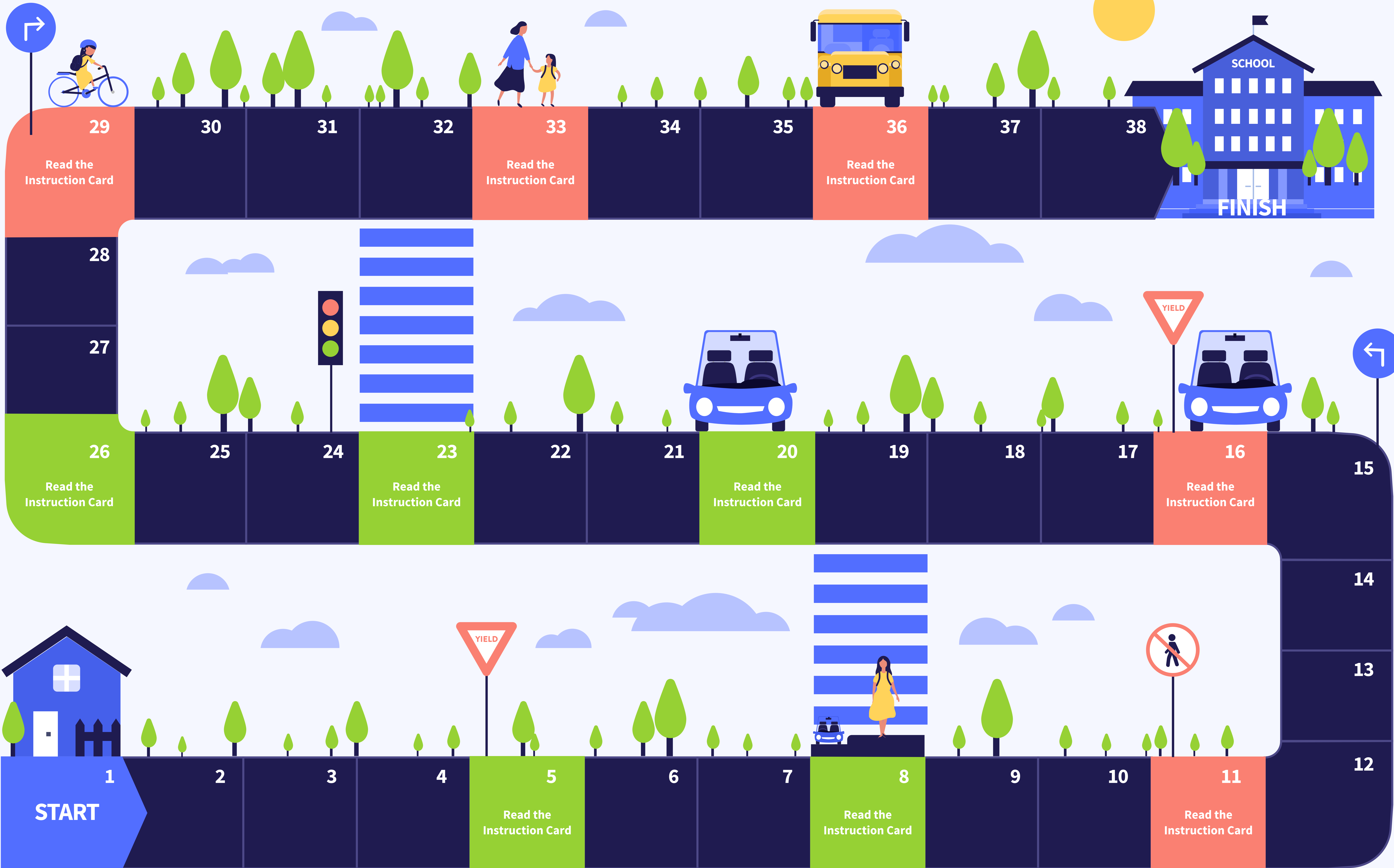


# Safe Paths to School

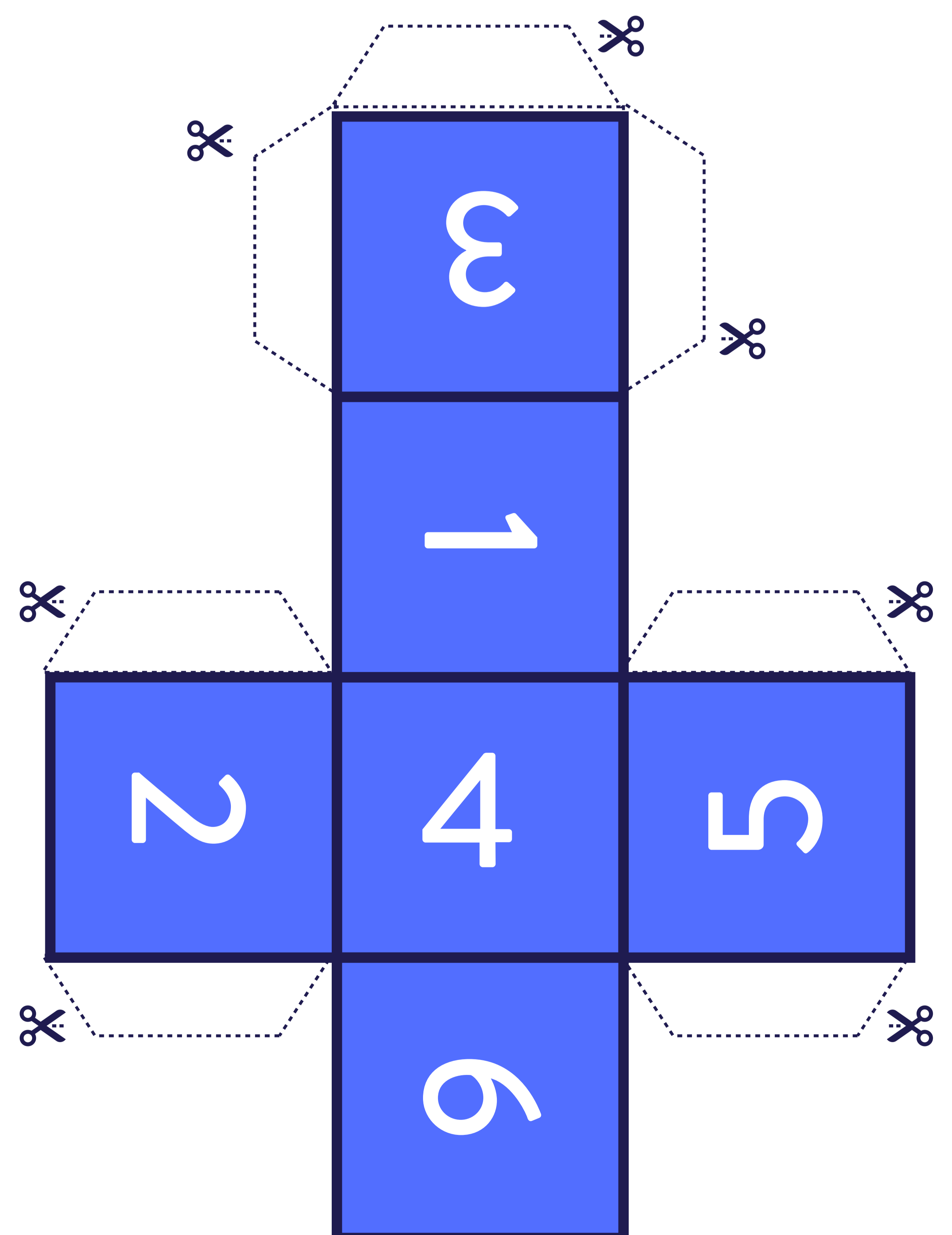


## HOW TO PLAY

1. Each player places their marker on the “start” space.
2. Players decide who goes first by rolling the die. The player with the highest number can go first.
3. Once the players have decided who will go first, the players will need to decide who will go next by either going clockwise or counter-clockwise from the player going first. Then each player takes turns rolling the die.
4. Each player moves their marker forward the number of spaces shown on the die. Players can use the crosswalks to advance to the connecting space. For example, if a player lands on Space 8, the player can go to Space 19.
5. When a player lands on a green- or red-colored space, please read the instruction card associated with the numbered space for further action.
6. The first player to get to the “finish” space is the winner. Players do not have to get the exact number to get to the “finish” space to win.

## PRINTABLE PAPER DIE

1. Print onto paper or cardstock.
2. Cut out the dotted lines.
3. Fold the dotted area to shape the die.
4. Tape or glue to hold the die together.



## PRINTABLE MARKERS

1. Print onto paper or cardstock.
2. Cut out along the bold lines.



# INSTRUCTION CARDS

Please cut out the cards to make the instruction easier to read.



5

Jump ahead one space because you always pay attention and listen to warnings.



8

Jump ahead to Space 19 because you always walk on the sidewalk. Yay!



11

Go back to Space 9 because you ran across the streets without an adult. It is very dangerous.



16

Go back to Space 14 because you stuck your hand or head outside the car window. It is unsafe.



20

Jump ahead to Space 21 because you know your traffic signs such as stop signs, traffic lights, do and do not walk signs, etc. Hooray!



23

Jump ahead to Space 32 if you always wear your seatbelt in cars! Good job!



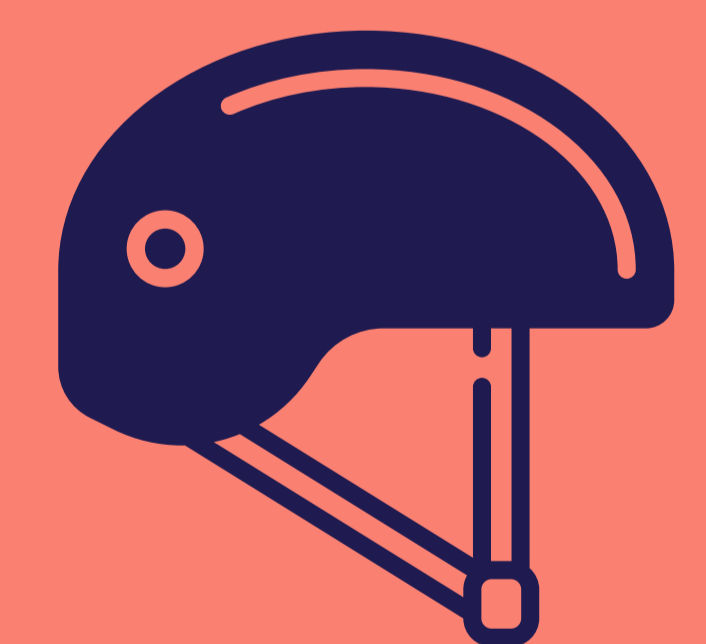
26

Jump ahead two spaces because you always cross the road using the crosswalk while holding an adult's hand.



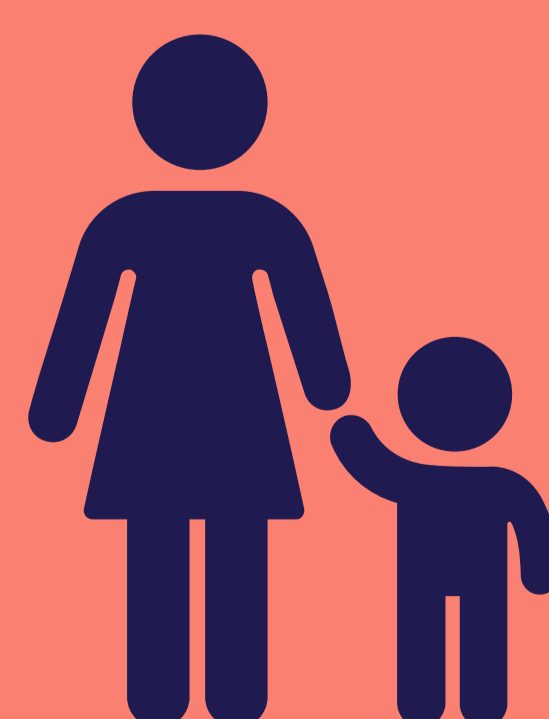
29

Go back to Space 27 because you were caught riding your bike without wearing a helmet.



33

Go back to Space 30 because you did not hold hands with an adult crossing the road.



36

Go back two spaces because you got out of your seat and moved around inside a moving vehicle.

