

TFK Extra!

A SUPPLEMENT TO TIME FOR KIDS



WIN
A VISIT
TO YOUR
SCHOOL BY THE
TOYOTA MOBILE
HYBRID EXPERIENCE.
See back for more details



HAVE YOU
GOT
DRIVE?



Toyota's helping to lead the way
to a cleaner environment.
You can too, here's how.



 TOYOTA | moving forward ▶

timeforkids.com/drivechange



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"MY SISTER HAS ASTHMA AND NEEDS CLEAN AIR."
"SNORKELING IS MY THING, I WORRY ABOUT WHAT WE'RE DOING TO OUR OCEAN."
"I LIKE SKIES FILLED WITH CLOUDS, NOT SMOG."

SO WHAT'S YOUR REASON?

Everyone has their reason for wanting to help clean up the environment. And just like every person is different, so is each reason. What drives you to make a change for the better is as unique as you are.

Like you, Toyota has reasons for helping to preserve the environment. The people there know that we all share the same world—and need to work together to protect its future. That's why Toyota is a driving force behind new greener technology and leads the way in designing vehicles that are more eco-friendly.

This guide is packed with simple changes you can make to help the environment. As you explore these pages, think about the reasons you want to make a difference. Then take that drive and put it into action.

START HERE

Not sure where to begin making changes for the environment? The three R's are a great place to start.

- 1 REDUCE:** Reducing waste is the best way to help the environment. For example, paper towels can add to the four pounds of trash an American throws out each day so use cloth towels instead. They can be washed and used again.
- 2 REUSE:** Instead of throwing things away, find new ways to use them. Use food containers for paint cups or to store coins or art supplies. Donate old books to the library. Or have a yard sale to see if someone else could use your old stuff before you throw it in the trash.
- 3 RECYCLE:** Recycled items are new products made from old ones. By recycling just one glass bottle instead of making a new one, enough energy is saved to light a lightbulb for about four hours. Look for bins with the recycling logo to make sure you're not tossing out "good" garbage.



DRIVEN TO MAKE A DIFFERENCE

We found kids across the country who are helping to lead the way to a cleaner environment. Here are just a few examples. Read their stories to find out how you can join in the movement to make our planet a better place.

"HIKING THROUGH TRASH ISN'T FUN"

Meet Madeline Abraham. She's a seventh grader at Environmental Classroom Opportunity (ECO) in Branchport, New York. She wants to be a New York chef someday, but, in the meantime, she's got a great recipe for making change.

Question: How do you help the environment?

Answer: Our class hikes, camps and canoes. We make sure we take our trash out of the wild with us. We also spend time picking up other people's garbage—like bottles and wrappers—on hiking trails and out of the water.

Q: How does that make a difference?

A: Cleaning up trails and streams helped me appreciate the importance of environmental responsibility. If we don't take care of our planet, who will?

Q: What would you tell kids who want to help?

A: Look for groups like Earth Force or the Sierra Club in your area. Or volunteer to help clean up a park or stream. A little help can go a long way.

Be sure to enter the **AGENT FOR CHANGE** contest on the back page! And check out the website at timeforkids.com/drivechange for more info, games and an insider's tour of Toyota's "green" headquarters.

"PROTECTING OUR WATER SUPPLY IS MAJOR"

Say hi to Michael, age 11, from Lutz, Florida. Last year, his class at Lutz Elementary really went to the dogs. They voted to build a dog park in their town.

QUESTION: What does a dog park have to do with the environment?

ANSWER: Dog waste was running into our water supply because people would take their dogs on a walk and leave behind animal waste. In a dog park, pets can run without leashes and people can scoop up their dogs' waste with the scoopers provided and dispose of it safely.

Q: How did you get the okay to build a dog park?

A: Our class got a petition signed by 700 people. We went to the county commission meeting and requested a dog park. Earth Force, an environmental group, helped out and gave us advice.



Q: Are you an eco-superhero?

A: I'm a regular kid. I enjoy playing sports, fishing, and hanging out with my friends. If I can do it, you can too.

MORE ONLINE

Check out more stories of eco-kids-like Ellen Lawrence from Sunnyvale, California, and Asia Dorsey from Denver, Colorado—online at timeforkids.com/drivechange.

TOYOTA ECO-TIP:
 Save used plastic bags—they're perfect for picking up waste when walking your dog. Go to EarthForce.org for more ideas.

WHO'S WALKING AND TALKING?

You want to invite someone who is making a difference in your community to speak to the eco-group you have just formed. But you're not sure which kid is which. Use the clues below to find him or her!

CLUES

The kid who is making a difference

- 1 isn't carrying less than two items to recycle.
- 2 is using the sun to power a small personal device.
- 3 has found no more than three creatures to rescue in the wild.
- 4 doesn't need to ask anyone for directions north.



ANSWER: The walker is kid C

THE FUTURE OF THE ENVIRONMENT...TODAY

Did you know that Americans consume around 21 million barrels of oil every day to heat their homes, fuel their vehicles and power their cities, factories and farms? That's more than any other country in the world. It's getting harder and more expensive to tap underground oil supplies. And the pollution released by traditional combustion engines may contribute to global warming and acid rain.

So experts are dreaming up new ways to power our future. Here are just a few:

SEA THE ENERGY?

For centuries, people have used rivers to power water-mills. Now Tom Denniss and his company, Energetech, are working to harness the power of the motion of ocean waves and the rise and fall of the tides along the shore. Denniss says, "Wave energy is more consistent...than wind. It's also inexhaustible."

CATCH SOME RAYS

Sure, solar panels, which turn sunshine into electricity to run factories and heat homes, have been around for years. But now you can take that power on the go. Solar-powered backpacks can charge up cell phones and iPods. These new packs feature panels that transform sunshine into power; some models even have batteries to store power for later use. Adapters on the backpacks make plugging in your small personal device as easy as shouting, "Charge!"

HI, HYBRID!

Many people have heard about hybrid vehicles, but not many know how they work. Hybrid vehicles combine two sources of energy, such as a battery-powered electric motor and a regular gasoline-fueled engine. These components work together to drive the car.

Toyota makes three different vehicles, the Camry, Highlander and the Prius, that are powered by hybrid technology. They use a Hybrid Synergy Drive®. This drive can provide for better fuel economy and produces 70 percent fewer smog-forming emissions.* **Here's how it works.**

POWER CONTROL UNIT: The brains of the hybrid system

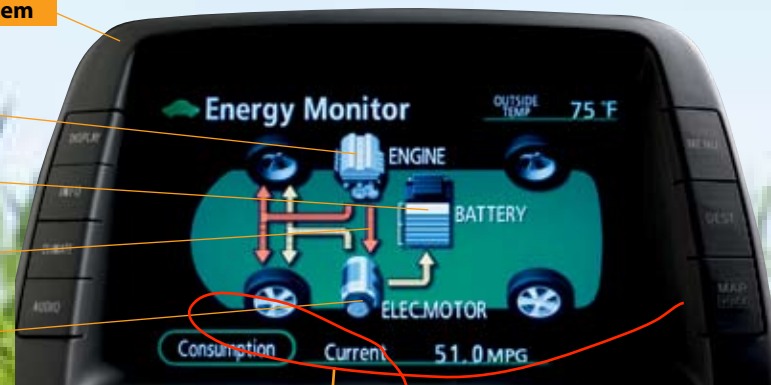
ENGINE: Main source of power

BATTERY: Never needs to be plugged in

PLANETARY GEAR: Links the engine, motor and generator

ELECTRIC DRIVE MOTOR: Uses electricity to power the vehicle

GENERATOR: Sends surplus power to the battery and electric drive motor as needed



*Toyota hybrids generate over 70% fewer smog-forming emissions than the average new vehicle.

HIT THE ROAD

The elements of Hybrid Synergy Drive® work together in different ways, depending on the driving situation.

BATTERY POWER >>>

During start-up and at low speeds, the vehicle is powered only by the electric drive motor, which uses energy from the battery. This saves fuel and produces zero emissions.

The moment the driver steps off the accelerator or applies the brakes, kinetic energy that would normally be lost is captured and converted into electrical energy and stored in the battery. That's why you never have to "plug in" the car to an electrical outlet.

TEAMWORK >>>

When passing other vehicles or speeding up to get on the freeway, the electric drive motor teams with the gasoline engine to power the vehicle. At higher cruising speeds, the engine does the work and the electric motor kicks in when additional power is needed. At lower speeds, these roles are reversed.

For more info on eco-friendly technology, visit timeforkids.com/drivechange.



TOYOTA ECO-TIP:
A lot of litter comes from careless motorists or pedestrians. Carry a small litterbag in your car or even on your bike.

GREEN? WHAT DO YOU MEAN?



You think you're an eco expert? Take our quick quiz, then use the scoring chart to find out.

- 1. When a car or building is said to be "green" it means that it**
- a) has motion sickness.
 - b) works correctly only when it touches water.
 - c) is better for the environment than other cars or buildings.

- 2. Most of the energy we use comes from fossil fuels, which include**
- a) solar, wind, and ethanol.
 - b) coal, natural gas, and petroleum.
 - c) archaeologists.

- 3. A hybrid vehicles uses**
- a) one kind of power source.
 - b) two kinds of power source.
 - c) five kinds of power source.

- 4. When nonrenewable sources of energy, such as uranium are**
- a) dug up, they look like giant, purplish diamonds.
 - b) heated, they become renewable sources.
 - c) used up, they're gone forever.

- 5. The ozone layer, which protects us from the sun's harmful rays, surround the earth and**
- a) can be found at either end of a football field.
 - b) has been damaged recently, probably by human-made
 - c) none of the above

SCORING
Give yourself one point for each correct answer:
1. c; 2. b; 3. b; 4. c; 5. b.

If you have
4 or 5 points **You're at the level of PLANET'S BEST FRIEND**
2 or 3 points **GREEN MACHINE**
0 or 1 points **EARTH ALLY IN THE MAKING**

Air Passages

About 20 million people in the U.S. have asthma. It's a disease that can make breathing difficult, and it can even be fatal. Many kids have asthma; it's responsible for over 14 million lost school days. With the help of partners like Toyota, the American Lung Association (ALA) hosts Asthma Walk across the country each year. The goal is to raise awareness about the disease and to help fund research that will someday find a cure.

Check out these stories of kids who took part in the Asthma Walk.

THE LEMONHEADS

Megan Wadin, 12, from Barrington, Illinois, chairs an ALA Asthma Walk team called the Lemonheads. Megan's dad and her neighbor both have asthma. "A lot of people aren't aware of how bad asthma can be," Megan says. "People can die from it." She knows that the money she raises through the Asthma Walk makes the lives of kids with asthma better. Says Megan: "The American Lung Association helps kids learn about how to control their asthma so they don't get asthma attacks as frequently."

TEAM SYDNEY

Bradley Gonzales, 10, of Redington Beach, Florida, has asthma. "Every year I participate in the Asthma Walk with my family and friends," he says. "We have had the same team—Team Sydney— name for five years because my brother Sydney has been very sick with asthma since he was a baby." Bradley likes the Asthma Walk because it's a fun way to help raise money to find a cure for asthma. He adds, "It also gives me the opportunity to be with other asthmatics and to talk to others about why it is important to find a cure."

Find out more about Asthma Walks in your area by checking out asthmawalk.org

BOUND TO MAKE A DIFFERENCE

Flip through these eco-friendly books for more ways to help the environment.

- ➔ *Endangered Planet* by David Burnie (Kingfisher Knowledge, 2004)
- ➔ *Pollution: Problems and Solutions* by the National Wildlife Federation (Chelsea House, 1999)
- ➔ *The Case of the Missing Cutthroats: An Ecological Mystery* by Jean Craighead George (Harper Trophy, 1999)
- ➔ *Global Warming* by Fred Pearce (Dorling Kindersley, 2002)
- ➔ *Smoking Stinks!!* by Kim Gosselin (JayJo Books, 1998)



TOP 5 CITIES WITH THE CLEANEST AIR

1. Lake Havasu City, Arizona
2. Santa Fe, New Mexico
3. Richmond, Virginia
4. Casper, Wyoming
5. Cheyenne, Wymoing

Source: Environmental Protection Agency

LIVE THE EXPERIENCE

To spread the news about technology that's changing the world, Toyota has created the Mobile Hybrid Experience, an action-packed interactive event that will crisscross the country for 75 weeks. Onboard the 53-foot-long traveling exhibit you and your friends can:

- ➔ **INVESTIGATE** Earth's non-renewable resources and the need for alternative fuels.
- ➔ **EXPLORE** hybrid technology and why it's good for both people and the planet.
- ➔ **DISCOVER** how small changes can make a huge difference in the environment.
- ➔ **HAVE FUN** with driving simulator show off Hybrid Synergy Drive technology.

See the back for your chance to bring the Mobile Hybrid Experience to your school!

DRIVE YOURSELF ONLINE

Head online for more info and activities at timeforkids.com/drivechange

YOUR TURN

You've read about other kids who have made changes for the better—what will you do to help? Fill in the blanks below.

Q: WHAT CHANGE WILL YOU MAKE TO HELP THE ENVIRONMENT?

A: _____

Q: HOW WILL THAT MAKE A DIFFERENCE?

A: _____

Q: WHAT IS YOUR REASON FOR WANTING TO IMPROVE THE ENVIRONMENT?

A: _____

Want to be an eco-star? Head online to timeforkids.com/drivechange and tell us why you want to make a difference. We might share what you say with the world!

GEARED UP FOR CHANGE

Hybrid technology is about two things working together. Circle the "hybrid" words from the list in the puzzle. The leftover letters will spell the answer to the riddle.

WORD LIST

- | | | |
|----------|---------|-------|
| FUTURE | POWER | PRIUS |
| CHANGE | HYBRID | GREEN |
| CLEAN | SYNERGY | AIR |
| BRIGHTER | DRIVE | |

RIDDLE:

Why is a library book like a good source of energy?

ANSWER: They're both _____.

F	E	G	N	A	H	C	R
U	Y	R	E	I	E	E	C
T	P	G	E	R	T	V	L
U	O	N	R	H	E	I	E
R	W	W	G	E	A	R	A
E	E	I	A	B	N	D	N
P	R	I	U	S	L	Y	E
B	H	Y	B	R	I	D	S

BE AN AGENT FOR CHANGE CONTEST

The Toyota Mobile Hybrid Experience is an interactive world on wheels, complete with simulators to immerse you and your friends in the latest hybrid technology.

Show the world how excited you are about making a change to help the environment—and get other kids involved too.

Using this guide to spark ideas, pick a way that you'll help make a difference. Maybe you'll clean up a park, collect rainwater to use in the garden, turn off lights when you leave the room—whatever you'd like! Now create a how-to pamphlet or manual that will motivate your friends and families. It should show them step-by-step how to make the same change and give them the reason the action is so important.



How to Enter

1. Fold a letter-size blank sheet of paper in half. This is your blank four-page pamphlet.
 2. On the front (page 1), design a cover for your how-to guide, including a title.
 3. Inside (on pages 2 and 3), use a combination of drawing and words to show friends and family how they can join together to make a change to better the environment. Be sure to include easy step-by-step instructions that others can follow. (For example: you might have a three-step description with drawings on how to create a recycling system at home.)
 4. On the back of the pamphlet (page 4), explain how this action will have an impact on the environment or give a reason you chose it.
 5. Complete the official entry form and mail it along with your pamphlet to the address on the entry form.
- Or see the official rules on how to enter without an official entry form.

One Grand Prize Winner will receive:

- An online profile, which will feature excerpts from his or her winning entry.
- A featured spot in an upcoming TFK Extra!

One Grand Prize Winner's school will receive: A visit from the Toyota Mobile Hybrid Experience.

Five First-Prize winners will be profiled online, along with excerpts from their Be an Agent for Change contest entries.

No purchase necessary to enter. Contest is open to legal residents of the 50 United States and the District of Columbia who are between the ages of nine and 13 years old at time of entry. See Official Rules for details.

BE AN AGENT FOR CHANGE CONTEST - OFFICIAL RULES

NO PURCHASE NECESSARY TO ENTER.

The "Be An Agent For Change" Contest ("Contest") begins at 12:01AM Eastern Time ("ET") on November 3, 2006 and ends at 11:59 PM (ET) on January 2, 2007 (Contest Entry Period). Contest is open to legal residents of the fifty (50) United States and District of Columbia between the ages of 9 and 13 years old at time of entry. Children, immediate family relatives, and members of the household of employees of Toyota Motor Sales, U.S.A. (the "Sponsor"), Time For Kids and their parent companies, affiliates, subsidiaries, advertising and promotion agencies, and any other individual or company involved in the development or execution of the Contest are not eligible to enter or win. Void outside the fifty (50) United States and District of Columbia, including Puerto Rico, Guam, U.S. Virgin Islands and where prohibited by law. Contest governed by U.S. law. Subject to all applicable federal, state, local, and regulations.

Follow the following steps to enter the Contest: Step 1) Fold a letter size blank piece of paper in half. (This is your blank, 4-page "how-to" pamphlet.) Step 2) On the front (page 1 of pamphlet), design a cover for your how-to guide, including a title. Step 3) Inside (pages 2 and 3 of the pamphlet); use a combination of drawings and words to show friends and family how they can join together to make a change to better the environment. Be sure to include easy step-by-step instructions that others can follow. Step 4) On the back of the pamphlet (page 4 of the pamphlet), explain in 50 words or less how this action will impact the environment or give a reason why you choose it. Step 5) Complete the official entry form (in its entirety) or, if you do not have an official entry form, provide the following information on a piece of paper: first name, last name, street address, city, state, zip code, telephone, age, title of your how-to pamphlet, email address, name of parent/legal guardian, signature of parent/legal guardian. Mail your entry and pamphlet to: "Be An Agent For Change" Contest Entry, P.O. Box 9285, Medford, NY 11763-9285. All entries must be postmarked between November 3, 2006 and January 2, 2007 and received by January 9, 2007. Limit one entry per person. Multiple entries from a single person will result in disqualification of all entries submitted by that person. Incomplete entries or any entry that contains more than 50 words on page 4 will not be considered for the judging process. Sponsor is not responsible for lost, late, misdirected, illegible, damaged or postage-due entries. All entry materials submitted become property of the Sponsor and will not be returned or acknowledged. Pamphlets must be (i) entrant's own original work solely executed by entrant; which entrant has an unrestricted right to submit; (ii) must not have been previously published or have won any other award; and (iii) must not defame or invade publicity or privacy rights of any person, living or deceased, or otherwise infringe on any person's personal or proprietary rights. Any entrant whose work includes elements not owned by entrant (such as quotes, copyrighted materials) must be accompanied by legal releases for such use including Sponsor's use of such entry, in a form satisfactory to judges. Pamphlets may not include inappropriate content, as determined by the panel of judges and Sponsor in his or her sole discretion, and may not depict the Sponsor's image unfavorably. Modifying, enhancing or altering a third party's pre-existing work does not qualify as entrant's own original work.

Judging Process: Eligible entries received by the deadline stated above will be judged by a panel of judges consisting of personnel from Time For Kids ("Judges"). The judges will determine the top scoring six (6) entries. The entry with the overall highest score will be declared the Grand Prize Winner and the remaining five entries will be declared the First Prize Winners.

Judging will be based on contestants' pamphlet and will be scored on the following judging criteria: how entrant's suggestion can make a change to better the environment - 34%; creativity - 33%; and suitability for advertising and publicity - 33%. In the event of a tie at any stage in the judging process, the entry with the highest score for "how entrant's suggestion can make a change to better the environment" will be declared the winner. In the event of a further tie, the entry with the highest score for "creativity" will be declared the winner.

Decisions of Sponsor and judges are final and binding on all matters relating to this Contest. Potential Winners will be determined on or about January 19, 2007.

Entries must be postmarked by 1/2/07 and received by 1/9/07.

Entry Form

First name _____ Last name _____

Street Address _____

City _____ State _____ ZIP code _____

Telephone _____ Age _____

Title of your how-to pamphlet _____

E-mail (for winner notification only) _____

Name of parent/legal guardian _____

Signature of parent/legal guardian _____

Mail this completed entry form to Be An Agent For Change Contest, P.O. Box 9285, Medford, NY 11763-9285.

Prizes/Approximate Retail Values ("ARV"): Many will enter. Few will win. One (1) Grand Prize: A visit from the Toyota Mobile Hybrid Experience to Grand Prize winner's school, an online profile along with excerpts from Grand Prize winner's winning "Be An Agent for Change" entry; plus a featured spot in an future Time For Kids Extra (ARV: \$4,500). Five (5) First Prizes: Each winner will be profiled online along with excerpts from winner's winning "Be An Agent for Change" entry (ARV: \$1,000).

Potential winners will be notified by mail on or about January 26, 2007. All prizes will be awarded in the name of each winner's parent or legal guardian, who will be required to execute and return an Affidavit of Eligibility/Liability and a Publicity Release ("Prize Notification Documents") on each potential winner's behalf. Potential winners will be notified via overnight carrier. Each potential winner's parent or legal guardian will be required to complete and return required documents, which must be signed and returned within ten (10) days of date printed on notification or an alternate winner will be determined according to the judging criteria set forth above. If any Prize Notification Document is returned as undeliverable, it will result in disqualification, and the corresponding prize (if any) may be awarded to an alternate winner with the next highest score according to the judging criteria set forth above. Prizes can not be transferred or substituted. Sponsor reserves the right to substitute prize with one of equal or greater value. Prizes are not redeemable for cash. All taxes on prize (including but not limited to federal and state, income and sales tax) are the sole responsibility of each winner. Except where prohibited by law, entry and acceptance of prize constitutes permission to use each winner's name, hometown, likeness, prize won, entry/pamphlet, and photo for advertising, promotion and/or publicity purposes in any and all media including online posting without additional compensation. Limit one prize per winner.

By entering, each contestant and his or her parent/legal guardian agree that they have no right to bring (and covenant not to bring) any claim, action, or proceeding of any kind or nature whatsoever against Sponsor, Time For Kids, or any of their affiliated companies, parent, subsidiaries, agents, employees, or shareholders in connection with this Contest. Submission of an entry grants Sponsor, Time For Kids and their agents the right to publish, use, edit, adapt and/or modify such entry in any way, in any and all media, without limitation and without compensation to the contestant. Submission of an entry further constitutes the contestant's parent/legal guardian consent to irrevocably assign and transfer to Sponsor any and all rights and interest in the entry. Contestants and their parent/legal guardians agree to abide by these Official Rules and the decisions of the Sponsor and judges which are final and release the Sponsor, Time For Kids and their parent company, affiliates, subsidiaries, advertising and promotion agencies, and any other businesses involved in this Contest as well as the employees, officers, directors and agents of each, from all claims and liability relating to their participation, acceptance and use of prize. Winners assume all liability for any injury or damage caused or claimed to be caused, by participation in this Contest or use or redemption of prize. Sponsor is not responsible for any typographical or other error in the printing of the offer, administration of the Contest or in the announcement of the prizes.

Confidentiality: All information gathered in conjunction with this Contest will be solely for the purposes of the Contest. All information (e-mail addresses, home addresses, etc.) will be destroyed after the Contest.

Winner's List: For a winners' list, available after February 28, 2007, send a self-addressed, stamped envelope to: "Be An Agent For Change" Contest Winners, P.O. Box 9268, Medford, NY 11763-9268.

Sponsor: Toyota Motor Sales, U.S.A., 19001 South Western Avenue, Torrance, CA 90501.