

Create a poster, slide show or other visual presentation illustrating how your schoolmates are getting to school. Use the presentation to show the number of students using each mode of transportation. Find a way to show how students who use multiple modes of transportation, or who carpool, travel to school.

Sample Questions

1. At what time do you leave your home to go to school?
2. At what time do you usually arrive at school?
3. How do you get to school --- what mode(s) of transportation are used?
Mark all that apply:
 - a. Walk
 - b. Bus
 - c. Car
 - d. Bicycle
 - e. Train
 - f. Other
4. How do you get to school --- what mode(s) of transportation are used when heavy rain, snow or other bad weather occurs? Mark all that apply:
 - a. Walk
 - b. Bus
 - c. Car
 - d. Bicycle
 - e. Train
 - f. Other

Extension

Brainstorm ways to improve the safety and efficiency of how students and teachers get to school.

Regional planning guides that might help include:

Smart Growth

<http://www.smartgrowthamerica.org/transportation.html>

Transportation is the backbone of smart growth. The structure of the transportation network is the skeleton that supports smart growth or sprawling development.

New Urbanism

<http://www.newurbanism.org/transport.html>

Smart Growth Transportation Websites

<http://www.smartgrowth.org/about/issues/resources.asp?resource=12&type=8&resources=1280>

Links to a number of sites focusing on smart, sustainable growth

<http://Streetfilms.org>

<http://livablestreets.com>

Videos about getting around in urban areas

Also, be sure to check the complete list of Smart Move resources on the Project Resource page.

Smart Move: Hubs and Modes Communication Game

In this game, students create a simple town by identifying places in the classroom as Hubs and Locations. Students move from one Location to another based on random selection of Action Cards. Hubs are places in which modes of transportation can be organized or people can switch modes, from a bus to a shared bike, for example.

The goal is to visit as many locations as possible in 2 minutes of play while spending as few transportation tickets as possible.

If 2 minutes proves to be too short for your group, try extending the time.

Getting Started

- Identify the Hubs and Locations in your classroom or wherever your team meets.
- Make Action cards recommended below. The numbers of cards suggested are for a class of 15 students. You may find that you need to adjust the number based on the size of the group participating.
- Make 8 Transportation Tickets per player.

Hubs

- Bus terminal
- Train station
- Airport
- Community Bicycle Rack
- Parking Garage

Locations

- School
- Park
- Hospital
- Shopping Area
- Home
- Best Friend's House
- Friend's Home

Actions

There are multiple copies of the action cards. See the suggested number to make in parentheses.

- Go to School (40)
- Go to Home 1 (20)
- Go to Best Friend's House (20)

- Telecommute to school (10)
- Shop online (10)
- Visit a friend (20)
- Surprise free vacation: Drop everything and go to the Airport! (2)
- Emergency! Drop everything and get to the Hospital! (2)
- Go to practice at the Park (20)
- Go see a movie at the Theater (20)
- Traffic jam! (4)

How to Play the Game

- Identify the **Hubs** and **Locations** in the classroom.
- Turn the **Action** cards face down and have each player draw 5 **Action** cards.
- Each player receives 8 **Transportation Tickets**.
- Each player chooses to start at **Home 1** or **Best Friend's House** or at **School**.
- Players move from one **Location** to another as indicated by each **Action** card. Each move requires the Players pay one **Transportation Ticket** to a pile at the destination **Location** except where noted below. Players pickup a **Location** card at each stop.
- With the exception of the **bike rack**, getting to a **Hub** requires one transportation ticket, but it may save tickets in the long-term.
- Players win by collecting **Location** cards.
- All five Actions must be completed within the game play time. We recommend 2 minutes recommended to start, but you can adjust, as needed. Anyone not completing his or her **Actions** is out of the game. Rounds are played until there is a winner.
- The player with the most **Location** cards at the end is the winner.

Each Action requires one Transportation Ticket except:

1. Using Online Action card (such as Shopping Online or Telecommuting) – no cost
2. Going to and from the Bicycle Rack in between a Location – no cost
3. If Car Pool or Bus Routes are formed – no cost
4. Traffic jam – two Transportation Tickets required to get to your next destination

Individuals can group together to form a car or bus pool. To form a car pool, four players meet at the Parking Garage. Each must give up one transportation ticket and must then move together for one or more Actions. When moving as a car pool, only one person must give up a ticket for each move to a location so the more Actions that can be combined, the better.

To form a bus route, players meet at the Bus Terminal and go to a location together. When moving as a bus route, each player uses only one ticket for the entire ride.

In car pools or bus routes, hospital cards must be first stop, then vacation cards, then the rest in any order negotiated by the car or bus group.

If a student draws a **Hospital** card or an **Airport** card, that **Action** must be completed before any others.

Suggested random event to add when the play is understood:

Create a bad weather event, e.g., the teacher calls a snow day. A snow day breaks up all car pools and bus routes for the remainder of the round --- or as an alternative, forces everyone to form into buses with five members each.

Discussion Questions

The discussion following the game is quite possibly more valuable than the game itself. Be sure to discuss what happened after completing the game.

1. Can you think of a way to get around without spending a single Transportation Ticket?
2. What other Hubs would you add? What other Locations?
3. What effect does Telecommuting have on the game? How do you think we could use Telecommuting in real life to solve transportation problems?
4. How could you improve traffic flow around the room? Were there traffic jams? Dangerous commuters?
5. How does your community regulate traffic to keep everyone safe?

Activities from Other Sources

http://www.msnuclous.org/membership/html/k-6/as/benviron/3/asbe3_1a.html
Lesson plan for comparing various modes of transportation with a focus on electric energy

http://www.faa.gov/education_research/education/student_resources/kids_corner/
Federal Aviation Administration page with activities for kids

http://www.education-world.com/a_sites/sites041.shtml
teacher and kid friendly sites for transportation

<http://lessonplancentral.com/lessons/Science/Transportation/index.htm>
transportation lesson plans for coaches/homeschooling/classroom use

http://www.med.yale.edu/chldstdy/parentsfirst/home_schoolbridges/activities/Trucks%20Trolleys%20Trains%20and%20Transportation.htm
Transportation activities you can do at home