Inclusive Bicycle Education Board Game

- Twitter: @tooledesign
Welcome

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Why inclusive bicycle education?

Access the joy of cycling
Participate in traffic safety
Learn lifelong skill
How to incorporate adaptive bikes?

- **Example 1: Bike Safety Class**
- **Example 2: One time events**
Let’s Play!

- Develop an inclusive bicycle education pilot program for three Tampa schools
- Manage capital, operational resources; program offerings
- Goal: satisfy SRTS’s Es
  - Education
  - Encouragement
  - Enforcement
  - Evaluation
  - Engineering
  - Equity
Game pieces and resources

- Game Board
- Scenario Cards
- Es of SRTS Pie Pieces and Pie Plate
- Player Profiles
- Information about the Hillsborough School District
- Information about the three pilot program schools
Scenario

An effective way to get people interested in bike safety education on an adaptive bike is to show them the bikes and go for a test ride. So, you want to hold an adaptive bike open house during a planned school-wide event, such as back to school night.

Resources
- Volunteers and staff are available to support the event.
- Local bike shop can provide three types of adaptive bikes, although in limited quantity.

Decision Choices

1. Your printing and advertising budget is small, so you can spend the money on this or printing and publicizing surveys for evaluation. Gain an encouragement wedge to play at the school of your choice, and lose an evaluation wedge.

2. Encourage a partner to host the event. Pick another player to get an encouragement wedge, the chosen player must wait for their turn to play the wedge at the school of their choice.
How it’s played

- Each player assumes a role - join in, play your part and have fun!
- Initial scenario provided
- Decide who plays first and assign note taker
- Each successive player reads next scenario card out loud and plays or passes
- Can complete scenario previous player passed on as their turn
- As part of turn, tell note taker what what accomplished
- Time period is one school year or 12 months
How it’s played, cont’d

- Cooperation is encouraged - bartering/donations (partnerships) allowed

- Game is over when:
  - There are no more scenario cards
  - All Es are satisfied
  - All pies are full in whatever way players choose
  - Players decide they are done
Schedule and logistics

- Move to Bayshore 1-3 (ballroom)
- Set up for 5 games, each game table has a facilitator
- Take a seat at a game table by 2:35
  - Review your assigned role
  - Meet other players
- Begin playing game by 2:40
- Wrap-up game by 3:20
- Share experiences until 3:30