

# Scooter Skills



*Suitable for a one hour session*

Special thanks to the School Travel Plan Working Group at Overstone Combined School (in Wing) who developed the training in March 2008.

## I. INTRODUCTION

It is very important that **when riding your scooter, you do so safely and without causing a nuisance to others**. We are going to do some activities today to help you to do this.

**Question: why might you want to scoot to school?**

Answers to include:

- it's fun
- to get fit
- to reduce the number of cars coming to school

**Question: what sort of things should you do or think about before scooting to school?**

- Make sure your scooter is clearly marked with your name.
- Check, or ask your parent to check, that your scooter is safe. If it is making a funny noise, or a wheel feels a bit wobbly, don't ride it but ask an adult to have a look at it.
- Look out of the window! It is not a good idea to scoot to school in rain, snow or other bad weather.
- Think about what you are doing that day. If you are staying for an after school activity and will be travelling home in the dark it might be better not to scoot. If you have a musical instrument or sports bag to carry, you might not be able to balance well on a scooter.
- Think about your clothes. Make sure your laces are tied up! A long scarf might get tangled up. We have said that it is not a good idea to scoot in the rain. If you are out in the rain, what problems are caused if you have your hood up?  
It affects your ability to see and hear traffic.

We are going to split up into four groups. Two will look at road and safety awareness, while the other two will look at driver and pedestrian awareness (*each group should take around 15 minutes*). We will then swap over. After that we are going to play some fun games with your scooters!

## 2. ROAD AND SAFETY AWARENESS

Take small group out on to a safe area outside of the school (pavement or road if necessary)

### Questions:

- where should you ride your scooter on your way to school?
- where must you never ride your scooter?

You must always use the pavement, never the road (*unless no other option*). Do not cut corners as car drivers may not be able to see you.

When you are on the pavement, scoot away from the edge of the kerb (*show what you mean*). It is dangerous to scoot on the kerb edge as you could slip into the road.

### Question: what are the dangers when you are scooting on the pavement?

- accidentally going into the road (so make sure you scoot away from the edge of the pavement)
- cars coming out of or going into driveways
- obstructions e.g. hedges, lamp-posts
- vehicles mounting the pavement
- pedestrians (*may need to explain this means people walking*)

### Question: how should you cross the road with your scooter?

- you must get off and push, not ride across the road.
- always use a formal crossing (i.e. a zebra) or a School Crossing Patroller (lollipop man or lady) where there is one

### Question: what are the key points to remember when crossing the road?

**Stop** on the kerb

**Look** – remember traffic can come from different directions

**Listen** – can often hear traffic before you can see it e.g. coming round the bend by the church

*[Ask the children to stand on the kerb and listen – what can they hear?]*

When it is safe to do so, walk straight across the road (not diagonally), still looking and listening

### Question: what should you do if there are cars parked on the road you are crossing?

Ideally find a spot where there are no parked cars. However if there is no alternative, need to take extra care. As before:

**Stop** but treat the outer edge of the car as the kerb

**Look**

**Listen**

### 3. DRIVER AND PEDESTRIAN AWARENESS

*Have a parked car on the playground*

**Question: what sort of things might mean that a driver cannot always see you scooting along on the pavement?**

- your size – you are small compared to a car. Sometimes a driver looking in his mirror cannot see you.
- obstructions e.g. hedges, lamp-posts
- bad weather e.g. rain, fog
- sometimes a driver might not be concentrating properly

*[Here you may wish to get the children to sit in a parked car and demonstrate that it is sometimes hard to see the other children outside.]*

As well as drivers being able to see you, you need to be sure that you are aware of what is happening around you.

**Question: what sort of things might affect your ability to be aware of traffic around you?**

- Having a hood up – restricts visibility and hearing
- Messing about with friends – you must be sensible – it is important to concentrate

**Question: when you are riding your scooter to and from school, who else might be on the pavement?**

- pedestrians – including small children, elderly people
- people pushing buggies
- people walking dogs

It is very important that you are not a nuisance when riding your scooter to and from school.

**Question: what should you do if you are scooting along and there are other people walking in front of you?**

You must slow down. Give them some space.

**Do not:**

- push past them – shouting “excuse me” does not make this OK!
- scoot right up behind them, forcing them to let you through
- scoot in the road to get round them

We will be asking parents to report inconsiderate behaviour by children on scooters, and “Scoot to School” will be stopped if this persists.

**Question: what should you do when you get to school?**

- Always come into school on the footpath (*if there is one*); do not cut across the car park. There are always cars moving around and children are not always easily seen by drivers.
- Do not ride your scooter in the school grounds.
- Put your scooter to one side if you are stationary (*i.e. while getting your “Go for Gold” card stamped*). Do not drop it on the floor so that other people cannot get past.
- Park your scooter neatly in the scooter shelter (*or allocated area*) and do not take it out again until the end of the day.

## **4. TRAINING GAMES**

### **GAME 1**

**Aim:** To encourage scooting at a safe speed and raise awareness of other pavement users and dangers.

All scooters to set off in 'follow the leader' style around the edge of the playground, maintaining the same distance between each scooter.

When the session leader blows a whistle, they are to stop immediately. Hopefully, they will all stop whilst still maintaining the same distance with the scooter immediately in front of them.

### **GAME 2**

**Aim :** To encourage awareness of others and scooting at safe speeds.

Two cones needed, approximately 50m apart. Two groups start off together in pairs, scooting from cone 1 towards cone 2. Each scooter pair set off at 3 second intervals. On reaching cone 2 they peel off, 1 to the right and the other left.

Arc around back to cone 1, hopefully they will meet at cone 1 at the same time.

### **GAME 3**

**Aim:** Safe scooting, cornering carefully.

Set up a line of cones, perhaps 6 -8. Each scooter to weave in and out of the cones carefully. On reaching the end, scooter to rejoin back of queue. Repeat.