Teacher Lesson Plan	
Area(s)/Course/Grade:	Unit:
Grade V	Virtual Reality Experience – Midblock Crossing
Topic: D	Date:
Crossing	
: S	School:
Grade V Topic: D Crossing	Virtual Reality Experience – Midblock Crossing  Date:

## Lesson Objective(s):

By the end of this unit, students will learn the safety rules associated with crossing a street especially when view is obstructed by parked vehicles.

## Material(s):

- Computer or Virtual Reality (VR) Device (e.g., Oculus)
- Texas Transportation Code (Chapter 552. Pedestrians)
   (https://statutes.capitol.texas.gov/Docs/TN/htm/TN.552.htm)
- Level appropriate summary of Texas Transportation code
- Midblock Crossing Safety Worksheet
- Answer Key

## **Instructions**

- Review the summary of Texas Transportation Code Section 552 associated with midblock crossing
- 2. Discuss potential risky situations related to crossing a street
  - a. No signal for pedestrian crossing
  - b. No marked crosswalk
  - c. Crossing a street without precautions\*
  - d. Distracted by mobile devices
  - e. Obstruction of driver's/pedestrian's view by parked vehicles

NOTE: Precautions include pedestrian's behaviors 1) looking left, right and left again before crossing the street, 2) making eye contact with drivers of oncoming cars, and 3) recognizing if you or an oncoming vehicle/bicycle have the right of way.

- 3. Play the VR experience using the computer/VR device (<u>https://harleyandhobbitroadsafety.com/curriculum/11-14-english/pedestrian-bicycle-safety-english-5th-8th/</u>)
- 4. Answer questions on the midblock crossing safety worksheet





## **Discussion Questions**

- 1. What is midblock crossing?
- 2. Does a vehicle or pedestrian have the right of way when a pedestrian is trying to cross a roadway at a place other than in a marked or unmarked crosswalk?
- 3. Why should you always make eye contact with a vehicle/bicycle before stepping out into the street, even if you have the right of way?
- 4. What problem did Hobbit have in the VR experience?
- 5. What is the safety procedure for midblock crossing under a blocked view condition by parked vehicles?



