

Riding Right on Transfort

LEVEL: K-1-2-3-4-5-6

SUBJECT AREA(S): Health, Social Studies, Language Arts, Art

OBJECTIVE: Students will become familiar with and gain an understanding of the rules and responsibilities associated with ridership on Tri-Met Transfort buses.

TIME: 60 to 90 minutes

MATERIALS

- φ Chalkboard or overhead projector
- φ Butcher paper and other art supplies
- φ Six decks of No Fare Cards (see Lesson 12, Figure 12-2)

SUGGESTED ACTIVITIES

1. Ask students to share what they know about the steps involved in riding a bus and the similarities and differences between using a school bus, and a Transfort bus.

Set up chairs like a school bus, Transfort bus and have students role- play being riders:

- ✧ Waiting at the stop
- ✧ Getting on
- ✧ Paying the fare
- ✧ Taking a seat
- ✧ Getting off
- ✧ Crossing after getting off

- Have students make a chart (like the one below) that compares a school bus, a Transfort bus in the aspects of entering, passenger fares, seating, stops, rules, exiting, etc.

For Your Information

★ The following provides a basis for discussion:

Point of Information	School Bus	Tri-Met Bus
Boarding Point	Varies	Blue-and-white bus-stop signs contain information about the route; posted every two to three blocks along route.
Boarding Door	There is only one, and it's in the front.	There is only one, and it's in the front.
Cost	No money required, paid for by taxes.	Free for everyone 17 and younger. The trips were paid for by the Bohemian Foundation Grant.
Proof of Payment	None required	Only required when making a transfer. Ask the Transfort driver for a transfer ticket when you Board the bus. The ticket is good for 60 minutes.
Available Seating	Wherever you want or where assigned by bus driver or teacher.	The front section is reserved for the physically-challenged and senior citizens.
When There Are No Empty Seats	There will always be a seat for you.	Stand in the aisle and hang on tightly to a pole or

Handicapped Accessibility	Special buses	Transfort buses are equipped with special racks that can hold bicycles. Permits are no longer required -just pay the usual fare and place your bike in the special racks on the front of the bus. For more information, go to http://www.fcgov.com/transfort/ , and click on Bike-n-Ride.
Emergency Exiting	There is an emergency exit at the rear of each bus.	Exit through any door or push out any window to create an exit.
Signaling to Stop	School-bus drivers usually know where to drop you off.	You must signal Transfort drivers to stop by pulling a bell cord or pushing the sound strip near the bus window.
Exiting	Always stay seated until the school bus comes to a complete stop.	Stay in your seat if you have one. Otherwise hold onto the pole or a seatback. Be ready to exit quickly if the bus is crowded.
Crossing After Exiting	The bus driver will wait for you to cross the street in front of the bus.	Wait until the bus moves away before you attempt to cross.

	But, always “use your head before you use your feet!”	And, always “use your head before you use your feet!”
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Reporting Problems	Tell your bus driver if you have a problem.	Every Transfort bus driver has a radio. If you need help, ask the driver.

ASSESSMENT

Have students discuss in groups why these rules make it safer and more comfortable to ride the bus.

EXTENSIONS

1. **The No Fare Game:** Divide the class into six groups. Give each group a deck of No Fare cards (see master copies provided at end of this lesson). Tell students that they are going to play a game, but first they must pick out the 15 different symbols on the cards and write down what they think each one means. Explain that each symbol stands for a rule or responsibility or Tri-Met. After ten minutes or so, review the symbols with the class to ensure understanding.

Symbols

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|--|------------------------------------|
| 1. No smoking | 8. Fare receipt required |
| 2. No food or drink | 9. Do not stand on stairs |
| 3. Side seats for disabled and senior citizens | 10. Watch for signals |
| 4. Keep head and hands inside bus | 11. Stand clear of edge |
| 5. No skateboarding on station platform | 12. Stay off tracks |
| 6. Keep pets in a carrier | 13. Fold strollers before boarding |
| 7. Keep your stereo personal | 14. No “boom boxes” turned on |
| | 15. NO FARE |

For Your Information

★ Rules of the No Fare Game

1. Deal entire deck to players
 2. Player to left of dealer goes first.
 3. During his/her turn, each player draws a card from the hand of any other player.
 4. If a match is drawn, the player lays the match down on the table.

 5. Players keep drawing from each other until all the cards have been matched and placed on the table.
 6. When only one card is left, the game is over, and the player holding that card, the NO FARE card, is stuck without bus or MAX fare.
2. Have students create an illustrated book for younger children that teaches them how to behave on the bus or MAX. It could be a pop-up book: A is for awareness, B is for boom boxes, C is for people using wheelchairs, etc.

ADDITIONAL RESOURCES

Please refer to the following topics in the *Additional Resources* section in Appendix Three: **Bus Safety / Child Safety/Injury Prevention / Mass Transit / Traffic & Transportation / Trains / Transportation.**