



Early  
Learning  
Centre

# Road Safety Game

Number of players 2, 3 or 4

Teresa, Kirsty, Toby & Ben, live in the house in the centre of the board.

Their mother has asked each of them to post a letter at the POST OFFICE, take their homework back to SCHOOL, return a book to the LIBRARY, and take a toy back to a FRIEND'S HOUSE.

"Remember", says mummy "only to cross the road when you're SURE it's safe".

## THE OBJECT OF THE GAME

There are 4 playing pieces (children).

Each person moves his/her playing piece round the board (in the direction of the arrows) 'delivering' the letter to the Post Office, homework to School, the kite to the Friend's House and a book to the Library, starting, and finishing at the house in the centre of the board.

These items may be delivered in any order.

First home (having crossed the roads **safely**) is the winner.

To do this, the road will have to be crossed on several occasions, and there are 5 ways of crossing the road.

1. If you **land on** (not just pass over) a **subway**, you may cross straight to the other side of the road.
2. If you land on a **zebra crossing** square, you may safely cross to the other side.
3. If you land on a pelican (green man) crossing, you may cross to the other side.

4. If you land on the squares with a lollipop man you may cross.
5. Alternatively, if you land on a square with a spinner, you must spin the arrow and decide if it's safe to cross. If it is safe you may cross straight over —if it isn't safe, you must wait until your next go and spin again— until it is safe.

### **RULES**

1. You may play with 2, 3 or 4 players.
2. Players face each other across the board.
3. Each player chooses a 'child' playing piece.
4. Each player has 1 card each of kite, homework, book and letter.
5. Starting with the youngest player, the children take turns to throw the dice, and move round the board in the direction of the arrows, players take turns in a clockwise direction.
6. If a player lands on either of the 2 library squares, the book card may be placed on the library picture. (And so on for the homework, letter and kite).
7. If you land on any of the crossing squares (including the spinner) and you do not want to cross the road, you do not have to.
8. If a player lands on a blue square, he or she must take a card from the top of the pile, it must be returned to the bottom of the pile.
9. The WINNER is the child who's crossed all the roads safely, delivered all 4 items and gets home first.

### **IMPORTANT NOTE TO PARENTS/GUARDIANS**

It is for you to decide when your child is old enough to venture outside on his/her own.

The object of this game is to re-inforce **your** teaching and to instill an 'awareness' of the correct way to cross a road at the earliest possible age.

Early Learning Centre, Swindon, ENGLAND.