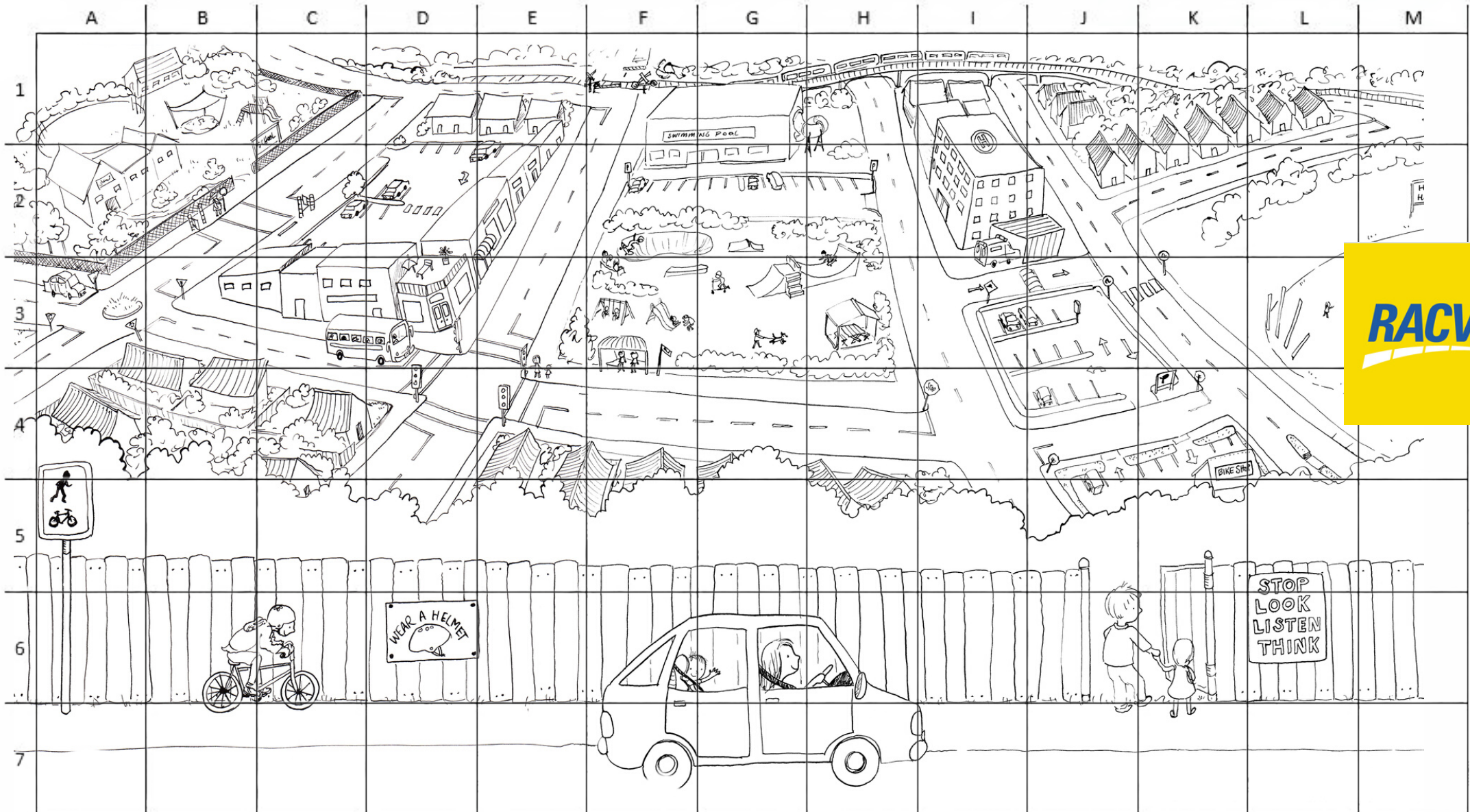




Choosing the Safest Route



RACV

Choosing the Safest Route



The fastest route to get somewhere is not always the safest route to take.

When we are out and about, we should consider where the safest places are to cross roads or avoid busy traffic.

Activity 1: Using Grid References

Some maps use grid references to locate things. For example, on this map, the bus stop is at F3, where F is the column and 3 is the row.

Find the grid reference for the following (you might need to zoom in on your computer screen).

- Wear a helmet sign
- Someone riding a scooter
- Stop, Look, Listen, Think sign
- Bike Shop
- Crossing supervisor at the children's crossing
- Picnic table
- Deck chair and umbrella
- Roundabout
- Railway crossing
- Stop sign

Activity 2: Getting to school safely

- Now that you have practised using grid references, look at the map and think about how you could travel to school safely, starting from grid reference M1.
- Use the grid reference system and other directional language, such as North, South, East and West, to explain to someone in your home how you would get to school safely. Remember, it is always safest to cross the road at a pedestrian crossing!

Activity 3: Moving around my Neighbourhood

- Create your own map, showing how you get from your house to your school, shop, playground or somewhere else that is near your home.
- Consider what would be the safest route. Make sure you include pedestrian crossings, traffic lights etc on your map.



Game: Guess Where?



Recognising safe places to cross the road and using grid references

You need:

- Two map grids printed out, one for each player.
- A pencil for each player.
- A visual barrier to stop the opposition seeing your board- standing a book up between you will work well!

The aim of the game is to guess which grid reference your opponent has chosen by asking questions that require 'yes' or 'no' answers.

- Choose one grid reference and write it down at the top of your map. (This is what your opponent will try to guess).
- Take it in turns asking each other questions. Examples of some questions are:
 - Is your grid reference North of the bus stop?
 - Is your grid reference East of the zebra crossing?
 - Does your grid reference show someone scooting safely?
- As your opponent answers the questions, cross off grid references that do not fit the criteria, until you are left with one remaining grid reference. The first person to guess their opponent's grid reference correctly is the winner.



Curriculum Links

Health and Physical Education: Level 5 & 6 - Plan and practise strategies to promote health, safety and wellbeing (VCHPEP108)

Health and Physical Education: Level 5 & 6 - Investigate the role of preventive health in promoting and maintaining health, safety and wellbeing for individuals and their communities (VCHPEP112)

Mathematics: Level 5 - Use a grid reference system to describe locations. Describe routes using landmarks and directional language (VCMMG199)

Geography Level 5 & 6 - Represent the location of places and other types of geographical data and information in different forms including diagrams, field sketches and large-scale and small-scale maps that conform to cartographic conventions of border, scale, legend, title, north point and source; using digital and spatial technologies as appropriate (VCGGC089)