



PROGRAMME 4: BUS

AIMS

The aim of this topic is for children to learn how to use a bus and how to behave on it.

LEARNING OBJECTIVES

Children will learn:

- How to hail a bus
 - Where to stand when waiting for a bus
 - How to pay a fare
 - How to behave on a bus
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SKILLS

- Communication
 - Problem solving
 - Self-management
 - Sociability and co-operation
 - Work and study
 - Numeracy
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VIRTUES

- Reliability
 - Assertiveness
 - Responsibility
 - Patience
 - Confidence
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LESSONS (Adapt for Juniors)

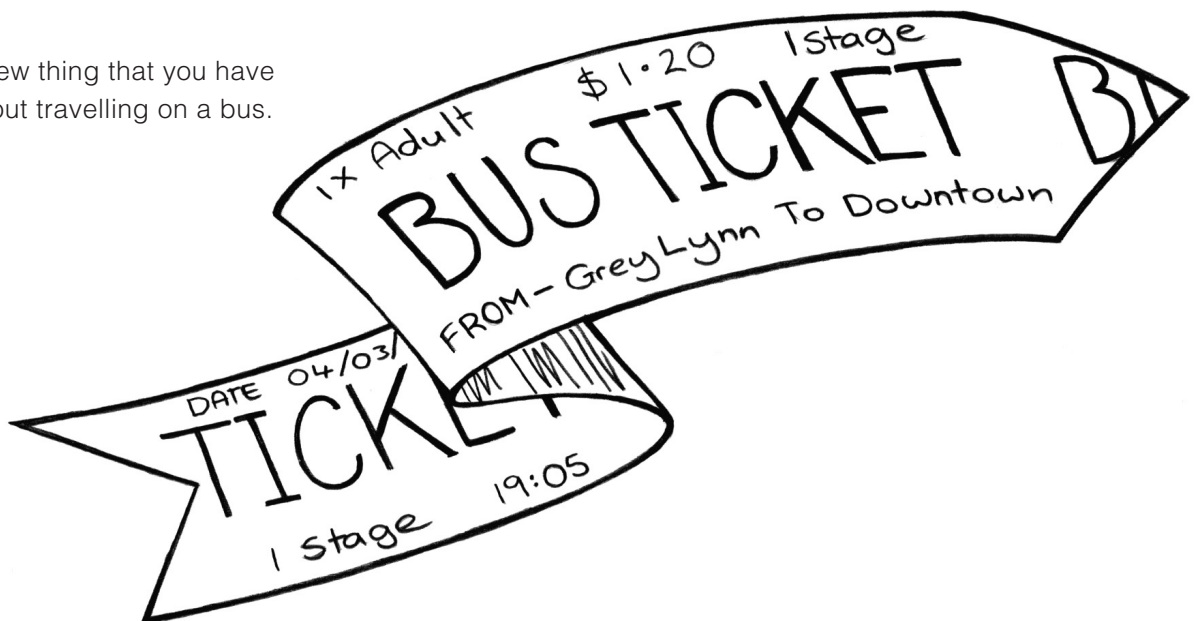
View the DVD **Bus** before the lesson

1. Show photocopies of a bus ticket to the children in small groups and ask them what it is and what it says.
 - Who has used a bus before?
 - Where have you gone?
 - What was your purpose?
 - Who takes a bus to school etc?
 2. **Bus Stop** - Have children arranged in small groups each with a large piece of paper in the middle. Have one of the following possible questions posed in the middle. Each group has 1 minute to write their answers and are then moved to the next bus stop (remind children to remember the main points from the programme)
 - Why should you never run in a bus?
 - How should you hail a bus when it is approaching your stop?
 - Do all buses stop at the same bus stop?
 - Do all buses go to the same destination?
 - Should you pay the bus driver with a large dollar note? Why not?
 - What is a bus pass?
 - How many minutes should you wait before the bus arrives?
 - Why should you always sit down on a seat?Collect each group's answers and write on a chart for display
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3. Recap the main points from the programme verbally with the children.
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The Bus

- Write one new thing that you have learned about travelling on a bus.





Bus Multichoice (*Seniors*)

Circle the best answer below:

1. When standing at a bus stop, you should

- a. Stand still looking at the bus driver until he/she stops the bus
- b. Stand and wave at the bus driver to stop for you
- c. Read a book

2. When about to walk onto a bus, you should be standing

- a. 1 step from the kerb
- b. 2 steps from the kerb
- c. Behind the timetable post

3. Circle the best way to pay a bus fare

- a. Pay with a bus pass or the right amount
- b. Pay the fare with a \$20 note
- c. Pay the fare with dog biscuits

4. How should you behave on a bus?

- a. Run around and have fun
- b. Stay seated for safety
- c. Try out different seats in the bus

5. What should you do when an old person or person with a disability enters the bus?

- a. Ask them to move out of your sight-line
- b. Ignore them and hope someone else offers their seat
- c. Offer your seat

The Bus (*Juniors*)

Name:

Date:

Design your own futuristic School Bus

Supplementary Activities

Technology/Computer

- Design a new bus pass with company logo and numbered fares, etc.
 - Design a new bus ticket with company logo, date, time, fare number, fare paid, and return pass.
 - Design a new futuristic bus for travelling. It could be a school or public bus but with multi-levels. Have all modern technology available such as a game console and internet access. Include interior and exterior in the design.
 - Draw a bird's eye view map of a small area and draw the bus route and bus stops. Use a key.
 - Build a model or a diorama of a bus.
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Drama

Have children role play the do's and don'ts of hailing a bus, travelling on a bus and exiting a bus.

Visual Language

Design a safety poster for the bus that shows people how to get out of the bus when there is an emergency.

Maths

Using play money, have children role play being a bus driver and a passenger. The passenger has money to pay for a fare. The bus driver exchanges money, gives correct change and gives a ticket.

Topic

Take a bus trip to a local park, zoo or entertainment area with the class and reinforce messages learned from the programme.

Written Language

Write a story on the interesting bus trip you would like to take one day (e.g., to Mars, to visit the Queen, to watch the All Blacks)
