



Transportation Games

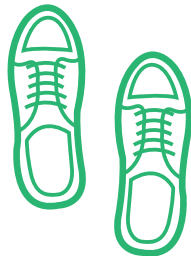
7 Transportation-themed Activities for Kids



SAFE ROUTES PHILLY

STEP UP | RIDE ALONG

GRADES
K-3



CROSSWALK WADDLE

GOALS

Students practice crossing concepts – looking left, then right, then left again.

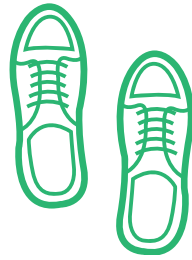
HOW IT WORKS

1. Lay out a simple pedestrian crosswalk with tape or chalk. Have two students stand in front and back of the crosswalk, about 15 feet back.
2. Have another student put a balloon between their knees, make eye contact and/or wave to the two students standing in front of/behind the crosswalk (“look left, right, and left again”), and then walk across the crosswalk without dropping it.
3. If the child drops the balloon, they have to return to the start.

SUPPLIES

- Tape or chalk to draw crossing
- Inflated balloons
- Classroom, gym, blacktop

GRADES
K-3



BUS SAFETY CHARADES

GOALS

Students learn bus etiquette and safety.

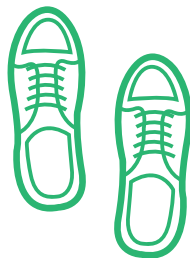
HOW IT WORKS

1. Set up chairs as bus seat rows with an aisle plus a driver's seat at front. [Give a quick overview on bus safety rules](#) or [stream a bus safety video, for younger children](#).
2. Sit in the driver seat as the 'bus driver.' Students all find a seat on the bus and sit on their seat. The teacher 'drives' the bus and comes to a 'stop' at the bus stop.
3. When the bus is stopped, the instructor names a student and they have to make their way safely up the bus aisle to the front modeling good bus behavior.
4. Instructor tells the student a bus behavior to act out for class (only student hears the instruction). Student turns to face class and acts out the behavior to the group. Behaviors can include:
 - a. Staying back from the bus when it arrives
 - b. Waving hands out the window
 - c. Waiting for the bus driver to wave before you cross is front of it
 - d. Moving belongings out of the aisle
 - e. Distracting the bus driver
 - f. Staying seated until the bus stops
 - g. Talking quietly to friends
 - h. Saying "Thank you!" to the driver when you exit the bus
 - i. Putting on a seatbelt, if available
5. The rest of the class group will raise thumbs up or down depending on whether it is a safe or unsafe behavior.
 - a. Optional addition: For younger students, class group sings "The Wheels on the Bus" when the bus is 'driving'

SUPPLIES

- Chairs
- Instructor prompt list of safe and unsafe bus behaviors

GRADES
K-4



SAFE WALKER

GOALS

Students will apply pedestrian safety concepts.

Students will practice listening skills/following directions.

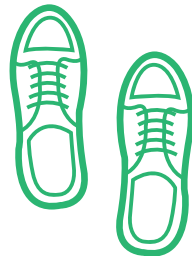
HOW IT WORKS

1. Divide space into two parts – the street and sidewalk(s) – with tape or chalk. Draw or place “cars” on the “street.”
2. The Safe Walker (leader) gives directions by saying “Safe Walker says...” Example “Safe Walker says” directions may include:
 - a. Walk slowly
 - b. Turn to the right/left
 - c. Walk near a friend
 - d. Stop and look at a “car”
 - e. Walk on the sidewalk
3. The leader should not say “Safe Walker says...” when asking students to do unsafe behaviors. These may include:
 - a. Walk close to cars
 - b. Walk in front of cars
 - c. Run across a street
4. Students should only follow the direction when the leader says, “Safe Walker says...”

SUPPLIES

- Chairs
- Instructor prompt list of safe and unsafe bus behaviors

GRADES
1-3



HOT LAVA CROSSWALK

GOALS

Students practice crossing concepts – looking left, then right, then left.

HOW IT WORKS

1. Chalk or tape the outside lines of two striped pedestrian crosswalks (also called continental pedestrian crosswalks (see below)).

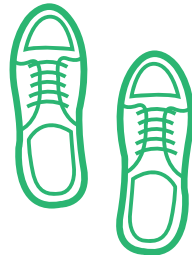


2. The goal is for the students to cross the crosswalk only touching the crosshatches.
3. Call out various ways for the students to “cross” the street – jump on one foot, bear crawl, skip, speed walk, etc. – while only touching the crosshatches.
4. If desired, students could practice looking left, right, and left again before crossing.

SUPPLIES

- Tape or chalk
- Blacktop, gym, or open space

GRADES
2-5



SPEED STOP

GOALS

Students understand that the faster objects (cars) go, the longer it takes for them to stop.

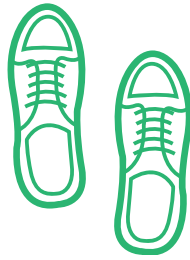
HOW IT WORKS

1. Students line up at one side of the room.
2. Instructor instructs students to walk, then stop.
3. Instructor tells students to jog, then stop (it will be a little harder to stop).
4. Instructor tells students to sprint as fast as they can (it will be very difficult to stop!).
5. At the end of the game, students should see how much more difficult it is to stop when they're moving fast!

SUPPLIES

- None

GRADES
4-5



PERCENTAGE WALK

GOALS

Students will practice listening skills and following directions.

Students will use visual skills to understand percentages.

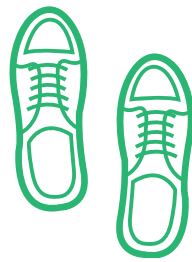
HOW IT WORKS

1. Set up the area. Draw a starting and ending line with tick marks to indicate 10% increments of the distance (10%, 20%, 30%, etc.).
2. Start with regular walking up and down ("Let's walk 100% regular each way").
3. Call out percentages of the walk that should be "silly," running, skipping, etc. (e.g., "Make this walk 60% silly!").

SUPPLIES

- Chalk or tape
- Corridor, gym, blacktop

GRADES
4-5



PEDESTRIAN COUNTDOWN

GOALS

Students understand how long crossing time is.

Students learn how to follow crosswalk signals.

HOW IT WORKS

1. Tape, draw, or set up cones in two parallel lines about 15 feet wide. The distance between the lines can be determined by how big the space is – they could be 20 feet apart or 50 feet apart.
2. Divide students into groups of 10. Only one group plays the game at a time.
3. Tell students that you don't want to get stuck in the crosswalk when the street signal turns to a solid "DON'T WALK."
4. Instruct students that when the WALK sign is being held up, the first group runs to the other line and back as many times as possible. You will give a 15-second countdown before you put up the DON'T WALK sign. Students don't want to be caught in the middle when the DON'T WALK sign is up. So, if they don't think they can't make it to the other side before the countdown is finished, they should stay behind a line.
5. Ask students to count how many times they can go back and forth.
6. Repeat with the other groups.

SUPPLIES

- Tape, chalk, or cones
- Two pieces of paper – one that says "WALK" on it, the other that says "DON'T WALK."