fun! Add dump trucks, cars, bulldozers, and other vehicles to a mud patch or indoor mud sensory bin. Provide twigs, leaves, acorns, and stones so children can create their own scenarios, building roads and landscaping with these materials. Support their learning by describing activities and experiences with mud: “You’re scooping the mud into the bucket with a shovel,” “The mud feels wet and cool.” When vehicles become coated in mud, create a car wash with a garden hose or bowls of water.

## Science

### Sink or Float

This sink or float experiment is a simple physics experiment that will encourage your students to make predictions and observations about buoyancy and density. To set this up, gather a collection of household items and toys knowing some will sink (metal utensils, coins, keys, stones, toy car) and some will float (Lego, sticks, corks, foam shapes, crayons,

balls). An apple or a small pumpkin would be fun additions especially in the fall! Let the children make their sink or float predictions beforehand and compare the actual results to the predictions. [Sink or Float Experiment for Toddlers and Preschoolers - Happy Hooligans](#)

## Math

### Path Game/Ordinal Numbers

Print out, enlarge and laminate the path game board and ordinal number sheet below. Collect game pieces for each player, small cars being ideal. Before play begins, have each player roll a die for their turn in the game and each will place their game piece in that spot on the ordinal sheet. A player rolls 2, he's under the 2nd place spot, and so on. (In case of a tie, have them roll again until each has their own spot in order.) Players roll the die and move their game piece around the board accordingly. Landing in MUD or BUBBLES sets you back one space and landing before the BRICKS allows you to jump over them to the next space. As each player completes the track, have them place their car back on the ordinal sheet in the order they finish.

## Craft

### Collage Art

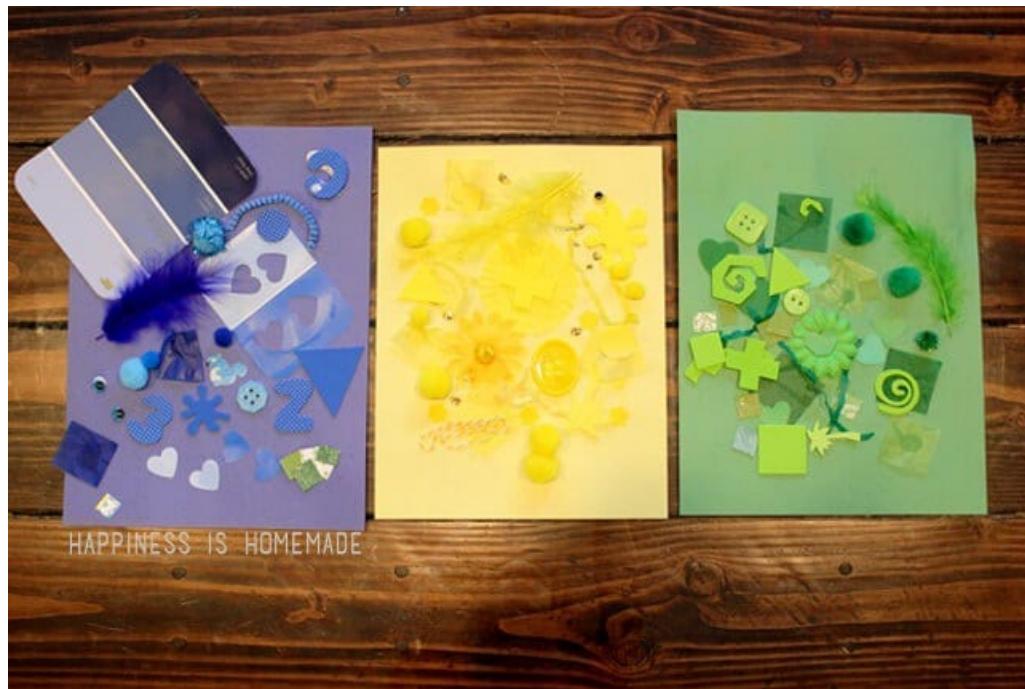
Acknowledge the unique illustrations found in *Bing! Bang! Chugga! Beep!* by introducing the children to collage art, the process of sticking various different materials onto a backing to create a unique image. Invite them to create their own collage vehicle by providing them with an assortment of several shapes at your art center with glue and background paper. Combining shapes to make a picture helps students develop spatial awareness.



## For Toddlers

Make these simple adjustments to make the lessons more suitable for toddlers.

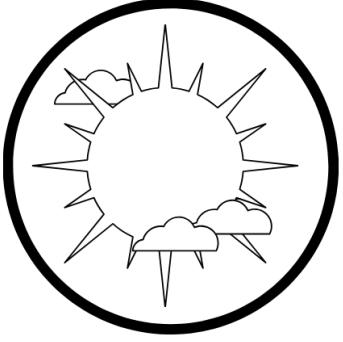
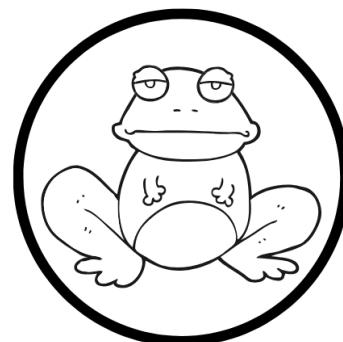
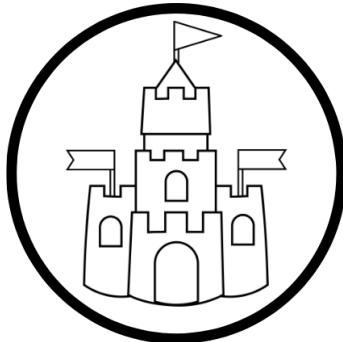
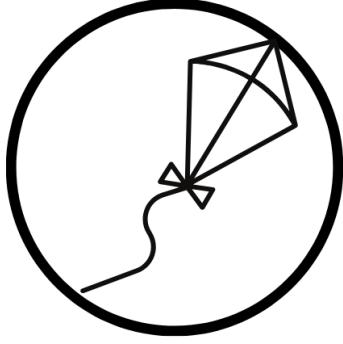
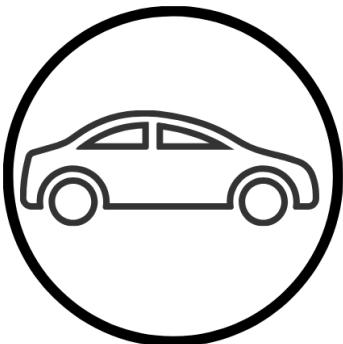
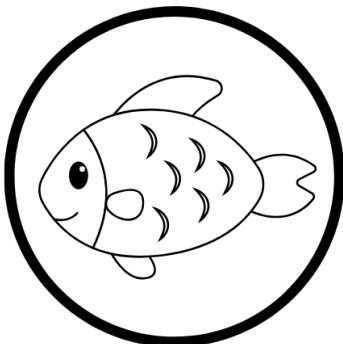
- Instead of coding, make a bubble wrap road where toddlers can drive their cars: [How to Make A Bubble Wrap Road - Happy Toddler Playtime](#)
- Focus on one-to-one correspondence as toddlers count spaces around the game board.
- Make a color collage providing children with a variety of colored craft materials that they glue onto the correct colored paper. When completed, notice how many shades of each color you have gathered. Click this link for more details: [Kids Crafting 101: Color Collage Art Activity - Happiness is Homemade](#)

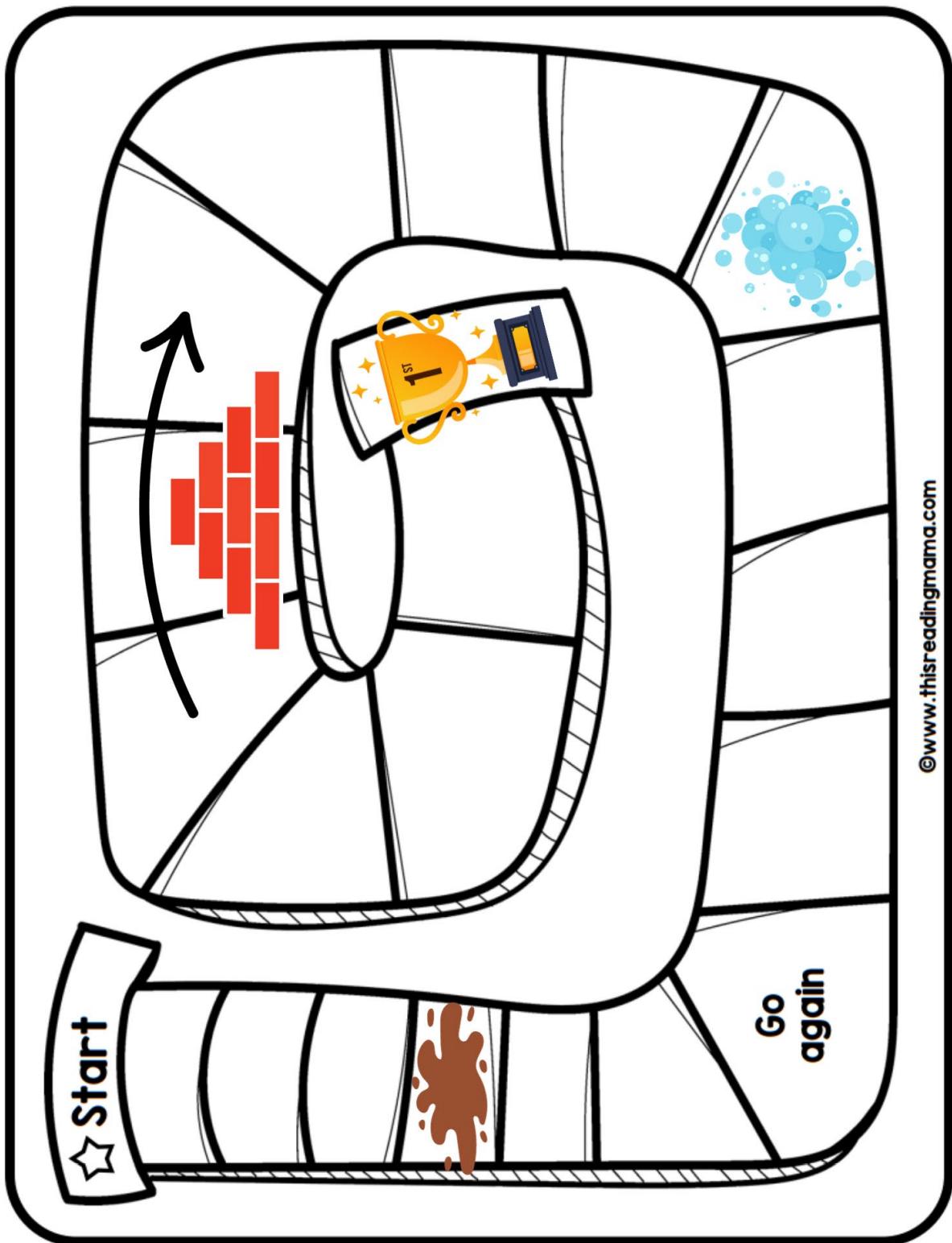


## Where To Next?

Click the link below for NPL's collection of books by Bill Martin Jr. and Michael Sampson

[Bill Martin Jr and Michael Sampson Collaborations | Nashville Public Library](#)





1<sup>st</sup>

2<sup>nd</sup>

3<sup>rd</sup>

4<sup>th</sup>

5<sup>th</sup>

6<sup>th</sup>