Honk! Splat! Vroom!

Sydnee Burr

Follow this and additional works at: https://scholarsarchive.byu.edu/cbmr

BYU ScholarsArchive Citation
Available at: https://scholarsarchive.byu.edu/cbmr/vol39/iss7/31
Book Review
Honk! Splat! Vroom!

Using only onomatopoeia, Gott creates a lively and entertaining tale of a car race and tells a story of overcoming obstacles. The blue race-car mouse gets a late start because the dust the other cars kick up makes him sneeze. Then all the other mice get stuck in some mud while the blue car mouse careens ahead. Before the blue race-car mouse can celebrate for too long, another obstacle comes along, and he continues to leapfrog his way to the end of the race.

While there are no words, only sound effects, readers will quickly catch onto to the humor of Honk! Splat! Vroom! This book is especially appropriate for a group story time, as it is sure to cause belly laughs that grow and compound on each other as the book continues on. There is high adventure, rough terrain, and overcoming obstacles—all things that young readers find interesting, which creates a great atmosphere for learning.