

MECHANIMALS



Passenger Distraction.



Target audience: Senior (S4-S6)

Lesson aim: To encourage young people to think about the impact of peer passenger distractions

Learning objectives:

- Students will be able to describe the impact distracting a driver can have
- Students will develop an awareness of the role they play in contributing to risk taking behaviours
- Students will be able evaluate the positive role the passenger can have in the car

Timing	45-50 minute lesson	Key words	Passenger, distractions
Resources	PowerPoint presentation, work sheet, optional – Ipad	Preparation	Familiarise yourself with the recommended reading

Lesson outline	Description	Resources	Class set up	Timing
Introduction	Intro/recap the Mechanimals resource	Tablet	Whole class	5 mins
Key Vocabulary	Defining what passenger and distraction means	N/A	Whole class	2/3 mins (Not included in time)
Starter	Distraction discussion	Jotter/Tablet	Class	5 mins
Activity 1	Understanding passenger distractions	Jotter/Tablet	Individual/pairs	5 mins
Activity 2	Distraction impact	Jotter/Tablet	In small groups	5 mins
Activity 3	How to be a good co-pilot	Jotter/Tablet	Individual/ small groups	10 mins
Activity 4	Riskometer quiz	Jotter/Tablet	Class	5 mins
Plenary	Recap	Jotter/Tablet	Individual	5 mins

Before you begin

It is important to establish a safe learning environment where students feel comfortable to share and discuss. Be mindful that some young people may have had negative experiences around the topic either themselves or someone close to them. This can be addressed by regular check ins/ options to sit out parts.

Introduction/recap – The Mechanimals

This is lesson six, however useful to recap on the importance of road safety learning. Collisions on our roads remain one of the main causes of accidental deaths among children and young people in Scotland. This resource has been developed to help equip students with the knowledge, skills, and confidence they need to make positive choices on and around our roads.



Play the Mechanimals intro film

Key Vocabulary

Before starting with the lesson you can ask the class if anyone knows what the terms mean. Once discussed share the definition with the class. This will ensure the class have a shared understanding as both words feature heavily in the lesson.

Key definitions

Distraction - A thing that prevents someone from concentrating on something else.

(n) – Oxford Dictionary

Passenger - A traveller on a public or private transport other than the driver.

(n) – Oxford Dictionary

Starter – Distraction Discussion

5 mins

Exploring the concept of distractions. Have you ever witnessed someone looking at their phone bump into something/someone? What sort of other distractions affect people? Give students a few mins to discuss.

Prompts if students can't think of any:

- Someone talking to you while you're trying to read
- An interesting conversation going on next to one that your having with someone
- Something unusual that catches your attention

Task 1 – Understanding distractions

5 mins

Once you've facilitated the above discussion, lead the discussion into distractions as a driver. What sort of distractions might happen in the car? E.g. showing a daft YouTube video, arguing over what music to play, shouting over each other.

Progress on to think about 'what type of passenger are you?'. Discuss how passengers can make things more difficult for the driver. Explain how certain behaviours distract the driver and increase your chance of a terrible collision with a Mechanical.

Ask the class to think about what kind of passenger they might be and reflect upon it. When you don't think of the driver you're not thinking of yourself, as you're putting yourself at risk.

Activity 2 – Distraction impact

5 mins

How much more likely is a young driver to have an accident when driving with two or more pals?

- A.** No more likely
- B.** 2 x more
- C.** 4 x more (answer)

To stay safe you need to stay alert and keep the driver focussed.

Source: <https://www.gov.uk/government/statistics/reported-road-casualties-great-britain-older-and-younger-driver-factsheets-2023/reported-road-casualties-in-great-britain-younger-driver-factsheet-2023>

Activity 3 – How to be a good co-pilot

10 mins

The next activity aims to help students to think about the right behaviour in the car. Please set up four chairs in the classroom, like the front and back seats of a car. Invite four pupils to volunteer to be driver and passengers and role-play the good and bad ways to behave.

As the teacher you can introduce distractions by walking behind the group and shouting the drivers name to see if they turn and take their eye off the road. Or, at a surprising moment they could gently bounce a tennis ball to see if the driver tries to catch it or keeps their hands on the imaginary wheel.

The students could also be given a scenario to act out and then the class discusses what they did right or wrong, or what they might do better.

Activity 4 – Riskometer Quiz

10 mins

What to do if you know a driver that makes you uncomfortable.

Develop Your Riskometer.

Go through the quiz to prompt students to think what risky behaviours they should look for in a driver. And what risks make them more likely to be in an accident. At the end of the quiz provide tips on how to handle being with a risky driver and reminding them that they don't need to travel with someone who makes their riskometer go off the scale.

Conclusion/plenary

5 mins

Using questioning, the conclusion can bring the learning together and ensure that everyone has understood the lesson.