

Safe and Active Schools Programme provided by WCC Road Safety Education Team

As a school we have once again signed up to the Safe and Active Schools Programme for 2025-2026. As part of the programme all children will be receiving age-appropriate road safety sessions, and we will also be participating in and promoting active travel.

Last year we were delighted to be awarded a Gold Award. This year we are aiming even higher and working towards a platinum award.

Your help and support is needed. Your children copy your actions, and your behaviour serves as a powerful role model. We would like to ask all our families to model the safest behaviours near the road for children to copy and make good choices around travelling actively on the school run.

We will be sharing messages and ideas from the Safe and Active Schools team, our own Junior Road Safety Officers and further information about the children's road safety learning in school throughout the year.

For further information about road safety and active travel you can follow or contact the road safety education team.

X (previously Twitter) - **@WCCSafe_Active**Facebook - **@WCCSafeActiveTravel**

Email - roadsafetyeducation@warwickshire.gov.uk



We have also signed up to the WOW Walk to School Challenge. WOW is a pupilled initiative where children self-report how they get to school every day using our interactive WOW Travel Tracker. If they travel sustainably at least once a week for a month, they are rewarded with a WOW badge. It's that easy!

Step I: Walk to School

Pupils are encouraged to walk, wheel, cycle, scoot or Park and Stride to school and record how they got in on the interactive, award-winning WOW Travel Tracker.

Step 2: Earn a WOW Badge

If they walk, wheel, cycle, scoot or Park and Stride to school at least once a week they get rewarded with a monthly-collectable badge.

Step 3 Reduce Congestion

On average, WOW schools see 59% fewer car journeys to the school gates and 18% more journeys walking and wheeling all the way to school!

