

BIKE MASTER: THE GAME

FOR MIDDLE SCHOOL USE



Teacher Traffic Safety Academy 2025

MUNICIPAL TRAFFIC SAFETY
INITIATIVES

Bike Master: The Game - LESSON PLAN (for Middle School Use)

Learning Objective: Students will...

1. Make decisions about driving to understand their impact.
2. Discover the consequences of poor driving decisions on themselves and society.

TEKS:

TEKS §113.13(b)(11); TEKS §113.15(b)(21); TEKS §113.16(b)(20); TEKS §113.18(b)(15);
TEKS §113.19(b)(15); TEKS §113.20(b)(19); TEKS §113.41(c)(17); TEKS §113.43(c)(15)

Materials Needed: One (1) die OR six (6) pieces of individual paper numbered from 1-6 OR a spinner with numbers 1-6; one (1) copy of the *Bike Master Discretion Chart* for each group; one (1) set of the *Bike Master Packet* for the Bike Master in each group; one (1) set of *driving scenario cards* for each group; (1) *Gaming Sheet* per driver; pencils, crayons, markers, for student use on their Gaming Sheets (optional)

Vocabulary: catastrophic, cautious, citation, consequences, DUI, DWI, municipal, obstacles, pedestrian, render aid, safety, ticket, traffic, violation

Estimated Time:

40-50 minutes

Engaging Focus: Have students describe behaviors of a responsible bike rider.

Explain that they will participate in a role-playing game where they will create a character attempting to arrive safely to a destination.

Teaching Strategy:

Separate students into groups of 3-6 players per group and have them follow the gaming directions provided.

Gaming Directions:

Hello and welcome to Anytown, USA! You just woke up and are about to leave for your day. The question is, will you arrive safely to your destination? Or will obstacles slow you down, potentially keeping you from arriving all together?



As a bike rider, your job is to make decisions to help with your quest. The Bike Master will award, or deduct, points based on both chance, and your decision-making process. All of society is rooting for you, for everyone on the street has the same goal in mind: to make it safely to their destination. Good Luck!

FIRST:

In groups of 3-6 players, choose a Bike Master: If someone volunteers, great! If there are two interested in playing the part, play best out of three “rock, paper, scissors,” to decide. If there are three or more, the oldest wins.

SECOND:

Pass out a *Gaming Sheet* to each bike rider. The *Gaming Sheet* will be filled in as the game progresses.

THIRD:

Make sure the Bike Master has their Packet so they can guide riders along their way.

The game is separated into three parts: (1) working your way through the *Bike Master Packet* to start your day, (2) randomly selecting *Scenarios Cards* that impact you along your way, and (3) *Reaching your Destination*. The packet will help guide the bike riders through all of these steps as play progresses.

PLAYING PART 1 - Bike Master Packet:

Congratulations on the selection of this role. Your main objective is to ensure players are not only following along with the scenarios but are having a good time while doing so. Make sure you keep the *Bike Master Discretion Chart* close to award/subtract points at will. However, keep in mind that fairness creates stability. Consider that when awarding/detracting points for positive/negative decisions.

To play the game, read out loud the bolded words at the top of the boxes. When information is offered, have every bike rider state their choice before reading consequences out loud for the group.

PLAYING PART 2 - Scenario Cards:

When you reach the end of the *Bike Master Packet*, move to the *Scenario Cards* and follow the steps below:

1. Have the bike rider with the most points choose a scenario card
2. The Bike Master reads the scenario card out loud for all bike riders to consider
3. Have all bike riders announce, or roll, their decision to the group
4. After all drivers state their decision, Bike Master shares the consequence of their actions
5. Have bike riders record information for the scenario in the boxes on their gaming sheet



6. Complete a total of three scenarios.

PLAYING PART 3 - Reaching your Destination:

After three scenarios are completed, use the *Reaching Your Destination* packet to conclude the game. The RM will ask each bike rider questions in the packet and award points based on their YES or NO responses.

The player with the most points at the end of the game wins!

Extension:

OPTION 1: Have students create their own scenario cards with bonus points and consequences offered.

OPTION 2: Conduct a class discussion on the students' observations from the game.

OPTION 3: Have students conduct research on safe driving practices to share with the class.



BIKE MASTER THE GAME INSTRUCTIONS

Bike Master: The Game (For Middle School Use)

DIRECTIONS

Hello and welcome to Anytown, USA! You just woke up and are about to leave for your day. The question is, will you arrive safely to your destination? Or will obstacles slow you down, potentially keeping you from arriving all together?

As a bike rider, your job is to make decisions to help with your quest. The Bike Master will award, or deduct, points based on both chance, and your decision making process. All of society is rooting for you, for everyone on the street has the same goal in mind: to make it safely to their destination. Good Luck!

Gaming Directions:

FIRST:

In groups of 3-6 players, choose a Bike Master: If someone volunteers, great! If there are two interested in playing the part, play best out of three “rock, paper, scissors,” to decide. If there are three or more, the oldest wins.

SECOND:

Pass out a *Gaming Sheet* to each bike rider. The *Gaming Sheet* will be filled in as the game progresses.

THIRD:

Make sure the Bike Master has their Bike Master Packet so they can guide riders along their way.

The game is separated into three parts: (1) working your way through the *Bike Master Packet* to start your day, (2) randomly selecting *Scenarios Cards* that impact you along your way, and (3) *Reaching your Destination*. The Bike Master Packet will help guide the bike riders through all of these steps as play progresses.

PLAYING PART 1 - Bike Master Packet:

Congratulations on the selection of this role. Your main objective is to ensure players are not only following along with the scenarios but are having a good time while doing so. Make sure you keep the *Bike Master Discretion Chart* close to award/subtract points at will. However, keep in mind that fairness creates stability. Consider that when awarding/detracting points for positive/negative decisions.



PLAYING PART 2 - Scenario Cards:

When you reach the end of the *Bike Master Packet*, move to the *Scenario Cards* and follow the steps below:

1. Have the bike rider with the most points choose a scenario card
2. Bike Master reads the scenario card out loud for all bike riders to consider
3. Have all bike riders announce or roll their decision to the group
4. After all drivers state their decision, Bike Master shares the consequence of their actions
5. Have bike riders record information for the scenario in the boxes on their gaming sheet
6. Complete a total of three scenarios.

PLAYING PART 3 - Reaching your Destination:

After three scenarios are completed, use the *Reaching Your Destination* packet to conclude the game. The Bike Master will ask each bike rider questions in the packet and award points based on their YES or NO responses.

The player with the most points at the end of the game wins!

PART 1: Bike Master (BM) Packet

For Middle School Use

Print for the BM to read and guide players through the game

Bike Master: The Game

(For Middle School use)

To begin, choose a Bike Master (BM). If someone volunteers, great! If there are two interested in playing the part, play best out of three “rock, paper, scissors,” to decide. If there are three or more who are hoping for the role, the oldest wins.

BM (Bike Master): Congratulations on the selection of this role. Your job is to make sure the game runs smoothly and players have a good time while playing.

As the game progresses, use the *Bike Master Road Chart* below to award/subtract points for good and bad behavior. However, keep in mind that fairness creates stability. Consider that when awarding/subtracting points for positive/negative decisions.

Game objective: Each player starts with 10 points. As the game progresses, the Bike Master awards, or detracts, points from the player's scores based on decisions made, or even luck. The player with the most points at the end of the game wins!

To play the game, have each read out loud the bolded words at the top of the boxes. Then have every driver state their choice before reading consequences for the group.

Good luck to the drivers and hopefully good decisions are made by all!

Bike Master Discretion Chart FOR THE BIKE MASTER'S (BM) EYES ONLY	
<i>As Bike Master, your job is to ensure the bike riders have a good time. However, some decisions are better than others. Therefore, award or detract points at will, freely using the chart below. Keep in mind that fairness creates stability - remember this when awarding/detracting points.</i>	
<i>Also note: the more you embellish details justifying your points, the more fun for your players!</i>	
Good Decision: Congratulations! You did that just right. The world is a safer place because of you and your responsible decisions.	Points Awarded: +2
Poor Decision: Probably not the best option based on your situation. BM to consider minor harm done to bikers and items in the area. Any close calls?	Points Awarded: 0 or -1 based on BM's judgement call
Catastrophically Bad Decision: BM to consider what could happen - Damage caused to self? Property? Others?	Points Awarded: -2

CREATING YOUR CHARACTER

For each question in bolded print, roll to find out.

Today, are you playing the role of a boy or a girl?	
2, 4, or 6	Boy
1, 3, or 5	Girl

How Old Is Your Character?	
1	A single digit aged bike rider (age 5 - 9)
2	A double-digit aged bike rider (age 10 - 12)
3	College Student (age 18 - 24)
4	Experienced Adult (aged 25 - 49)
5	A school aged teenager (age 13 - 17)
6	Over the age of 50

Where do you Live?	
1	Anytown, USA
2	Nowheresville, United States
3	Best Place on Earth, Texas
4	Somewheresville, America
5	Happytown, United States
6	I'm not sure, Texas

What are some of your favorites?	
1	Tell the group your favorite flavor of ice cream
2	Share with the group your favorite subject in school
3	Tell us about your favorite movie or show to watch
4	Tell the group about your favorite color
5	Share with the group your favorite animal
6	Explain your favorite food

What is your character's name? Take a moment to consider it and then introduce yourself to the group.

(Have each player introduce themselves to the group by sharing the storyline they have created so far. Encourage players to call each other by their created name for the duration of the game)

Time to Start Your Journey

As you move through the questions posed by the RM, record responses on your Gaming Sheet.

Where are you Headed Today?	
Roll to find out. Then tell us about it on your gaming sheet.	
1	School
2	Gaming Event
3	Friend's House
4	Practice
5	Just riding around for fun
6	The Park

As you prepare to venture out on your journey, which direction do you go?

Do you go STRAIGHT, LEFT, or RIGHT?

(Have every player announce their decision FIRST. After ALL have shared their decision with the group out loud, share the details associated with it.)

Go Straight	You proceed straight on your route. While doing so, you see a ball roll onto the street and small children playing nearby. Based on what you know about your character so far, what do you do? Points Awarded: See BM's Discretion Chart and award points accordingly
Go Left	You take a left turn on your way to your destination. Up ahead is an intersection with a stoplight. As you approach, it turns yellow. Based on what you now know about your character so far, what do you do? Points Awarded: See BM's Discretion Chart and award points accordingly.
Go Right	You take a right turn and approach a stop sign. Based on what you know about your character so far, what do you do? Points Awarded: See BM's Discretion Chart and award points accordingly.



For Bikers that went STRAIGHT... Roll to see what actually happened			
1-3	You are very aware of your surroundings and safely slow your bike to a stop avoiding any collisions or harm to others. Because of your safe and wise choice, everyone gets to continue on with their day safely. Points Awarded: +2 Points for being such a responsible biker.		
4-6	As the ball rolls into the street, unbeknownst to you, a small child runs after it. You don't see this as it happens. Roll to discover the outcome:		
	1-2	3-4	5-6
	Your bike comes to a screeching halt just missing the child. The child runs away screaming in absolute terror as your heart pounds over what might have happened. What do you do? (BM to award points based on their <i>TM Discretion Card</i>) Points Awarded: -1	You slam on your brakes, but just a little too late. You hit the child knocking them flat causing extensive scrapes to their body and a broken bone. What do you do? (BM to award points accordingly based on parameters below) Points Awarded: -3	Your bike hits the child and the child is thrown back, suffering serious injuries. What do you do? (BM to award points accordingly based on parameters below) Points Awarded: -4





For Bikers that went LEFT Roll to see what actually happened			
1-3	You use caution when approaching the light and come to a complete stop at the intersection just as the light turns red. Because of your safe and wise choice, everyone gets to continue on with their day safely. Points Awarded: +2 for being such a responsible biker.		
	As you approach the yellow light, unbeknownst to you, a mom and child are crossing at the intersection. You don't see them as you approach. Roll to see what happens:		
4-6	1-2	3-4	5-6
	Your bike comes to a screeching halt just barely missing the mother and child as they cross at the crosswalk. The child screams from fright and the mom offers a look that could kill. Your heart pounds over what might have happened. What do you do? (BM to award points based on their <i>Bike Master Discretion Card</i>)	Your bike hits the mother knocking her flat causing scrapes and bruises to her body. What do you do? (BM to award points accordingly based on parameters below)	Your bike hits the mom and throws her back causing serious injuries. What do you do? (BM to award points accordingly based on parameters below)
	Points Awarded: -1	Points Awarded: -3	Points Awarded: -4



For Bikers that went RIGHT...

Roll to see what actually happened

1-3	You are very aware of your surroundings and safely slow your bike to a perfect stop at the stop sign like a wise and responsible person should. Because of your safe and wise choice, everyone gets to continue on with their day. Points Awarded: + 2 Points for being such a responsible rider.		
4-6	As you approach the stop sign, you decide to roll through it, or blow past it altogether. Unbeknownst to you, a pedestrian is crossing at the crosswalk at the same moment your bike is there. Roll to discover the outcome:		
	1-2	3-4	5-6
	Your bike comes to a screeching halt just before hitting the pedestrian. They shout some choice words at you as they walk away from their near brush with death. Your heart pounds over what might have just happened. Now what do you do? (BM to award points accordingly based on parameters below) Points Awarded: -1	Your bike hits the pedestrian knocking them flat causing extensive scrapes to their body and a broken bone. Now what do you do? (BM to award points accordingly based on parameters below) Points Awarded: -2	Your bike hits the pedestrian throwing them into the air causing intense suffering and serious bodily harm. Now what do you do? (BM to award points accordingly based on parameters below) Points Awarded: -3

Time to Use the Scenario Cards:

1. Fan out the scenario cards. Have the player with the most points pick one and hand it to the RM to read out loud. Have each person announce their decision first. Then the BM will share the outcomes. Have each player record answers on their Gaming Sheet.
2. Next, the player with the fewest points draws the next Scenario Card for players to consider. Again, read the scenario out loud, have players make their decisions, and share the outcome of their choices to mark on their Gaming Sheet.
3. Lastly, pick a player to pull the final scenario card and repeat the same procedure from numbers 2 and 3.

PART 2: Scenario Cards

Print each scenario on a separate piece of paper for a player to pick from as the game progresses

PLAYING PART 2 - Scenario Cards:

When you reach the end of the *Bike Master Packet*, move to the *Scenario Cards* and follow the steps below:

1. Have the player with the most points choose a scenario card
2. Bike Master reads the scenario card out loud for all players to consider
3. Have all players announce, or roll, their decision to the group
4. After all players state their decision, Bike Master shares the consequence of their actions
5. Have players record information for scenarios in boxes on their gaming sheet
6. Complete a total of three scenarios

SCENARIO CARD

An Ambulance approaches with its flashing lights and sirens sounding...

You're on a two way (two lane) road as it approaches behind you. Do you stop where you are, pull over to the right side of the road, or continue pedaling since you aren't a car so aren't in the way?

(NOTE: Have each player offer their decision first, then share the consequences of their actions accordingly)

Stop where you are	You are paying attention and the world is safer for it. However, you are blocking traffic causing cars to have to move around you, or possibly even hit you! Luckily the ambulance is able to go around you. Points: +1 points for stopping, but next time pull to the side first.	
Pull Over	Good for you! You are a focused rider and the world is safer for it. You successfully pull over out of the way so that the ambulance can go around you. All of humanity thanks you. Points: +2 points for your wise decision.	
Continue pedaling since you're not a car, you don't think you have to worry about it	EVEN Number	ODD Number
	Luckily, the ambulance turned just before it got to you, so no harm occurred. However, next time, be sure you follow the rules of the road. If you going to ride your bike in the street, you have to follow the rules just like every other vehicle. Points: -1 point for your momentary lapse in judgement.	Cars are honking left and right at you because of your unsafe decision. Your lack of awareness is causing harm to others and slowing down the ambulance that is trying to get to a crash to render aid. Points: -2 points for making a poor choice and putting others in jeopardy.

SCENARIO CARD

You realize you're gonna be late.

As you're pedaling to your destination, there is a lot of traffic around you and realize you are not going to make it on time. The question is, what do you do? Roll to find out:

1	You accept that you aren't going to make it on time to your destination. You are mature and wise enough to face the consequences of this situation. It's more important to arrive alive, than to risk not arriving at all. You continue pedaling and stay focused on safety. Points Awarded: +2
2	This is no time to slow down! You put the pedal to the metal whizzing past every car in sight that's stopped. You need to make up for lost time! These actions could have catastrophic consequences for you and those around you by crashing, hitting a pedestrian, or any number of life altering situations. Those that know you are so very disappointed in your actions. Points Awarded: -2
3	While still pedaling, you decide to call or text letting those that need to know your predicament. You are fully aware that in doing so, you are putting others around you in danger. Points Awarded: -2
4	You pull over to a safe location to call or text to let those that need to know that you are running late. While this may add to the tardiness of your situation, those involved (including the drivers around you who are depending on your smart choices and quick actions to ensure everyone arrives safely to where they need be) are grateful for your responsible and wise decision. You will for sure leave earlier next time to avoid letting others down. Points Awarded: +2
5	While pedaling, you start thinking of an excuse for your tardiness. While you are too wise and responsible to consider unlawful or dangerous options, you are consumed by this thought and slightly distracted. You for sure will make it a point to leave earlier next time. Points Awarded: +1
6	Offer your own explanation to the BM. BM will decide if you made a good, poor, or drastically bad decision and award points accordingly. Points Awarded: at BM's discretion

SCENARIO CARD

As you pedal your bike on the street, you approach a Police Officer/Patrol Car that has pulled someone over and has their lights on.

What do you do? Ignore the officer and continue on your way, slow down as you pass but don't stop, or stop next to their car until it's safe to proceed again? *(NOTE: Have each player offer their decision first, then share consequences of their actions accordingly.)*

Ignore the Officer and continue on your way	Nope. When you see lights flashing, it is a sign to use caution. If an officer has pulled someone over, there is no need for you to get involved, but slowing down and proceeding with caution as you pass is what society expects of you. Points: -1 points
Slow Down as you pass, but don't stop	Good for you! You are a focused bicyclist and the world is safer for it. You continue on your way by gently slowing down as you pass, but continue on with caution. In your head you thank the officer for making our world a safer place and for the reminder of the importance of following all traffic laws. Points: +2 points for your wise decision.
Stop next to their car until it's safe to proceed again	Whoops! When a bicycle is passing an officer with their lights on, they should slow down and be prepared to stop if necessary, but do not need to pull over to a curb or shoulder. While motor vehicles are required to move over or slow down when passing emergency vehicles with lights on, bicycles are not subject to the same requirements. The officer appreciates you trying to do what is right, but best for you to not stay or get involved. Points: -1

SCENARIO CARD

The phone rings while you are pedaling. What do you do?

Do you ignore it, peek to see who it is, text them you'll call back later, click for it to go to voicemail, answer it while pedaling, or find a safe place to pull over to then answer it?

(NOTE: Have each player offer their decision first, then share consequences of their actions accordingly)

Ignore It	Good for you! You are a focused bicyclist and the world is safer for it. You successfully ignore it and continue on your way. Points: +2 points for your wise decision.	
Peek to see who it is	Silly rider! You shouldn't take your eyes off the road. Roll to see if anyone gets hurt:	
	EVEN Number Your bike wobbles and you almost hit the curb. Luckily, you keep your balance and are able to continue on your ride. Points: -1	ODD Number Unfortunately, you drift into the curb while looking at your phone and wipe out, causing scrapes and scratches to your legs. Ouch!! Points: -2 points
Text them	Bad idea! You are not only distracted while riding, you have taken your eyes off the road! Roll to see what happens:	
	EVEN Number While you think you are an amazing rider and can handle this, your bike says otherwise. You lose your balance and your phone flies out of your hand, hitting the pavement and cracking your screen. Luckily it still functions, but has cracks all over it. Points: -2 points	ODD Number Unfortunately, you lose your balance, wipe out, damage the frame of your bike, and completely break your phone from the crash. You now have to limp home since you can't call a guardian or friend for help. Points: -3 points
Click for it go to voicemail	You shouldn't have taken your hand off the wheel, but luckily no one got hurt! Points: -1 point for your lapse in judgement.	
Answer It while pedalling	Terrible idea! You are riding distracted. Roll to see what happens:	
	EVEN Number Luckily, answering it did not affect others, this time. Points: -2 points for your poor decision.	ODD Number Unfortunately, you lose your balance, wipe out, damage the frame of your bike, and completely break your phone from the crash. You now have to limp home since you can't call a guardian or friend for help. Points: -2 points for your poor decision.
Pull over to a safe place and then answer it	As long as you move to a safe place before answering it, you are good. Remember to put your phone away before jumping back on your bike to ride away. Points: +2	

SCENARIO CARD

You receive a text message while you are riding...

Do you read the text but don't respond until it's safe to do so, text that you are busy and will respond later, text an answer to their question, call to let them know you are riding and unable to text them at this time, or ignore the text and wait for a safe moment before you respond? *(NOTE: Have each player offer their decision first, then share consequences of their actions accordingly)*

Read the text but don't respond	Silly rider! You shouldn't take your eyes off the road. Roll to see if anyone gets hurt:	
	EVEN Number	ODD Number
	Luckily, you were at a stop and nobody was affected. Points 0	Unfortunately, you drift into the curb and almost wipe out Points: -2 points
Text that you are busy and will respond later	While you might feel this is a good and responsible idea, it is in fact a terrible decision. You are not only distracted, you have taken your eyes off the road! Roll to see what happens:	
	EVEN Number	ODD Number
	Luckily, you were at a stop and nobody was affected. Points: -1 for your bad decision.	Unfortunately, your bike drifts into another lane and you are almost hit by a car whizzing by! They lay on their horn, angry at your lack of focus, and your heart pounds. Fortunately, they miss you and you are able to continue on your way. Phew! Points: -2 for your bad decision
Text an answer to their question	An absolutely horrible idea! Not only have you taken your eyes off the road, you are focused on items other than the safety of yourself and those on the road. Roll to see what happens:	
	EVEN Number	ODD Number
	Luckily, you were at a stop and nobody was affected. You got lucky this time, but lose points for your poor decision. Points: -2 for your bad decision.	Your bike swerves into another lane where a car is flying by. The wind from the car knocks you over and you wipe out. You are covered in bruises and scratches that will take months to heal. Points: -3 for your terrible decision
Call to say you can't text	Talking on the phone while riding, for any reason, is dangerous to yourself, and others on the road.. Points: -1 point for your lapse in judgement.	
Ignore it and wait for a safe moment to respond	Good for you! You are a focused biker and the world is safer for it. While your friend or loved one is momentarily concerned they didn't receive an immediate response, they know your safety is more important. They are proud of you for your wise decision making (because, let's face it, if they're not, it's time to reexamine your relationships). Points: +3 points for your wise decision.	



SCENARIO CARD

The school bus in front of you makes a stop...

When the bus stops, a cute little Stop Sign swings open on a retractable arm from the back of the bus. Do you stop and wait for the bus to finish their drop-off/pick-up or make a lane change to pass (go around) the bus?
(NOTE: Have each player offer their decision first, then share consequences of their actions)

Stop and wait for the bus	You are a wise and responsible bicyclist. Congratulations on obeying traffic laws which require not only cars, but bike riders using the road to stop as well. Because you are so wise, you stop, patiently wait for the bus to load or unload, and then when it starts up again, you continue on your way. Points +1 for being a responsible person	
Make a lane change to pass (go around) the bus	Whoops! Passing a school bus when it is stopped to load or unload passengers is not only against the law, it is very unsafe! Roll to see what happens next:	
	EVEN Number:	ODD Number:
	One of the kids getting off the bus crosses the street in front of you and you have to hit the brakes hard to barely avoid hitting them. You scare the kid so badly they are emotionally traumatized. You silently hope no one saw you or rats you out for your bad decision. Points: -1 for your bad decision.	You don't see that one of the kids getting off the bus has started to cross the street in front of you. Your bike hits the pedestrian and knocks you both over causing scrapes and bruises to you both. An ambulance has to be called to the scene to render aid, and you are very aware you will be in big trouble tonight! Points: -2 for not following the law and causing injuring yourself and someone else



SCENARIO CARD

Create your own scenario...!

Describe the situation or event:

What do you do? List 2-4 options:

Option 1:

Option 2:

Option 3:

Option 4:

Do you want to *allow players to insert their own answer to that question?* YES / NO

(NOTE: Have each player offer their decision first, then share consequences of their actions accordingly)

Option1:	Outcome: Points: +/-
Option 2:	Outcome: Points: +/-
Option 3:	Outcome: Points: +/-
Option 4:	Outcome: Points: +/-
<i>Other Response Offered</i>	RM: Listen closely to how player would handle the situation and award points according to your RM Discretionary Chart

PART 3: Reaching your Destination

**Keep this card tucked away until your three scenarios have been completed
and you're ready to find out if you made it to your destination or not**

PART 3: REACHING YOUR DESTINATION

Riding your bike takes a lot of responsibility. In addition to riding safely, there are other factors to consider if you are to make it to your destination.

Answer each question I'm about to ask and independently consider whether you did, or did not, do the following...

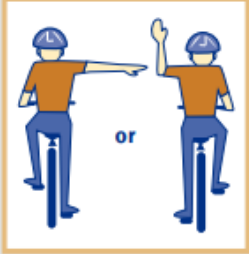
Did you wear your helmet while on your bike?

YES (-1)	NO (-1)
Good for you! There are countless studies proving that wearing a helmet protects bikers from head trauma due to a crash. Wearing protective gear is always a good idea!	That's a shame. There are countless studies proving that wearing a helmet protects a biker from head trauma due to a crash. While today you might have answered no, society and those that care about you hope you reconsider the next time you decide to get on your bike. It is also recommended to check your local ordinances. Some have helmet wearing as a law and you always want to be in compliance.

Did you listen to music with headphones or earbuds?

YES (-1)	NO (+1)
Terrible idea! When biking, it's important you use all your senses to stay alert. If you blast your music, you might miss a car approaching, or someone hollering at you while you ride. Next time, hold off on that noise until you reach your destination.	Wise decision! It's important you use all your senses when riding your bike to stay alert. If you blast your music, you might miss a car approaching, or someone hollering at you while you ride. Those that love you most are very thankful you are so responsible.

Did you use proper hand signals when turning?

YES, Of course! (+2)	NO, what's that? (-1)
Good for you! Anyone on the road wants to know what your intentions are and where you are headed. Drivers, walkers, and bike riders have the same goal in mind: to make it to their destination safely. Being responsible with using your hand signals while riding your bike makes all of us safer and the world thanks you for it.	Always remember to use them when needed:  Left  Slow/Stop  Right

Did you double check your bike was in good working order before you used it? (tires are properly inflated, reflectors are functioning, brakes work, the seat is set to the correct height, you're wearing proper clothing and shoes for your ride, etc.)

YES, Of course! (+2)	NO, who cares! (-1)
You are a wise and responsible person! Your diligence keeps the streets safer, and your guardians couldn't be more proud of you!	It is imperative you do so before using your bike. You never know what might happen once you leave your home, and every safety precaution should be implemented before taking it for a ride. Any item that isn't functioning properly on your bike could cause great harm to you and others. Next time, make sure you double and triple check your equipment before pedaling away.

Now total your points - driver with the most points, wins!

BIKE MASTER GAMING SHEET

Are you a Boy or a Girl _____

How old are you? _____

Where do you live? _____

Tell us about it... _____

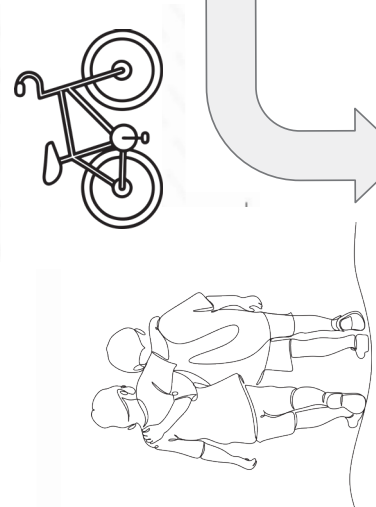
What is your favorite... _____

What's your Character's Name? _____

* introduce yourself to the group _____

Where are you headed today?? _____

STARTING POINTS: 10



Which Direction do you take?

What happened? _____

Points: _____

Scenario Card 1:

Points: _____

Scenario Card 2:

Points: _____

Scenario Card 3:

Points: _____

Thoughts on making it to your destination.
What are your takeaways...

Final Points: _____

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