

SKILL STATIONS

1. Turtle Race

3. Braking Stopping

4. Circling Turning

6. Obstacle Dodge

2. Zig Zag

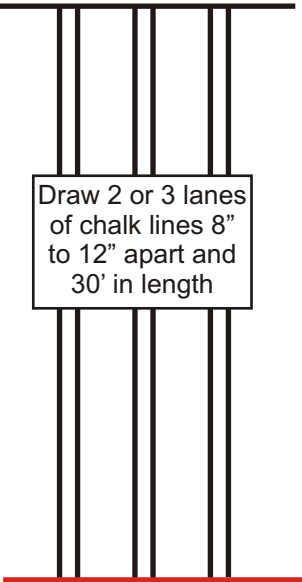
5. Scanning 1-hand control

7. Safetyville Streets

Pre-Ride Instruction Area should be near the start and large enough to stage the students and bicycles

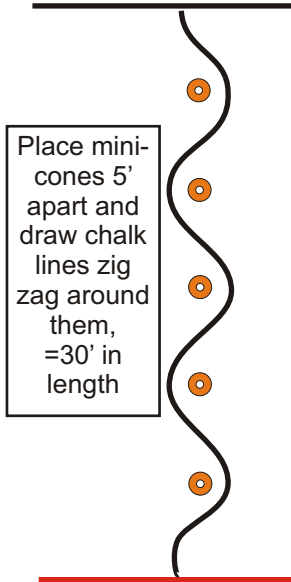
Draw all chalk lines in a color that shows up on your pavement or concrete. Draw stop lines in red.

Start #1 - Turtle Race



Draw 2 or 3 lanes of chalk lines 8" to 12" apart and 30' in length

Start #2 - Zig Zag

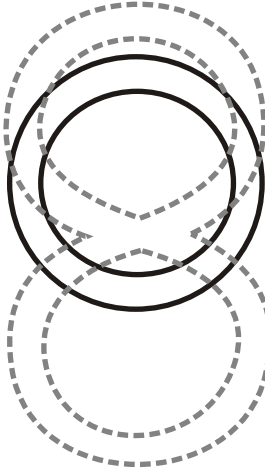


Place mini-cones 5' apart and draw chalk lines zig zag around them, =30' in length

Draw straight chalk line, 60'-80' in length, draw stop line in red, place mini-cones at 25' before end line to indicate begin braking

Start #3 - Braking Stopping

Start #4 - Circling, Practice Turning

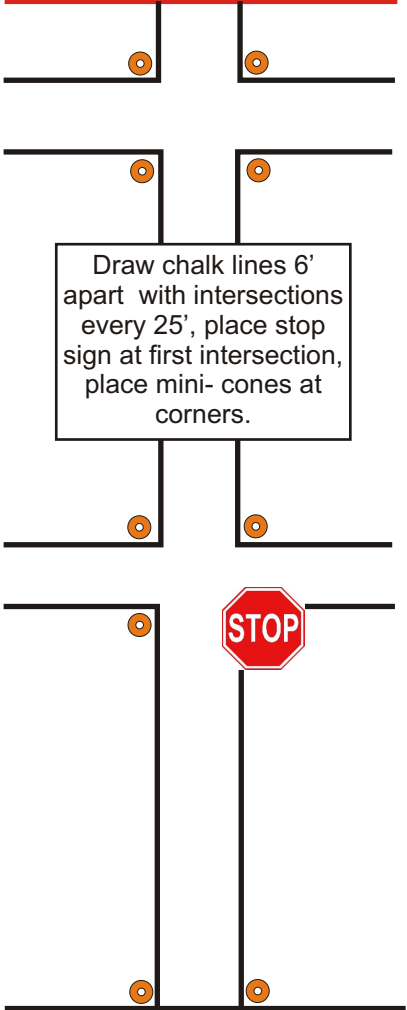


Draw 10' chalk circle with outside circle ~24" out. Use figure 8 if there is room

Start #5 - Scanning, One-hand control

Stand Here

Draw straight chalk line, 30'-40' in length, draw stop line in red, stand at 10' for scanning, place trash can near end for paper toss



Draw chalk lines 6' apart with intersections every 25', place stop sign at first intersection, place mini-cones at corners.

Start #7 - Safetyville Streets

Draw two chalk lines 25'-30' long and ~24" apart, scatter small sponge pieces every 4' - 5'

Start #6 - Obstacle Dodge