

Have You Clicked?

teacher and student sheet

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Have You Clicked?

Wearing a seatbelt is one of the best ways you can avoid injury should you be in a crash. Whether you are nipping round the corner or travelling for hundreds of miles, it is a fact that in a car crash a driver or passenger not wearing a seatbelt is more likely to die or suffer serious injury than someone wearing one.

By law, passengers aged 14 and upwards are responsible for ensuring they are wearing a seatbelt, not the driver.

DISCUSS

Why some people don't click:

- The car has air bags.
 - The car was only going slowly.
 - Seatbelts are uncomfortable.
1. What other reasons do people give for not belting up whilst in a car?
 2. Why do all passengers on an aircraft obey the fasten seatbelt signs?
 3. Elderly people sometimes don't belt up in cars. Why is that?

Some cars make a beeping sound if you don't put your seatbelt on. Car manufacturers take responsibility.

ACTIVITY

- Working in pairs or threes, invent a short in-car safety message, 30 seconds max. Have paper to write on. This would be transmitted prior to the car ignition engaging with the engine. It could have a serious tone giving sound advice on in-car safety matters or it could be a 'cheesy' informal message using slang but no swearing. Be creative, be cheeky if you like, imagine that the car has a bit of an attitude.

DISCUSS

1. Would it work, would people belt up if they heard an in-car message? If not, why?
2. If it didn't have success how could you change it to make it work?
3. Supposing the engine was permanently immobilised if seatbelts were left unfastened.
4. What do you see as the future of seatbelts?
5. Air bags are designed to work with seatbelts. They will prevent injury but only if a seatbelt is worn.



Links Across Learning

Have You Clicked?

- Health and wellbeing – developing imaginative ways of keeping safe. Finding clever ways of encouraging seatbelt compliance.
- Literacy and language – Creative and imaginative script writing.
- Expressive Arts – Performing and role play, character development.
- Active learning – sharing ideas in group work and thinking creatively about the future of car design.