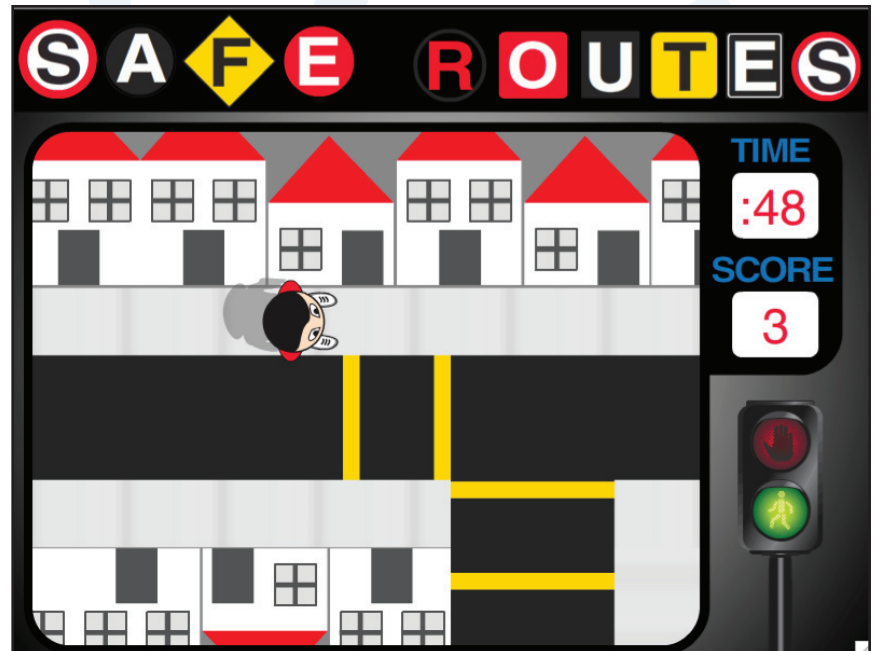


## Safe Routes: A Movement-Driven Computer Game Teaching Safe Pedestrian Behaviors.

The objective of the game is to find a safe and efficient route to school before the school bell rings. Players will be rewarded when they practice safe behavior such as:

- walking on the sidewalks
- walking near the curb, facing traffic when sidewalks are not available
- crossing streets at crosswalks
- walking across streets only when the walk sign is illuminated.
- pausing to check for cars at driveways
- crossing train tracks only when safety arms are up.



*Screen Shot of "Safe Routes"*

Too many infractions will result in losing the game. Players will be rewarded periodically with direction clues to show them which way to turn in order to most quickly reach school.

The character will be controlled by the player's interactions with an interactive mat. When the player steps on direction arrows, the character will move in that direction.

### **Available for purchase.**

Includes:

- Interactive mat
- Control Box
- Software

1 year warranty. Replacement parts available.

Purchase Price: \$1900