



THE SCOOTER HEROES



Sonic is the fastest of the *Scooter Heroes*, but there is no point being fast if you don't have good control! **Sonic** wasn't always this speedy, he took time to build up and always takes care over where and when to use his top speed.

Sonic prefers quiet spaces away from busy roads and lots of people as these are the best places to max out!

The mighty mini *Scooter Heroes* are experts on two wheels and they are ready to help you become a hero on your own scooter. If you can ride at the speed of **Sonic** but with the manners of **Charm** and cope with crowds like **Swarm**, there will be no stopping you!

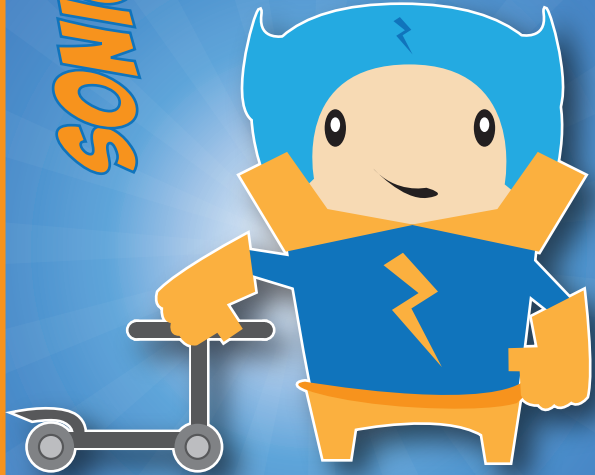
Try to complete the challenges as you go through to complete your *Scooter Hero* training!



SONIC



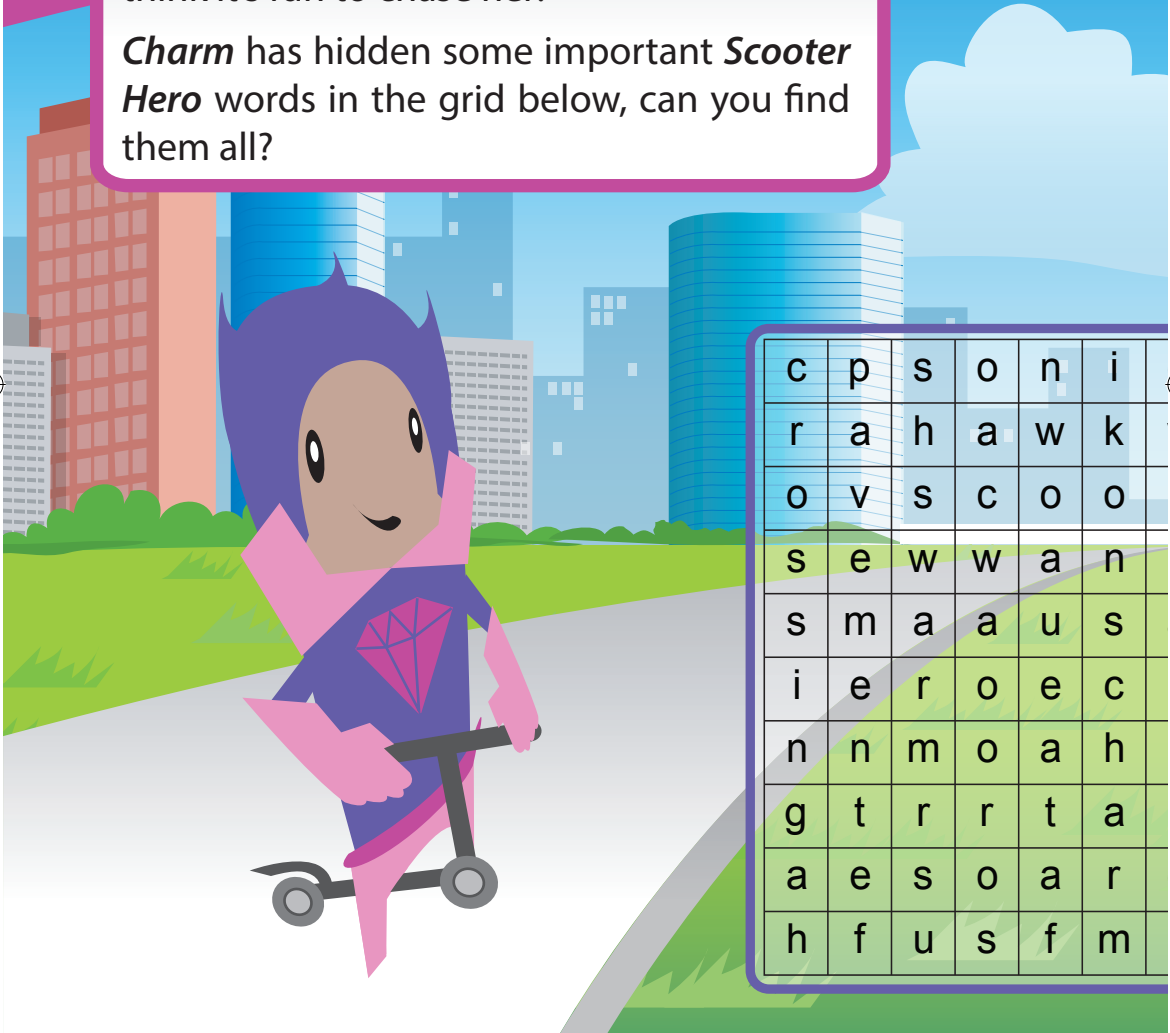
SONIC



SPEED	10
MANNERS	6
SIGHT	7
CROWDS	3
TRAFFIC	4

Charm is great around other people, she has the best manners of all the **Scooter Heroes**. Scooting fast past older people or little toddlers can be dangerous as they might be scared to see you whizzing by. **Charm** is always careful around dogs too in case they think it's fun to chase her!

Charm has hidden some important **Scooter Hero** words in the grid below, can you find them all?



c	p	s	o	n	i
r	a	h	a	w	k
o	v	s	c	o	o
s	e	w	w	a	n
s	m	a	a	u	s
i	e	r	o	e	c
n	n	m	o	a	h
g	t	r	r	t	a
a	e	s	o	a	r
h	f	u	s	f	m

CHARM



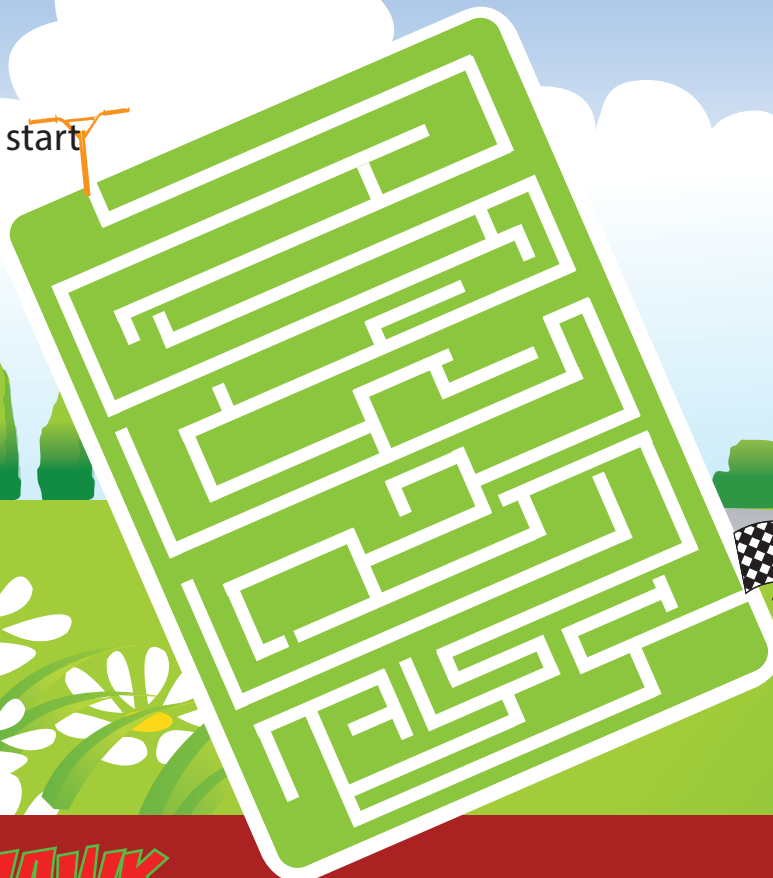
c	s	i	s
v	h	a	a
t	e	r	f
r	l	d	e
a	m	s	t
f	e	m	y
f	t	h	o
i	d	i	f
c	u	y	r
t	e	s	o

CHARM

SPEED	4
MANNERS	10
SIGHT	3
CROWDS	7
TRAFFIC	6

Words to find:
 charm, crossing, hawk, helmet, heroes, mount,
 pavement, safety, scooter, sonic, swarm, traffic

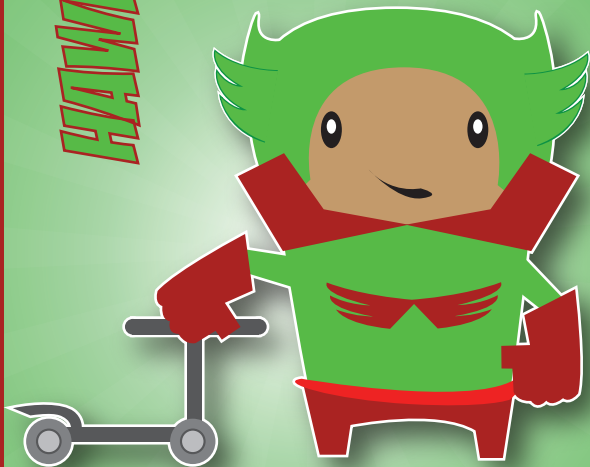
When it comes to super-vision, there is no one like *Hawk*, he has his eyes peeled at all times looking for danger and choosing the best route for his scooter. To be a *Scooter Hero* you need eyes like Hawk. Watch out for cars pulling out from driveways, tricky twigs on the path and slippery leaves or drain covers as well as other people and traffic. Now use your super sight to find your way around *Hawk's* maze below:



HAWK



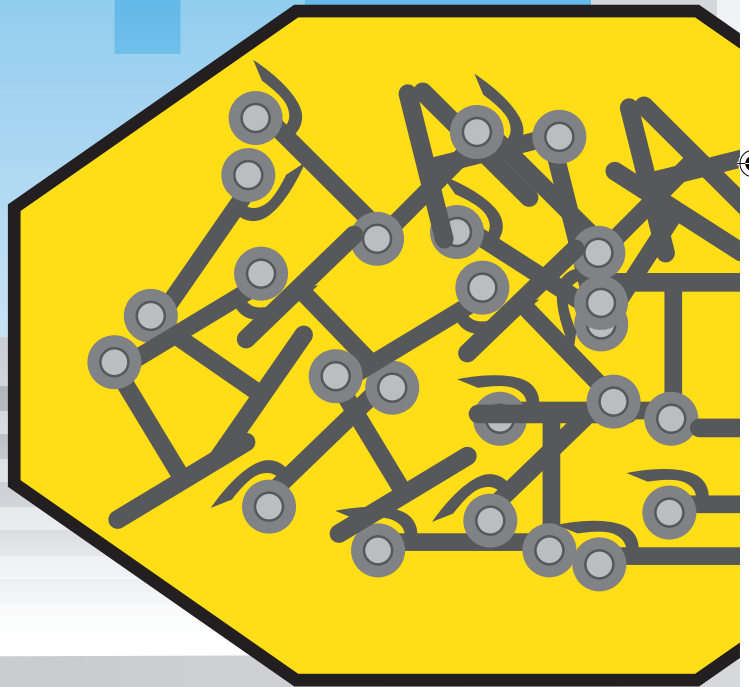
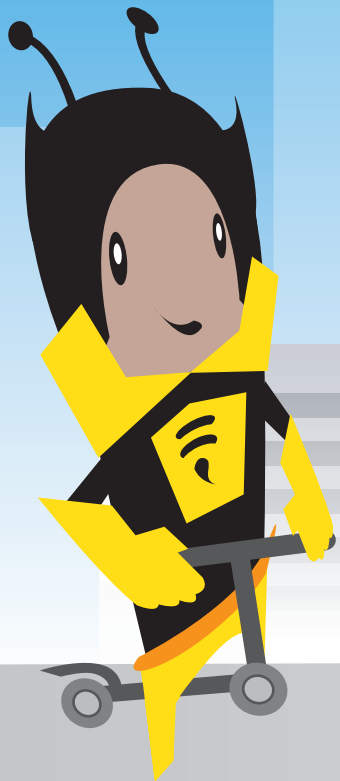
HAWK



SPEED	6
MANNERS	5
SIGHT	10
CROWDS	4
TRAFFIC	5

Swarm is amazing around crowds of people, paying very careful attention so that she doesn't cause a crash. It is not always easy to guess what other people will do so it's a real *Scooter Hero* power to understand when to slow down and give them plenty of space. If you have skills like Swarm you will avoid getting into a mighty scooter pile-up!

How many scooters were involved in the scooter pile-up below?



SWARM



SWARM



SPEED	5
MANNERS	7
SIGHT	4
CROWDS	10
TRAFFIC	4

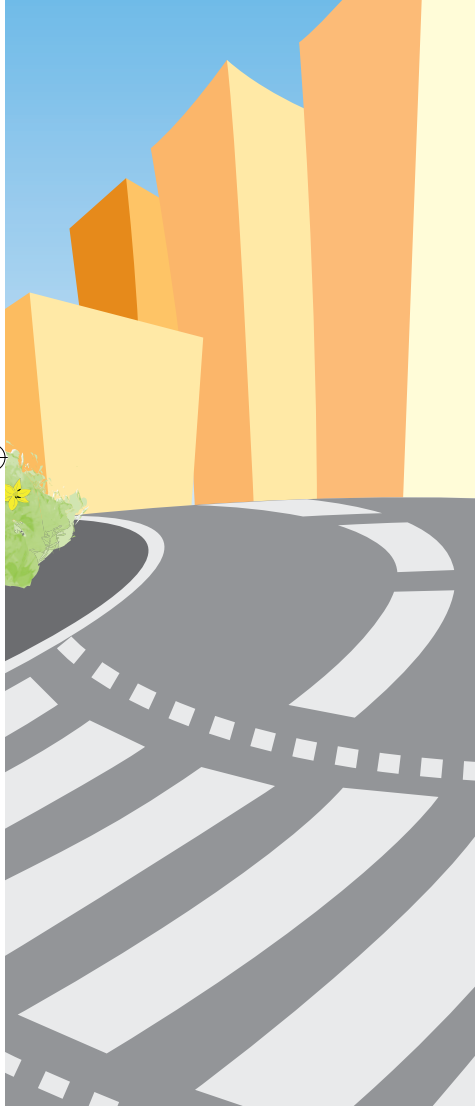
Answer: 14

Code has mastered the art of crossing the road safely using the 4 key steps of **Think! Stop! Look! and Listen!** If you get off your scooter and do this every single time you need to cross the road, then you too will have cracked the code: **The Green Cross Code!**


Now have a go at another code cracker below: See if you can make 4 new words using the letters in **STOP!**




CODE



CODE





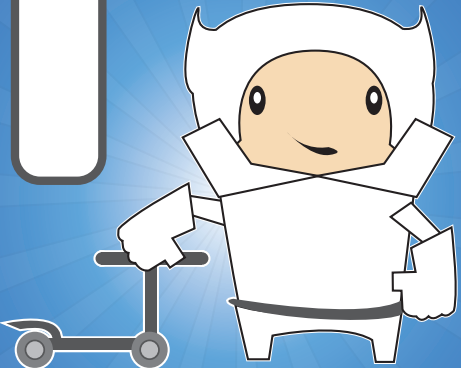
SPEED 3
MANNERS 6
SIGHT 6
CROWDS 7
TRAFFIC 8


Words you can make include: SPOT; POTS; POST; TOPS or OPTS



Mount is the best of our *Scooter Heroes* around traffic, because he knows when it's time to 'mount' (get on) or 'dismount' (get off) his scooter. To be as good as mount you will have to show great care around traffic, using special crossings (such as zebras and pelicans) where possible. The other thing about **Mount** is that he has a rock-hard head that provides great protection. Your head isn't rock hard like **Mount's head is**, you can keep yourself safe by adding a helmet.







SPEED	<input type="checkbox"/>
MANNERS	<input type="checkbox"/>
SIGHT	<input type="checkbox"/>
CROWDS	<input type="checkbox"/>
TRAFFIC	<input type="checkbox"/>

MOUNT





MOUNT

SPEED	4
MANNERS	6
SIGHT	3
CROWDS	7
TRAFFIC	10

Now think about how much of a Scooter Hero you are and design your own!

THE SCOOTER HERO!



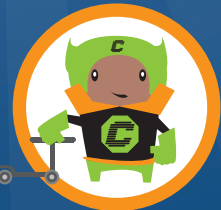
SPEED	0
MANNERS	2
SIGHT	4
CROWDS	3
TRAFFIC	1

You have now met all the *Scooter Heroes*, but there is someone who wants to spoil the fun. *Crash* didn't know when to slow down, or when to stop until one day he crossed the road without looking. *Crash* had a lucky escape but his scooter didn't. He wasn't wearing a helmet or any pads and ended up being very sore.

His scooter wasn't nearly so lucky, it was totally ruined and he is now a really grumpy *Scooter Zero* who spends his time trying to spoil the *Scooter Heroes'* fun. He doesn't even have a scooter of his own! You can see from his scores that he's not much a hero now.

SPOT THE DIFFERENCE

Can you find 5 differences between the two pictures of Sonic?



Well done! You have worked your way through all the Scooter Heroes, but which is your favourite? Now when you take your scooter out, you have got something to aim for: Watching out for everything like Hawk, taking care around crowds like Swarm, showing respect to others like Charm and crossing with care like Code. These are the skills that you need to join all of us in becoming a Scooter Hero!





© 2016 Safer Roads, published by Road Safety Analysis Limited, The Clockhouse, OX17 1JA





© 2016 Safer Roads, published by Road Safety Analysis Limited, The Clockhouse, OX17 1JA



USING SCOOTER HEROES

Never scoot across the road. When crossing a road have the child walk on one side and push the scooter, with you keeping hold of the child or scooter. The temptation is to scoot off the kerb and across the road. Ensure that the Green Cross Code is used every time and the child dismounts before crossing any road.

CROSSING THE ROAD

Before scooting to school check the storage facilities. Do not scoot inside the school grounds.

JOURNEY TO SCHOOL

Be mindful in all pedestrianised areas. Scooters must not be used inside shopping centres.

OUT SHOPPING

PLAN AHEAD



Scooter Heroes is a great tool to help your child to get the most out of riding their scooter and stay safe. The six hero characters all have something positive to say about the skills that the best scooter riders will have, giving them something to aim for rather than telling them what they shouldn't do. As you work through the booklet with your child, helping them to complete the challenges and activities you will have ample opportunity to talk about the ways in which they can become a Scooter Hero too.

SAFETY REGULATIONS

Scooters are subject to the Toys Safety Regulations 1995, and must be CE marked. Ideally they should comply with regulations by meeting Toy Safety Standard EN71

TRAINING

A number of local authorities provide some basic scooter training to help your child become proficient and safe. For more information on what is available in your locality please visit: www.saferroads.org/your-area/

SAFETY FIRST

SUPERVISION

All children should be supervised when riding a scooter. Almost a third of all scooter related injuries and incidents involve children under the age of eight, so give extra supervision to these children.

SET-UP & MAINTENANCE

Make sure the scooter is correctly assembled. Height adjustment should be regularly checked. The rider's elbows should be at approximate right angles when holding the handles.

PROTECTIVE GEAR

A helmet is vital. Investing in knee and elbow pads can also help eliminate most scooter injuries. (Be aware that untied laces, scarves and loose clothing can become tangled, and in the rain, hoods can obscure vision).

CAUTION WHEN SCOOTING

Make sure children are made aware of the need to scoot safely, without causing obstruction, danger or nuisance to other pedestrians.

RIDING AT NIGHT

Scooters have no facilities for lights, are small and it can be hard for vehicles to see them at night. The safest time to ride a scooter is during the day.

PAVEMENT SAFETY

Most scooters are ridden on the pavement. This should not be done in areas where riders are likely to come into conflict with pedestrians. If using the pavement be aware of driveways cutting across the footpath. Drivers often reverse out and may not see a child on a scooter.

HELMET FITTING

! Measure the head around

the circumference, just above the eyebrows. Match head size to the size of the helmet printed in the helmet, on a label or on the box.

2 Place the helmet squarely on the head and fasten the straps. If it's loose, use the pads or straps to get a close fit. It should feel snug all the way around but not too tight.

3 Once the pads are fitted, place the helmet back on the head. Keep it level, about 3cms above the eyebrows and adjust the outside straps so there is no slackness.

4 The front strap should be as vertical as possible. The rear strap should join the front strap just under the ears.

5 Fasten the buckle, which should rest under the chin, not on the jaw line.

6 Try to move the helmet about on the head. It should not move very much.





THE PARENT'S GUIDE

