

Sustrans Bike Safety Board Game

Risk Assessment: PBO-07v1 Bike Safety Board Game

Equipment: 3 Bike Board games, game cards and dice

Session time: 1-1.5 hours

Class size: 30

Objectives

- By the end of the session each group will have had 1 or 2 goes on the Bike Board Games.
- Participants will be able to come up with individually or in groups other examples of safety aspects of cycling to school.

Differentiation

- An opportunity to design a new board game to either improve the existing one or to make a new game for walking or scooting to school.

Time scales

Introduction: What we are going to do and hope to achieve by the end of the lesson.

Initial assessment (open/direct questioning) by asking participants for examples of positive or negative aspects of cycling (5-10 mins)

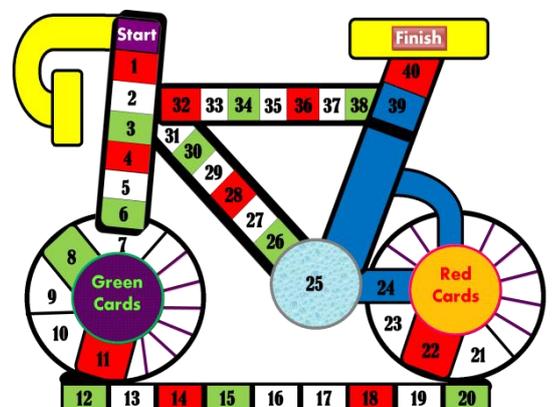
Groups: Split children into smaller groups and talk them through game cards and the rules to ensure that they understand (5 mins)

Activity: Groups will be assigned a Bike Board Game there are 3 Bike Board Games in total. (10-15 mins)

Conclusion: Assess what participants enjoyed about the session and discuss areas for improvement. (10 mins)

Extension: 20-45 min

Extension Project: Using the basis of the Bike Board Game design a new set of game cards and board game for walking or scooting to school.



Green: Positive Board Game Cards

**You had a drink of water -
move forward one space**

**You packed a healthy
lunch for the bike ride -
zoom forward three
spaces**

**Your helmet stopped you
banging your head - roll
again**

**Sun cream stopped you
getting burnt.**

Move forward one space

**You planned a great route
using the Peterborough
Green Wheel map - roll
again.**

**You overtook standing
traffic.**

**Move one square in front of
the next player**

**You remembered your lights
and its gone dark.**

Move forward two spaces

**You saved money on your
trip**

**Move forward two spaces to
spend it in the sweet shop**

**You made it home in time
for dinner.**

Move forward two spaces

**You got home in time to
play outside - roll again**

**You remember an extra
layer of clothing and keep
warm.**

Move forward two spaces

**You inflated your tyres
before you left.**

Move forward one space

**Your trip was good for the
environment.**

Move forward two spaces

**Your hi vis jackets means
that you were seen.**

Move forward two spaces

**You found a new section of
the cycling route.**

Move forward two spaces

**You used your bell to let
others know you are
nearby.**

Move forward one space.

**Cycling has made you
more healthy - roll again**

**You checked your bike
before you rode it using the
'Air Brake Chain' check. Roll
again.**

**You packed plenty of
water.
Move forward one space**

**You found a big downhill
section.
Whiz forward four spaces.**

Red: Negative Board Game Cards

**Your water bottle runs out.
Go back two spaces**

**You get lost - miss a go.
Remember to take your
Peterborough Green
Wheel Map with you next
time.**

**You brakes don't work.
Go back two spaces**

**You have forgotten your
helmet, go back to the
start and collect it**

**You get hungry and need to
slow down - miss a go**

**You get stuck in traffic -
miss a go**

**You have forgotten your
padlock.
Go back one space**

**Your seat is too low.
Go back one space**

**Your chain breaks.
Miss a turn.**

**You forgot your lights and
have to walk home in the
dark. Go back three spaces**

**You get a puncture - miss
a go**

**You forgot to signal to
other road users.
Go back one space.**

You forgot to do a quick 'Air Brake Chain' check before you rode your bike.

Go back two spaces

You forgot to look over your right shoulder when out cycling on the road. Go back one space.

You forgot your coat and get cold.

Go back one space

Your bag is undone and everything falls out - miss a turn to pick it up

Your tyres are not inflated properly, so you get a puncture.

Go back two spaces.

You get a puncture go back two spaces

Your trouser leg gets stuck in the chain.

Go back two spaces

Your shoe laces are undone and they get tangled in the chain. Go back one space

