**Walking School Bus Program**

**Walking Route Information**

Dear Parent/Guardian,

We are very pleased you have registered \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_,

for the Walking School Bus (WSB) Program at (insert school name). A**ttached to this letter, you will find a copy of your child’s walking route to school.**

**Pick-up time: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Pick-up location: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**WSB Reminders:**

* The Walking School Bus (insert route number), will run (insert day of the week) mornings to school as weather permits.
* Please have your child at the specified pick-up location on time on this sheet (Please note time changes). If your child is not on time for the Walking School Bus it is your responsibility to get them to school.
* Call/text/email the **WSB Coordinator – (insert coordinator name and phone number)** if your child will be unable to participate on a scheduled day or if you would like to be a route leader.
* Under adverse weather conditions, the WSB will be cancelled and the coordinator or a route leader will contact each participating family prior to the start times.

**WSB Safety Rules**

It is important to our staff that your child(ren) arrives at school safely. Please share these rules with your child(ren) before they start walking on the Walking School Bus.

1. Walk (do not run).
2. Stay on the sidewalk.
3. Cross the street at the safest places such as street corners, painted crosswalks, or where there is a crossing guard.
4. Look left, right, left before crossing.
5. When possible, walk facing traffic so you can see drivers.
6. Walk together as a group.
7. Wear bright colored clothing.
8. Treat others with courtesy and respect- no pushing, shoving, or bullying.
9. Stay safe and keep it in mind it is hard for big vehicles to see you.

If you have any questions regarding the program, please don’t hesitate to call the WSB coordinator. Thank you again for participating.