



safe on the street



www.bmweducation.co.uk



Teachers Guide

Part Two - In Car Safety



Theme 2: In Car Safety

With the steadily increasing number of families that own a car, more and more children travel in cars, every day.

From an early age, children must realise the importance of always being restrained in the car - even for the shortest of journeys - and how this can help keep them safe.

Pupils also need to understand why they must not disturb the driver and learn how to get in and out of a stopped car, safely.

Tips for 'In Car Safety'

- Always get in and out of a car from the side furthest away from traffic - this usually is the side next to the pavement or verge.
- Make sure the diagonal strap of your seatbelt rests on your shoulder - not on your neck! If it is difficult, ask an adult to help you adjust it.
- Never do anything that may distract the driver - this could cause a crash. Remember the driver has to concentrate on driving so don't make too much noise!
- If a seatbelt or child seat has been worn during a crash, it must be replaced - even if it looks alright.
- Do not use a second hand car seat unless you know it has never been in a crash.
- Never travel in the luggage area of an estate car - it is designed to crumple in a crash.
- Secure luggage in the boot of the car - even small items will fly about in the car, if it crashes, you don't want to be hit by a flying suitcase!
- Never stick your head or arm out of a car window or sunroof.
- Never share a seatbelt with another person or travel on somebody's lap.

Pupil Activities - In Car Safety

There are 10 interactive activities and two interactive and text version quizzes (3 and 4) available under this theme, on-line for the pupils. The main topics covered are: the consequences for unrestrained passengers, types of restraints and child seats, the dangers of distracting the driver and getting in and out of the car on the safest side.

For your convenience, activities have been rated by degree of difficulty (this is only a rough guide and individual children may respond differently):

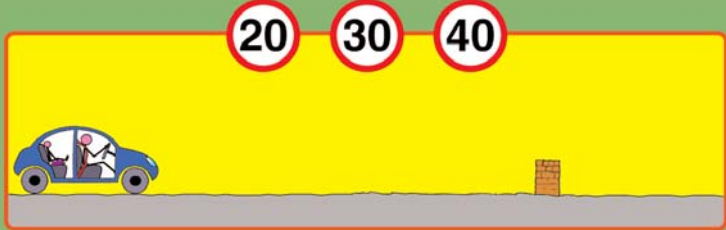
* = suitable for all ages

** = suitable for 8+

*** = suitable for 9+

Activity 1 - Crash *

Crash
 If you do not wear a car restraint - the chances are you will be seriously hurt in a crash!
 Select the speed you want and see what happens.



Now click here to repeat the activity with the passenger wearing a restraint

Description:

An introduction to the potential restrained / unrestrained consequences of a car crash for passengers in rear seats.

Methodology:

- Read the text
- Select the appropriate speed
- Watch the animation and the consequences for an restrained / unrestrained rear seat passenger

- Select another speed and see the outcome of the crash.
- Continue until all speeds have been viewed
- Now click to restrain the rear seat passenger
- Select each speed in turn and compare the outcome to those with the unstrained passenger.

Road Safety Message:

Always use a restraint in the car, for every journey, to keep yourself safe.

ICT Discussion:

How did the animated crash sequence help understanding? Would it be as effective as written text, or separate 'still' illustrations?

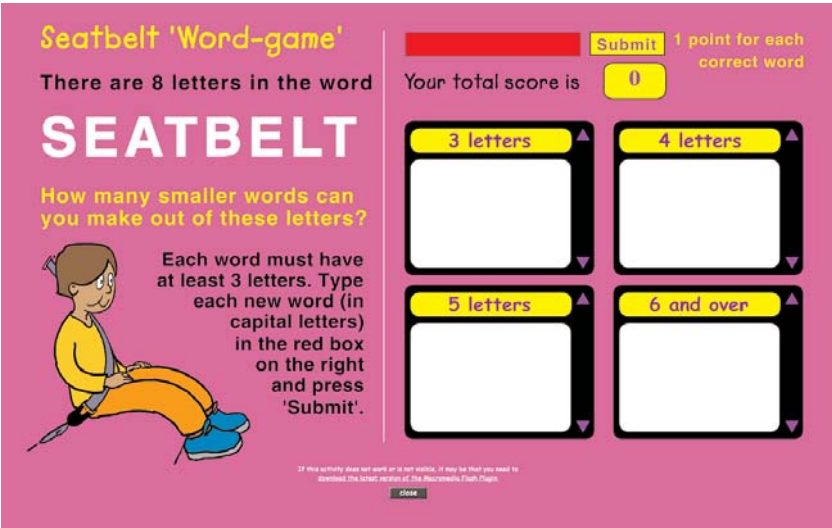
Curriculum Links:

- ICT - finding things out, developing ideas, making things happen
- ENGLISH - reading and understanding
- SCIENCE - forces and motion, hazards and living things
- PSHE/PSD - actions and consequences.

Extension Activities:

- Describe a sequence of events, type it into a word-processing document and then file it - ICT
- Discussion on consequences, types of injuries and how these can be minimised by wearing seatbelts and child restraints - ENGLISH / PSHE / PSD
- Class surveys about who has been involved in a car crash - were they restrained, were they injured, etc - MATHS
- Try and find out about seatbelt campaigns for front seatbelts in the 60's - HISTORY
- Make your own 'flick books' of a sequence of events -picture by picture - where slight changes in drawings are animated when pages are flicked - ART

Activity 2 - Seatbelt 'Word-game' **



Description:

A fun word game, emphasising the word 'SEATBELT' whilst encouraging word construction from its letters.

Methodology:

- Read the text
- Formulate smaller words (minimum 3 letters) from the letters of the word 'SEATBELT'
- Type in the new word in CAPITALS

- Press 'Submit' button, once the word is complete (only words in the English dictionary will be accepted, those not, will be refused)
- Each correct word will then be shown in the appropriate box
- The score box will show total number of correct words.

Road Safety Message:

Always wear your seatbelt.

ICT Discussion:

What other way could you show all your word combinations - alphabetical lists, charts or columns for number of letters, spreadsheets?

Curriculum Links:

- ICT - finding things out, making things happen
- ENGLISH - reading and understanding, word-building and spelling.

Extension Activities:

- Create your own table / chart of final words - ICT
- Choose another related word e.g. 'RESTRAINT' and see how many smaller words can be made from it - ENGLISH
- For each word made from the large word - write out its meaning (if unknown, check in dictionary) - ENGLISH
- Find out and translate the word 'SEATBELT' into as many different languages as possible - GEOGRAPHY / LANGUAGE
- Make a mural of the word 'SEATBELT' in different styles, patterns, colours - ART



Possible words to make:


3 letters	SEE	BEES	LEST	TEAT	BLAST	STELE	BETELS
ALB	SET	BEET	LETS	TEES	BLATE	TABES	BLEATS
ALE	TAB	BELT	SALE	TEST	BLATS	TABLE	ELATES
ALT	TAT	BEST	SALT	5 letters	BLEAT	TAELS	ESTATE
ATE	TEA	BETA	SATE	ABELE	BLEST	TALES	LATEST
BAT	TEE	BETS	SEAL	ABETS	EASEL	TASTE	SETTABLE
BEE	4 letters	BLAE	SEAT	BALES	ELATE	TATES	SETTLE
BET	ABET	BLAT	SEEL	BASTE	LEASE	TEALS	STABLE
EAT	ABLE	EASE	SETA	BATES	LEAST	TEASE	STELAE
EEL	ALBS	EAST	SLAB	BEAST	SABLE	TEATS	TABLES
ELS	ALEE	EATS	SLAT	BEATS	SETAE	TEBET	TABLET
LAB	ALES	EELS	STAB	BEETS	SLATE	TESLA	TABLETS
LAT	BALE	ELSE	TABS	BELTS	SLEET	TESTA	TEASEL
LEA	BASE	LABS	TAEL	BESET	STALE	6+ letters	TESTABLE
LEE	BAST	LAST	TALE	BETAS	STATE	ABELES	TESTAE
LET	BATE	LATE	TATS	BETEL	STEAL	ABLEST	
SAT	BATS	LEAS	TEAL	BETES	STEEL	BATTLE	
SEA	BEAT	LEES	TEAS	BLASE	STELA	BATTLES	

(NB: We have endeavoured to include all useable words in the English language of three or more letters. Apologies if we have omitted any.)


Activity 3 - Which restraint? **

Which restraint?
 Help each child to get into the correct car restraint.


1 Move your 'mouse' over each child to find out their name and height.



2 'Drag' each child to the scales.



3 Now choose the correct restraint for each child and 'move' them into it.



If this activity does not work on a self-rack, it may be that you need to download the latest version of the Macromed's Flash Plugin.

close

Description:

An activity about choosing the correct restraint for each child, in relation to their weight.

Methodology:

- Read the text
- Select an individual child
- Click and drag the child onto the scales in top right hand box
- Read the weight of the child

- Scroll down the choices of restraints given in bottom right hand box, read the text
- Choose appropriate restraints according to information given about weights etc
- Click and drag child onto restraint (from the scales)
- If correct, the illustration will change to show child buckled into the appropriate restraint
- If incorrect, the child returns back to the scale.

Road Safety Message:

The correct car restraints offer maximum protection to children in cars. Restraints must be chosen according to the child's weight - not their size or age. The child's height, however, determines when they can use an adult seatbelt; they must be at least 1.35 metres tall.

ICT Discussion:

Does illustrated information have more impact than just text? How would this be portrayed on spreadsheets?

Curriculum Links:

- ICT - finding things out, developing ideas, making things happen, reviewing and evaluating
- ENGLISH - reading, reasoning and decision making
- SCIENCE - identification and scientific enquiry
- MATHS - weights and size.

Extension Activities:

- Select a picture from the 'picture bank', download, print out and use as a basis of a leaflet with information from this activity - **ICT**
- Design the layout and style of leaflet from above - **ART**
- Write a 'short sharp punchy' description of why it's important to use the correct restraint in the car - **ENGLISH**
- Explore the different physical properties / materials of different types of child seats - **SCIENCE**



Activity 4 - Roxy's class survey **

Description:


Creating a bar chart on screen from the information given. Once complete, questions appear - answer the questions using the data.

Roxy's class survey

At Roxy's school they did a survey to see who wore a restraint in the car:

Can you show the survey results in a graph?

- 7 girls always did
- 5 boys always did
- 5 girls sometimes did
- 4 boys sometimes did
- 1 girl never did
- 3 boys never did



Girls

10			
9			
8			
7			
6			
5			
4			
3			
2			
1			
0			

Always Some times Never

Boys

10			
9			
8			
7			
6			
5			
4			
3			
2			
1			
0			

Always Some times Never

Click onto the correct numbers for each group.

If this activity does not work or is not visible, it may be that you need to download the latest version of the Macromedia Flash Player.

Methodology:

- Read the text
- In turn, select the correct number line on the chart for the 'girls who always did' answer, click and see the bar appear. (If incorrect it will say "Try again".)
- Take each piece of information in turn and click on the correct number line

- Once the bar chart is complete, type in correct answer to questions.

Road Safety Message:

Even though it is really important to always be correctly restrained in the car, many children still forget.

ICT Discussion:

Discuss how maths / numbers can be brought alive visually, on the computer and how often a pictorial / graphical image has more impact than just text or numbers.

Curriculum Links:

ICT - finding things out, creating and presenting graphics, reviewing and evaluating

MATHS - number, problem solving, calculations, handling data, process and representation

PSHE / PSD - actions, consequences and responsibility.

Extension Activities:

- Using the questionnaire in the teachers' resource bank, ask children to carry out their own survey with their class / school, then translate findings into bar charts and pie charts on-screen - **ICT**
- Taking the findings from the surveys, find different ways of translating the numbers - as fractions, decimals, percentages, as well as graphically - **MATHS**
- Devise a message and slogan that can be used to encourage children to always travel correctly restrained in the car - **ENGLISH / PSHE / PSD**
- Design a poster advising of the dangers of not wearing a seatbelt / child restraint in the car - **ART / PSHE / PSD**



Activity 5 - Be a reporter ***

Description:

Pupils are asked to report on a car crash (using Activity 1 as a guide). The report is typed on-screen and must include some key words.

Be a reporter

You are a newspaper reporter at the scene of a crash. Write an article about what happened. (Look at the activity 'crash sequence' to see the consequences to the passengers.)

Include these words

passengers	seatbelt	crash
windscreen	speed	injuries
impact	driver	vehicle

Click here to start typing your article

Click here when you've finished your activity

Methodology:

- Read text and if necessary re-visit Activity 1: Crash
- Click on notepad to start
- Using the keyboard, type in the 'report' on the crash scene
- When the report is finished, click where indicated

- A pop-up box will ask for the report to be sent to the editor
- Type in the editor's email address given in the pop-up box and press the send button.

Road Safety Message:

Seatbelts and child restraints can prevent serious injury when a car crashes, even at low speeds.

ICT Discussion:

How else could the information be presented or shared? Compare the speed of sending articles via email, letter-post or even to post by horseback (as they did in the past!).

Talk about how much more 'instant' information is, because of ICT.

Curriculum Links:

ICT - finding things out, developing ideas, creating text, exchanging / sharing information

SCIENCE - learning about the body, injuries to the body and effects thereof

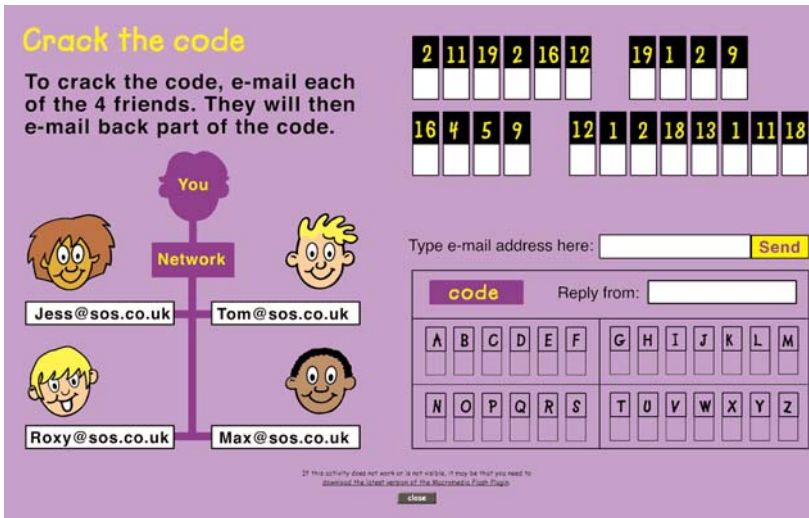
ENGLISH - reading strategies, planning composition, language structure, punctuation & spelling

PSHE / PSD - emotions, actions, consequences.

Extension Activities:

- Go to websites of daily newspapers and read through some headline articles - **ICT / ENGLISH**
- Do a follow-up report with the 'family' some weeks after the crash - how has it affected their lives? - **ENGLISH**
- Interpret the emotion of the crash scene in abstract shapes and intense colours - **ART**
- Discuss the types of injuries that may occur in a crash - **PSHE / PSD**
- Compare the softness of our skin and the brittleness of our bones to the sharp, solid properties of glass, metal, road surfaces, etc - **SCIENCE**

Activity 6 - Crack the code **



Crack the code

To crack the code, e-mail each of the 4 friends. They will then e-mail back part of the code.

Network:

- You
- Jess@sos.co.uk
- Tom@sos.co.uk
- Roxy@sos.co.uk
- Max@sos.co.uk

Code boxes:

2	11	19	2	16	12	19	1	2	9		
16	4	5	9	12	1	2	18	13	1	11	18

Type e-mail address here:

code Reply from:

A	B	C	D	E	F	G	H	I	J	K	L	M
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

Description:

An on-screen activity where a message can only be decoded by emailing each of four friends (who each have part of the secret code).

Methodology:

- Read the text
- Select one of the four friends to see their email addresses
- Type in the email address in the box and press 'Send' button

- A pop-up box shows the friend has received the email and is returning the code
- Their part of the code appears in the bottom box
- Repeat this sequence of activities until all the code is given
- Type in the correct letters in the top boxes to 'crack the code!'

Road Safety Message:

Always wear your seatbelt.

ICT Discussion:

Talk about how different codes are used in all types of computer programming.

Curriculum Links:

ICT - using technology to find things out, making things happen, exchanging and sharing information, modifying and evaluating, using electronic mail

ENGLISH - reading, spelling, communicating knowledge.

Extension Activities:

- Devise your own code either pictorially, graphically, or numerically and write a complete letter to a friend, in 'code', about seatbelts - **ENGLISH**
- Have children mime different messages to each other, such as always wear your seatbelt. Make sure they use gestures, movements, facial expressions, etc, but no language - **DRAMA**
- Explore how secret messages were sent in World War II and how people tried to crack the codes then - **HISTORY**

Answer to Activity 6:

Always wear your seatbelt.



Activity 1 - Wordwheel **

Wordwheel

There are word puzzles in each wheel of the car.

Click the button to start the game **Start**

When the wheels stop, solve the clues by dragging the letters in each wheel from each wheel to the squares.

1 Another word for the back of the car. 4 letters

2 Not in danger or at risk. 4 letters

If this activity does not work or is not visible, it may be that you need to download the latest version of the BluewinMedia Flash Player.

Description:

An on-screen word game to make up the correct word answer from the clues given.

Methodology:

- Read the text
- Click the 'Start' button
- Car wheels rotate and stop
- Letters in each wheel form the answer of each clue
- Click on a letter in the wheel and drag to the right position in squares beneath

- Wrongly placed letters will get a pop-up box saying "Woops! Wrong place!"
- Once the first wheel word is correct, a pop-up box will say "Well done!"
- Repeat sequence with 2nd wheel
- Once both these have been completed, press 'Next' button for the next two clues. There are 6 clues altogether.

Road Safety Messages:

Everyone must always wear a restraint in the car - children should travel in child seats or booster cushions - passengers must not distract the driver.

ICT Discussion:

How does a game like this 'on-screen' compare to a paper based word game? What automatic 'in built' checks help you get the right answers?

Curriculum Links:

ICT - using technology to find things out and make things happen; reviewing, modifying, evaluating and developing informed attitudes

ENGLISH - reading, understanding and spelling.

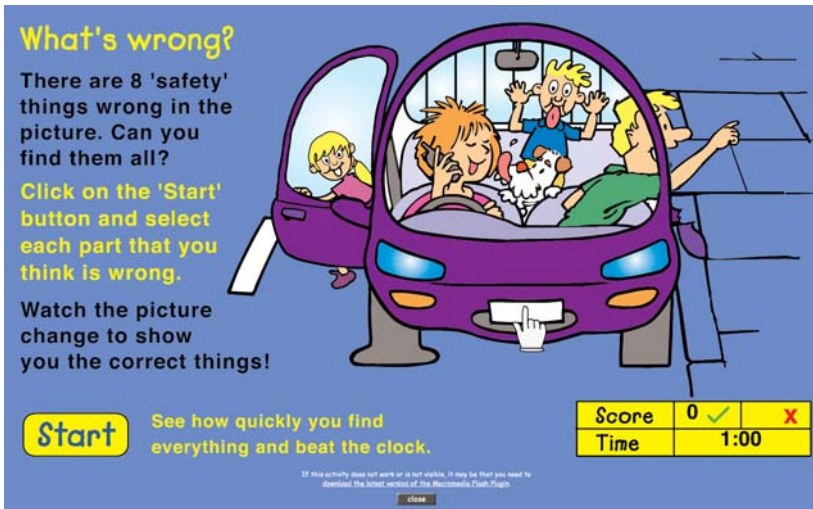
Extension Activities:

- Create your own word games on screen - **ICT**
- Design and make models of 3D cars for a word wheel game - **DESIGN & TECHNOLOGY**
- Make a class mural of a street scene: Each child to make their own car with two word wheels on, with clues beneath. Have class competition to solve the clues from the whole mural - **ART / DESIGN / ENGLISH**

Answers to Activity 7:

- | | | |
|-------------|--------------|--------------|
| 1. REAR | 2. SAFE | 3. SEATBELT |
| 4. DISTRACT | 5. PASSENGER | 6. CHILDSEAT |

Activity 8 - What's wrong? *



What's wrong?
There are 8 'safety' things wrong in the picture. Can you find them all?
Click on the 'Start' button and select each part that you think is wrong.
Watch the picture change to show you the correct things!

Start See how quickly you find everything and beat the clock.

Score	0	✓	X
Time	1:00		

If this activity does not work or is not visible, it may be that you need to download the latest version of the Microsofts Flash Player.

Description:

A fun way, on-screen, to find (and correct) 8 'wrong' things with the picture.

Methodology:

- Read the text
- Click on each part of the picture that you think is showing something 'unsafe'
- Watch the picture change to show you the correct, 'safer' things

- Repeat until all 8 things are found
- The score will be recorded at the bottom
- See how quickly everything can be found
- Press the 'Play Again' button to see if you can beat your own time / score.

Road Safety Messages:

Always wear a restraint in the car - don't distract the driver - always keep pets restrained - get in and out of the car on the correct side. Never use a hand-held mobile phone whilst driving. Always ensure your car is roadworthy. Never stick your head or arm out of a window or sunroof.

ICT Discussion:

How would this picture be shown without the aid of computer? Individual sequence pictures? All the bad points, all the good points?

Curriculum Links:

ICT - finding things out, interpreting, making things happen, controlling, investigating, reviewing and evaluating

PSHE / PSD - keeping safe, actions responsibility.

Extension Activities:

- Discuss the dangers / distraction of using mobile phones in cars - **ENGLISH / PSHE / PSD**
- Write a story about the possible consequences of not restraining pets in the car - **ENGLISH**
- Find out what happens with tyres, how are they inflated, with what, what's dangerous about flat tyres, etc - **SCIENCE**

- Discuss which is the safer side of the car to get in or out. Is it always the left, the right? What rule should be applied (NB: The side furthest away from the traffic). Discuss why the other 'safety' faults are wrong from the game and the laws relating to mobile phone use and cars that are not roadworthy.

Answers to Activity 8:

1. The girl getting out of car on the wrong side - into the road, instead of side furthest away from traffic.
2. The dog loose in the car instead of restrained safely at the back.
3. The boy distracting the driver and standing on seat, instead of quietly strapped into his child seat in the rear of the car.
4. The front passenger (father) leaning out of window, instead of safely wearing seatbelt.
5. The driver (mother) talking on the mobile phone, instead of 'hands-free', or not at all.
6. The driver (mother) not wearing her seatbelt, instead of safely wearing it.
7. The side wing mirror broken, hanging down, instead of firmly in place so the driver can see all around clearly.

Activity 9 - I-spy car journey **

I-spy car journey

Use the direction arrows to take your car to visit Max, Jess, Roxy or Tom. Look out for the things listed below and click their boxes each time you pass next to one.

Buildings	0
Road signs	0
Pedestrian crossings	0
Trees	0





If this activity does not appear to be working, it may be that you need to download the latest version of the Microsoft Edge browser.

Close

Description:

An on-screen 'I-spy' game activity, looking out for the different things that can be seen on a virtual car journey.

Methodology:

- Read the text
- Decide which friend to visit

- Click on a 'direction arrow' to start
- Then use the direction arrows to move your car, square by square, along the road to the friend's house
- Tick the word box each time you pass any of the things (anything directly adjacent to the square you are in counts)
- When you arrive at your 'friend's house', a pop-up box will show you your score and how many things you missed
- Press the 'Play Again' button if you want to beat the score
- If you have scored 100%, you will see a 'Well done' pop-up box.

ICT Discussion:

How else could the findings on this game be interpreted - text, spreadsheets, tables, charts?

Curriculum Links:

ICT - finding things out, developing ideas, making things happen, reviewing, modifying and evaluating

GEOGRAPHY - geographical enquiry, skills, knowledge and understanding of places.

Extension Activities:

- Create your own map on a grid system on-screen - a simplified version of your home / village / town / city (use illustrations from picture bank) - **ICT**
- Explore the area around your school, recording all the things of interest: buildings, road signs, pedestrian crossings, etc - **GEOGRAPHY**
- Write a story about a car journey and what you see (illustrate it by downloading and printing, or copying pictures from picture bank) - **ENGLISH**
- Make your own 'I-spy' board game in 3D, with miniature cars, houses, etc - **DESIGN & TECHNOLOGY**

Activity 10 - Safe in the Car Wordsearch ***

Description:

An on-screen wordsearch where given words are hidden in the car shape - horizontally or vertically. There are 20 words to find. (This activity is more difficult than wordsearches in the section 'Be Seen')

Safe in the Car 'Wordsearch'

Find the words from the list hidden in the puzzle.
When you find a word in the puzzle, click on each letter in the correct order and the word will light up.

<ul style="list-style-type: none"> airbag back buckle car crash distract driver front harness journey 	<ul style="list-style-type: none"> law luggage passenger restraint safely seatbelt secure straps wear window
---	--



If this activity does not work on a net device, it may be that you need to download the latest version of the Macromedia Flash Player.

Methodology:

- Read the words in the list at the bottom
- Locate the word in the squares in the car shape
- Click on each letter in turn to spell the word
- Correct letters then highlight to show the whole word.

Road Safety Message:

Reinforcement of all the vocabulary linked with keeping safe in the car.

ICT Discussion:

How can word processing programmes help with spellings, meanings, etc? (Spell check / dictionary / thesaurus.)

Curriculum Links:

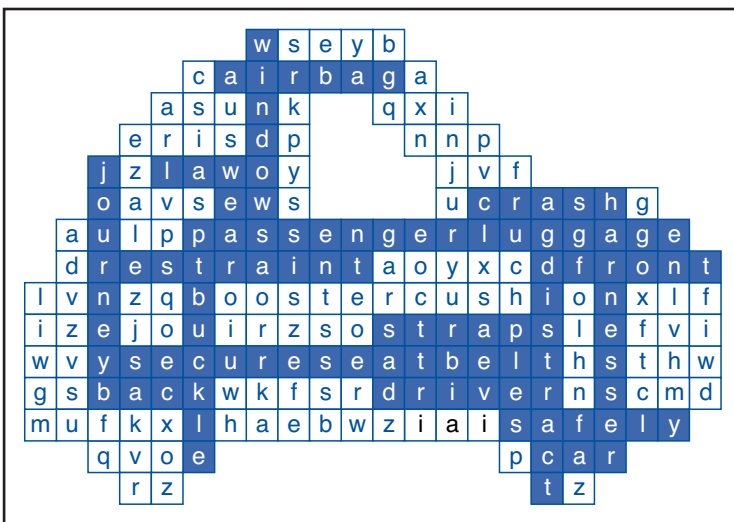
ICT - finding things out, making things happen

ENGLISH - reading, understanding, word discrimination and spelling, group discussion.

Extension Activities:

- Create a grid of squares in a graphics programme, to make your own wordsearch - trying to incorporate 10 related words, then perhaps 15 - **ICT**
- Take the given words in the wordsearch and write 20 sentences, each including one of the words and extend this to make '**SUPER SENTENCES**', by adding as many adjectives and adverbs as possible e.g. a) the passenger wore his seatbelt (sentence)
b) the young child passenger wore his safely fitted seatbelt, in the back of the small yellow car (supersentence) - **ENGLISH**

Answers to Activity 10:



Quiz 3 - Safe in the car? **

Safe in the car?

Click on the correct box to complete each sentence.

Question 1

Seat belts / child restraints must be worn

- A. for every trip
 B. for long trips
 C. for short trips



Score 0

© This activity does not work on a tablet. It may be that you need to download the latest version of the Microsoft Flash Player.

close

Description:

General questions (with multiple choice answers) all about keeping safe in the car.

Points awarded for each correct answer - 3 for first time correct, 2 for second time correct, 1 point for third time lucky.



Quiz 4 - Know your road signs **


Description:

Choose the correct meaning for each sign shown. Points awarded (as in Quiz 3).

Know your road signs

Choose the correct meaning for each road sign.

Remember, triangle signs give warnings, circular signs give orders and rectangular signs give information.




Question 1

A. Man with a broken umbrella ahead

B. Road works ahead

C. Road workers not allowed



Score 0

If this activity does not work or it not visible, it may be that you need to download the latest version of the Microsoft Flash Plugin.

Methodology (for both Quizzes):

- Click on correct answers
- Press the 'Next Question' button to continue.

Road Safety Messages (for both Quizzes):

How important it is to be safely strapped in the car for every journey. General knowledge of road signs is helpful for all road users.

Curriculum Links (for both Quizzes):

ICT - finding things out, developing ideas and making things happen

ENGLISH - reading, understanding

PSHE / PSD - keeping safe.

Extension Activities (for both Quizzes):

- Children could create their own questions and answers, after they've used the activities, to reinforce the messages
- Set up your own school 'quiz-master' competition on road safety - inter-group, inter-class, even inter-school.

Answers to Quiz 3:

- 1 a) for every trip
- 2 c) the side furthest from traffic
- 3 b) in the boot
- 4 c) young people travelling in cars
- 5 b) in special baby carriers
- 6 c) see traffic behind
- 7 c) always
- 8 a) it is dangerous
- 9 c) properly restrained

Answers to Quiz 4:

- 1 b) Road works ahead
- 2 a) No overtaking
- 3 b) One-way street
- 4 c) Low flying aircraft
- 5 b) Maximum speed allowed
- 6 b) T-Junction ahead
- 7 a) Level crossing with barrier or gate ahead
- 8 c) No motor vehicles allowed
- 9 a) Parking ahead