

**AUTHOR:**

Katrina Tangen

ILLUSTRATOR:

Wendy Wen

When Zoe realizes some toys can't get to the top of the structure she built, she creates a ramp that allows them to roll up and down.

Ages: 4 to 8 years**ATOS Reading Level:**

TBD

Lexile: TBD**ISBN:** 9781623546991**Copyright:** 2026

Ramp It Up!

Why did Car roll so quickly down the ramp?

What is STEAM? Learning through Science, Technology, Engineering, the Arts, and Mathematics. Through STEAM, children problem solve, innovate, create, and collaborate.

STEAM Topics in This Book: engineering, simple machines, inclined planes—ramps, slope

Activities To Do Together: *Ramp It Up!* is a playful introduction of inclined planes or ramps, one of the six types of simple machines. A ramp is a tilted, flat surface that makes it easier for us to move ourselves and objects between higher and lower places.

Before reading the book:

- Talk about ramps with your child. Ask your child where they have seen ramps on a playground, in buildings, and in parking lots. Where have they seen ramp-like structures in nature?

While reading the book:

- Ask your child why they think Car flew down the ramp and soared off the table. Notice together how Zoe investigated and used the information she collected to design a new ramp.

When you have finished reading the book:

- Create a ramp together. You might use an ironing board (or any long, flat, sturdy object) and a stack of books. Elevate one end of the ironing board by resting it against the stack of books. Then:
 - Fill a box or backpack with heavy objects. Pick it up and move it to another location.
 - Now move the box or backpack by sliding it up the ramp.
 - Change the slope of the ramp by adding more books to the stack. Try moving the box or backpack up the ramp when the angle is steeper. What do you notice?
 - Try rolling a ping-pong or other small, lightweight ball down the ramp. Change the slope of the ramp. Make it steep. Make it shallow. What do you notice?

Questions for STEAM Thinking:

1. When Zoe discovered a problem with the ramp, what did she do? What strategies did she use? How did she use problem-solving skills?
2. What clues tell you that Zoe is persistent and observant?
3. What difficulties did the toys have going up and down the ramp with the steep slope?
4. Why do you think Miles said the long, shallow ramp was boring? Why do you think Zoe said the ramp was perfect?
5. What other ways could all of the toys have gotten to the top of Zoe's structure?

Early Math Project Resources:

Visit [Ramp It Up!](https://countplayexplore.org/book/ramp-it-up) (countplayexplore.org/book/ramp-it-up) to find activities and related California Learning Foundations, Mathematics Standards, and/or Next Generation Science Standards for this book.



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Vocabulary

STEAM words found in the story: compared, edge, examined, longer, shallow, slope, sloping, steep, test, testers, triangles

Related STEAM words: engineering, force, inclined plane, simple machines, work

Words to build reading comprehension:

accessible, awesome, brave, collected, creaked, dangerous, gently, incredibly, lair, manufactured, rummaged, supplies, swerved

Spanish Title: ¡Eleva la rampa!

ISBN: 9781623547011

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Related Books: *Mazie's Amazing Machines* by Sheryl Haft; *The Most Magnificent Idea* by Ashley Spire

For additional STEAMWORKS books, visit the [series website](#) or enter steamworksbooks.com.

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