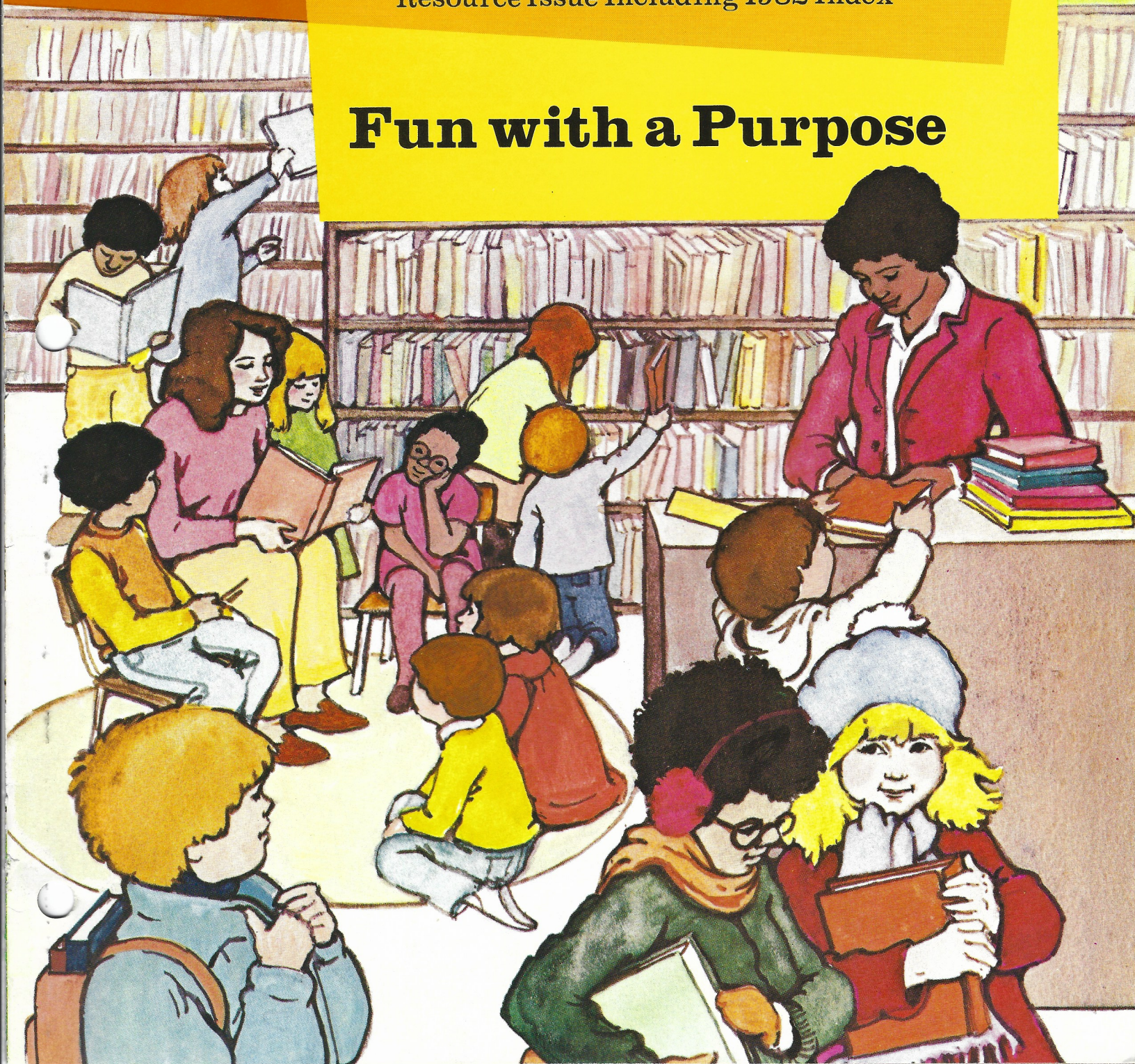


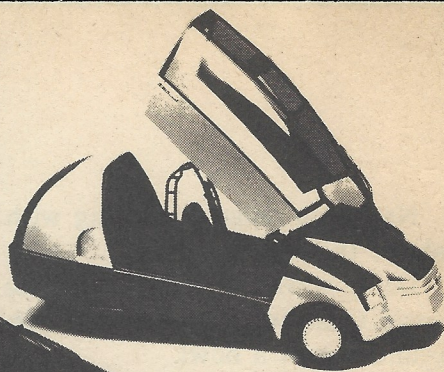
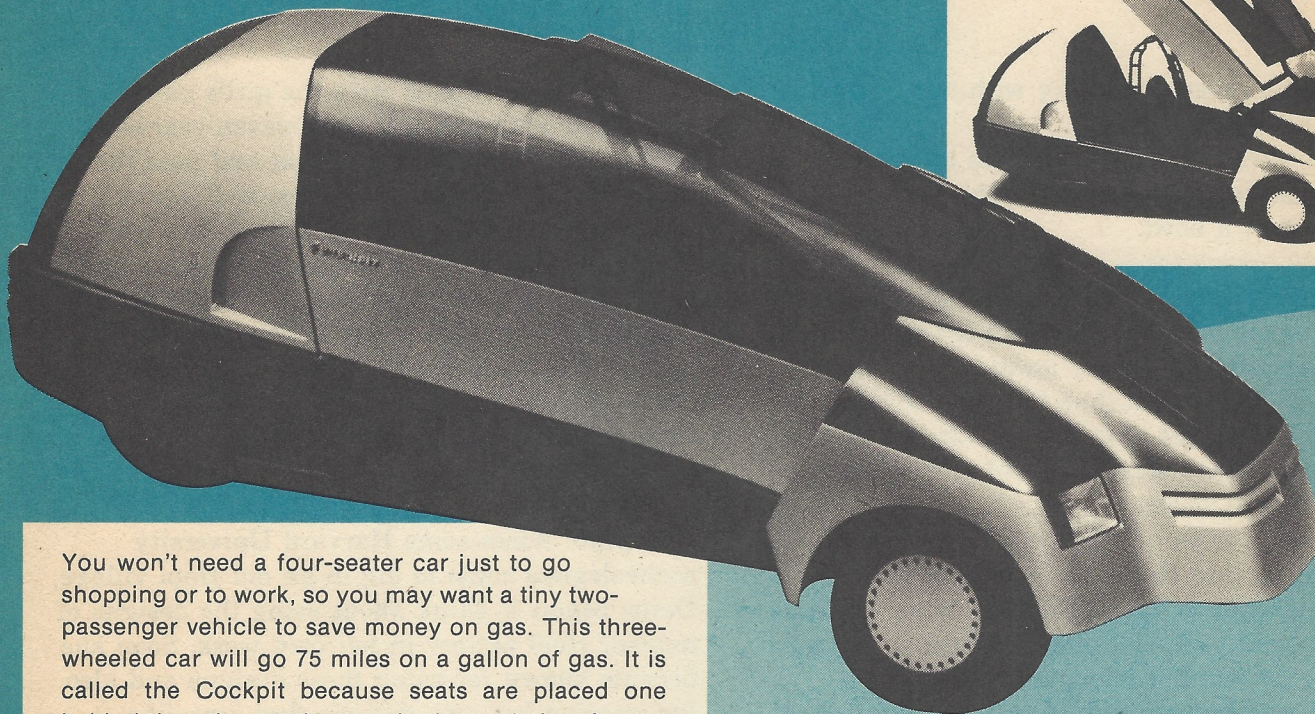
Highlights[®] for Children

DECEMBER 15,
1982

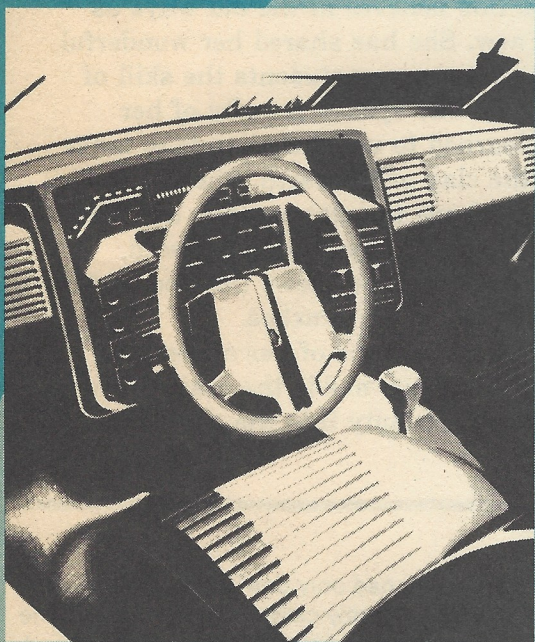
Resource Issue Including 1982 Index

Fun with a Purpose





You won't need a four-seater car just to go shopping or to work, so you may want a tiny two-passenger vehicle to save money on gas. This three-wheeled car will go 75 miles on a gallon of gas. It is called the Cockpit because seats are placed one behind the other as they are in the cockpits of some airplanes.



Your future car's instrument panel will look a lot like a video game. Some instruments will have glowing numbers like a digital clock. Others will be moving bars of light. You will control the car's functions. Your car's computer will talk to you, help plan your trip, and show your location on a tiny TV map.

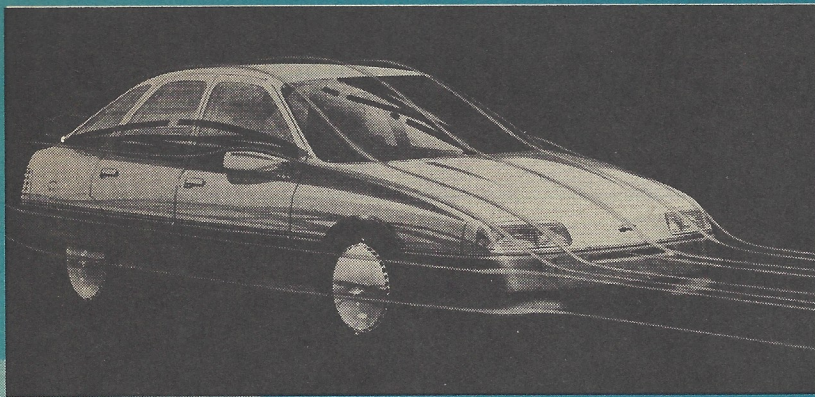
Smarter, Smaller, and Lighter Cars of the Future

By Gary Witzenburg

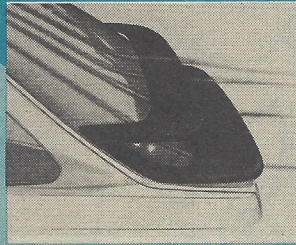
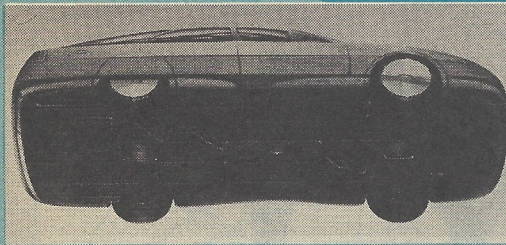
Would it surprise you to think that the car you may buy in the 1990s is not going to be *very* much different from the ones your parents drive today?

Fuel will cost a lot more then, so cars will be designed to carry you farther on a gallon of fuel. That means they must be lighter and smaller, with more plastic and light metal to save weight. You might choose one that is small, with room for only two. But most cars will still carry four or five people.

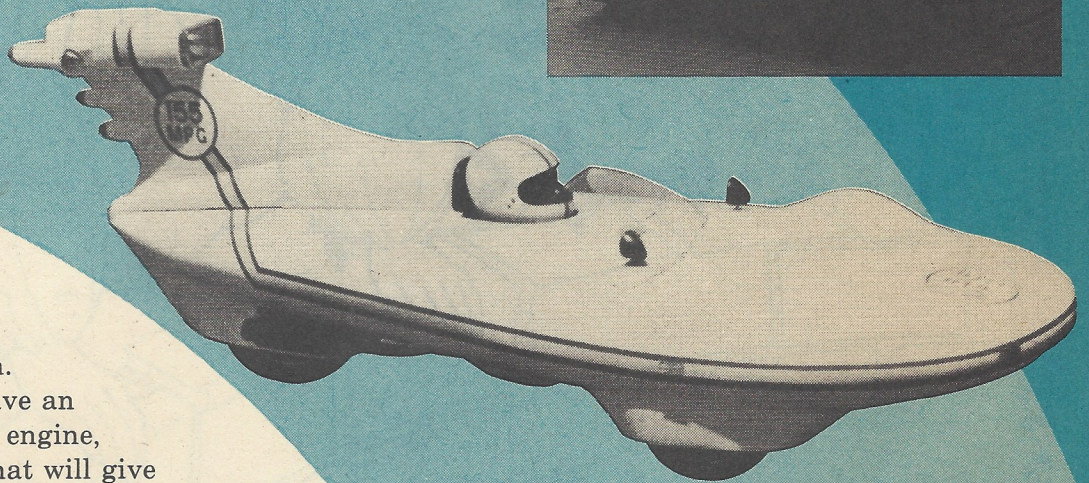
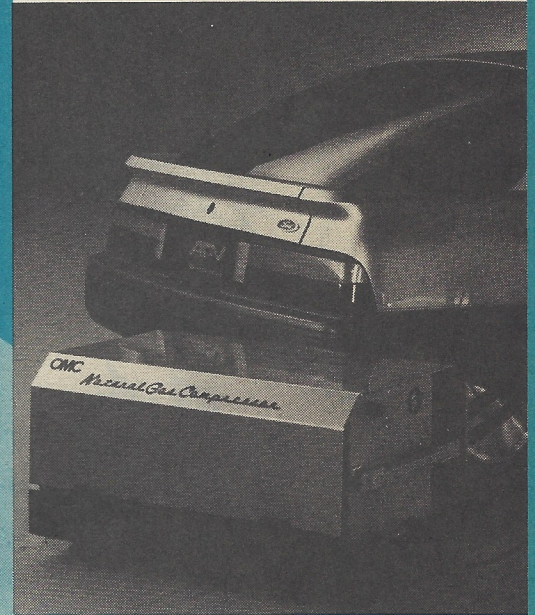
Your future car will be lower in front, higher in back, and more rounded on the corners. That sort of shape is very aerodynamic because



Best news is that you may not have to go to a gas station to refuel your future car. This experimental Alternate Fuel Vehicle (AFV) runs on natural gas and can be refueled from a compressor in your garage. Other future cars may run by electricity and be recharged by plugging into a wall socket overnight.



The science called aerodynamics will help designers shape your car so the air will flow over, under, and around it with very little resistance. Notice the smooth, rounded shape of this prototype, including the side mirrors and the wheels, the aerodynamic spoilers on the rear window, and the "belly pan" underneath. These are important because the lower a car's wind drag, the less fuel it uses to move through the air.



the rounded edges
give little resistance to
the air it is moving through.

Your car will probably have an advanced gasoline or diesel engine, controlled by a computer, that will give you 60 miles per gallon or more. There probably will not be many electric cars by then, but your future car may run on a fuel such as alcohol. Or it may use the same natural gas that your furnace or stove does . . . so you can fill it up right at home.

Also, it will have many wonderful electronic computer systems to make driving easier, safer, and more fun. Imagine a talking car that reminds you to buckle your safety belt or check your engine. Imagine a little TV screen on the instrument panel to show you a map of where you are going.

Your car of the future will have all these things and more. And won't it be fun to drive!

Doug Malewicki invented his own "California Commuter." It holds only one person but gets 155 miles per gallon. If you were inventing your car of the future, what would it look like?