

Austrroads 'Learning to Drive' Kit Facilitator Guide Running Sheet

Welcome

Welcome to the Austrroads Learning to Drive Program. As a facilitator, you will play an important role in assisting learner drivers to develop their knowledge and understanding of what is required of them when learning to drive. Thanks you for leading this program and your commitment to road safety.

Before You Begin - Preparation

Before you deliver this program for the first time, you will need to take your time to familiarise yourself with the content, the facilitation instructions, learning tools, and participant handbook. You will also need to gather vital local information and resources. This will enable you to customise the program to make it relevant to your local community and provide up-to-date and accurate local information. Your local contacts and other people in your community will be able to provide information, support, access to networks, materials and assistance with additional driving demonstrations.

Here are the steps that you need to undertake as you plan your delivery of the program:

Get to know...

- the Austrroads Learning to Drive Kit Facilitator Guide (Running Sheet)
- the Austrroads Learning to Drive Kit Facilitator Guide (PowerPoint slides)
- the Austrroads Learning to Drive Kit Learner Handbook
- the Austrroads Learning to Drive Kit TEST YOURSELF (Test Your Self) Answers PowerPoint slides
- the Learning to Drive 2-sided Interactive Map and materials (Urban and Remote)
- the Learning to Drive Board Game and materials (Choices and Consequences)

Find out in your local community...

- information on the cost of a Learner's Licence in your jurisdiction
- copies of Learner Driver Application Forms for your jurisdiction
- local licensed drivers to assist with driving demonstrations for participants
- local community contacts who have specialist knowledge and can assist you with the following:
 - how to organise fine payments plans,
 - where to go to get evidence of identity documents (see Facilitator Guide – PowerPoint slides)
 - how to arrange medical/eye tests
 - experience in the local community around driver behaviour and attitudes

What You Will Need

For this workshop you will require:

- A suitable room with tables arranged so that participants sit in groups of 3-5 (or a U-shape if you prefer)
- Pens and paper sets for writing – at least 1 of each per participant

- 1 table large enough to fully roll out the Learning to Drive 2-sided Interactive Map (Urban and Remote)
- Printed Card with local Acknowledgement to Country
- Sheets of paper and textas for each table
- Whiteboard or flipchart stand with flipchart paper and whiteboard/flipchart markers
- Your name tag
- A registration sheet and name tags for participants
- Information on the cost of a Learner's Licence in your jurisdiction
- Local information and knowledge on the following:
 - fines payments,
 - gathering of evidence of identity documents
 - getting medical/eye tests
 - road network and conditions

Program Materials

You will also need all of the items listed in the 'Contents' document of the Learning to Drive Kit (available on the USB) as follows:

- Austroads Learning to Drive Kit Facilitator Guide Running Sheet
- Set of PowerPoint slides 'Austroads learning to Drive Kit Facilitator Guide'
- The Learning to Drive Learner Handbook (10 copies)
- Sample copies of Proof of Identity documents for your jurisdiction
- Copies of Learner Driver Application Forms for your jurisdiction
- Austroads Learning to Drive Kit TEST YOURSELF (Test Your Self) Answers PowerPoint slides
- Learning to Drive 2-sided Interactive Map (Urban and Remote)
- Document - Interactive Road Map with signs completed
- Signs Cards (34 cards)
- Car Tokens assorted colours (10 pieces)
- Assorted vehicles (12 pieces)
- The Learning to Drive Board Game
- Board Game Instructions
- Board Game Pieces
- Choice Cards (60 cards)
- Answer Sheets for Choice Cards
- Consequences Cards (61 cards)

Module 1 - Welcome and Introduction

Suggested Session Length: 30 minutes

Before you begin...

Room Set-up

- tables and chairs in either small groups of 3-4 per table or in a U-shape
- computer laptop and data projector,
- projector screen or blank wall,
- whiteboard or flipchart stand,
- flipchart paper and textas,

Resources

- PowerPoint slide Set - slide 1
- Printed Card with local Acknowledgement to Country
- Pens and paper sets for writing – at least 1 of each per participant
- Your name tag
- A registration sheet and name tags for participants
- Information on the cost of a Learner's Licence in your jurisdiction
- Sheets of paper and textas for each table
- Whiteboard or flipchart stand with flipchart paper and whiteboard/flipchart markers
- Participant Checklist

Overview

This session welcomes participants to the program; provides an overview of the program aim; completes the participant registration process; provides participants and the facilitator an opportunity to get-to-know one another; and makes everyone feel welcome and safe.

Welcome and Introduction

Facilitator Actions



Show slide 1. Follow facilitator notes on slide to complete the following:

- Warmly welcome participants
- Introduce self and establish credibility
- Read Acknowledgement to Country
- Explain housekeeping including evacuation procedure
- Register participants and issue name tags (if using)
- Conduct a get to know you activity
- Introduce the aim of the program
- Participants complete Participant Checklist

- Share and debrief (discuss) participants' responses to the Checklist in a supportive way.

Participant Activity

- Conduct a 'get-to-know-you' activity as an icebreaker
- Participants complete the Checklist
- Share and debrief the Checklist in the larger group

Module 2 – Steps to Getting a Learner Licence

Suggested Session Length: 2 – 3 Hours

Before you begin...

Room Set-up

- tables and chairs in either small groups of 3-4 per table or in a U-shape
- computer laptop and data projector,
- projector screen or blank wall,
- whiteboard or flipchart stand,
- flipchart paper and textas,

Resources

- PowerPoint slide Set – slides 2 - 25
- Pens and paper sets for writing – at least 1 of each per participant
- Information on the cost of a Learner's Licence in your jurisdiction
- Sheets of paper and textas for each table
- Whiteboard or flipchart stand with flipchart paper and whiteboard/flipchart markers
- Copies of Learner Driver Application Forms for your jurisdiction
- Copies of Medical Check and Eye Check Forms
- Copies of relevant Evidence of Identity Documents
 - Examples of a Category A Document
 - Examples of a Category B Document
 - Examples of Documents with owner's address on them

Overview

This session is about informing participants of what they might need to do or find out before they are able to get a Learner Licence. It is broken into 4 topics:

- Before you apply for a Learner Licence (eligibility)
- Steps to getting a Learner Licence
 - Step 1 – Collect Identification
 - Step 2 – Check for unpaid Fines and Disqualifications
 - Step 3 – Have Medical and Eye Checks

Before you apply for a Learner Licence

Facilitator Actions



Work through slides 2, 3 and ONE of the slides 4-11 that is relevant to your jurisdiction. Follow the facilitator notes on each slide.

Explain to participants that there are 6 Steps to getting your Learner Licence and this next session will explore Steps 1-3.

Steps to Getting a Learner Licence – Step 1 Collect Identification

Facilitator Actions



Work through slides 12 - 18. Follow the facilitator notes on each slide.

Show examples of Category A, B and Proof of Address documents and allow sufficient discussion for participants to identify what steps they might need to take to collect the relevant documents and where they might locate them. Your pre-workshop research on local resources will be particularly helpful here to make sense of the options for participants in your local community.

Participant Activity

- Participants work in pairs/threes to discuss how they might go about collecting their identification
- Share and debrief in larger group

Steps to Getting a Learner Licence – Step 2 Check for Unpaid Fines or Disqualifications

Facilitator Actions



Work through slides 19 -21, following the facilitator notes for each slide. Encourage questions and offer any information for your local situation that will assist participants. Your research on where to go to organise fine payment plans and to check the status of any driving disqualifications for participants will be required here.

Participant Activity

Check participants' understanding and invite open discussion on the options for checking on fines and disqualifications.

Steps to Getting a Learner Licence – Step 3 Have Medical and Eye Checks

Facilitator Actions



Work through slides 22 - 25, following the facilitator notes for each slide. Encourage questions and offer any information for your local situation that will assist participants. Your research on where to go to for medical and eye checks in your local community will be required here.

Finish the session by explaining to participants that in the next session we will look at steps 4, 5 & 6 where we learn about the Road Laws and Road Rules.

Participant Activity

- Check participants' understanding and invite open discussion on the options for medical and eye checks.
- Encourage open discussion on the reasons for medical and eye checks
- Facilitate a brainstorming activity on the whiteboard/flipchart paper to help participants summarise and reinforce their learning on the first 3 steps in getting their Learner Licence.

Module 3 Road Law and Road Rules

Suggested session length: 4 - 12 hours delivered over 2 -3 days

Before you begin...

Room Set-up

- tables and chairs in either small groups of 3-4 per table or in a U-shape
- an additional large table for laying out the Urban and Remote Interactive Maps
- computer laptop and data projector
- projector screen or blank wall
- whiteboard or flipchart stand
- flipchart paper and textas

Resources

- PowerPoint slide Set – slides 26 - 76
- Pens and paper sets for writing – at least 1 of each per participant
- Sheets of paper and textas for each table
- Whiteboard or flipchart stand with flipchart paper and whiteboard/flipchart markers
- Austroads Learner Handbook
- Urban and Remote Interactive Map (double sided)
- Document - Interactive Road Map with signs completed
- Signs Cards (34 cards)
- Car Tokens assorted colours (10 pieces)
- Assorted vehicles (12 pieces)
- Your own notes about the location of local road features to demonstrate to participants in the practical driving demonstration
- Access to vehicle(s) and additional licenced driver(s) for practical on-road learning on local roads (will depend on number of participants and vehicle type, but should allow for the safe seating of participants with seat belts and adequate window views).

Overview

This module is about the Road Laws and Road Rules that participants must understand and recognise in a Learner Driver Theory Test *before* they are able to get their Learner Licence. It is primarily based on the content and structure of the Austroads Learner Handbook.

Structure of this Module

The Module provides detailed information, broken into 9 Sections on the following elements of Road Law and Road Rules:

Section 1 – What the word means in plain English

NB: This section is not delivered at part of this module but should be pointed out to participants so they can familiarise themselves with the words in their own time during and after the program.

Section 2 - Road Signs (slides 26 – 34)

Road Law signs
Warning signs
Hazard Markers
Road Work signs
Information signs

Section 3 – Giving Way (slides 35 – 46)

Giving Way Rules
Intersections
Crossroads
T-Intersections

Section 4 – Intersections with Signs (slides 47 – 51)

Intersections with one sign
Two or more signs
More than two vehicles at an intersection
Lane Markings

Section 5 – Traffic Lights (slides 52 – 61)

Roundabouts
Slip Lanes
Entering or Leaving a Road

Section 6 – Narrow Roads and Bridges (slide 62)

Section 7 - Other Road Users (slides 63 – 76)

Pedestrians
Pedestrian Crossings
Children's Crossings
Zebra Crossings
Traffic Lights at Pedestrian Crossings
Shared Zones
Horse and Bicycle Riders
Buses
Emergency Vehicles
Level Crossings
Merging
U-Turns
Parked Vehicles

Format and Facilitation of the Module

In the facilitation of this Module, each of the sections follows a similar 4-part format where participants:

- Learn the theory using the relevant designated slides and linked section of the Learner Handbook
- Demonstrate practical examples of the theory on the Urban and Remote Interactive Road Maps
- Identify practical examples of the theory in a demonstration drive or walk around the local community with the facilitator and other licenced drivers. Participants may wish to take their Learner Handbooks with them for reference. (For the state and territory trials of this kit, where participants already have their Learner Licence, participants may take turns in driving.)
- Complete the Self-Test at the end of each section

Let's look at these parts in detail:

Learn the Theory - Slides and Handbook

Participants are provided with their own copy of the Austroads Learner Handbook. The facilitator will take participants through the Learner Handbook, using corresponding PowerPoint slides. The Learner Handbook and PowerPoint slides are the primary learning resources for the theory aspects of this module.

Apply the Theory – Urban and Remote Interactive Maps

Learning is also enhanced by use of the 2- dimensional Urban and Remote Interactive Map which is provided, along with model vehicles and car tokens. The Map and model vehicles allow participants to simulate various driving scenarios on the maps to reinforce learning. The maps provide a welcome break for participants from the slides and Learner Handbook (theory) and allow them to apply their learning to simulated practical examples.

Apply the Theory – Demonstration Drive in the Local Community

Additional practical application of the learning is provided when participants accompany the facilitator and other licenced drivers on demonstration drives or walks around the local community to identify (where available) signs, traffic lights, lane markings, intersections, roundabouts etc. It would be beneficial for facilitators and additional drivers to take some time prior to the commencement of the program to identify relevant local road features and conditions, signage, and examples of the various elements covered in the Road Laws and Rules. This will enable the sessions to be efficient in demonstrating these features to participants on their demonstration drive or walks around the local community. It might be useful to make a note of the location of relevant road features linked to the appropriate section topic. (For the state and territory trials of this kit, where participants already have their Learner Licence, participants may take turns in driving.)

Know the Theory - Test Yourself

At the end of each section, participants are directed to complete the Self-Test where they can check their understanding and knowledge of the theory before moving to the next section.

Section 2- Road Signs

Suggested session length: 3 hours

Road Law Signs

Facilitator Actions



Work through slides 26 - 29, following the facilitator notes for each slide. Refer participants to pages 4 - 6 of the Learner Handbook and talk through each of the examples, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook pages 4 - 6
- Demonstrate practical examples of the signs on the Urban and Remote Interactive Road Maps and simulate various scenarios of how to respond to these signs using the model vehicles and signs cards.
- Complete the Self-Test on page 6

Warning Signs

Facilitator Actions



Work through slides 30 - 31, following the facilitator notes for each slide. Refer participants to pages 7 - 10 of the Learner Handbook and talk through each of the examples, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook pages 7 -10
- Demonstrate practical examples of the signs on the Urban and Remote Interactive Road Maps and simulate various scenarios of how to respond to these signs using the model vehicles and signs cards.
- Complete the Self-Test on page 10

Hazard Markers

Facilitator Actions



Show slide 32 and follow the facilitator notes. Refer participants to page 11 of the Learner Handbook and talk through each of the examples, carefully explaining what they mean using the definitions in the

book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

NB: Hazard Markers are not shown on the Interactive Maps.

Participant Activity

- Read Learner Handbook page 11

Roadwork Signs

Facilitator Actions



Show slide 33 and follow the facilitator notes. Refer participants to page 12 of the Learner Handbook and talk through each of the examples, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

NB: Roadwork signs are not shown on the Interactive Maps.

Participant Activity

- Read Learner Handbook page 12

Information Signs

Facilitator Actions



Show slide 34 and follow the facilitator notes. Refer participants to page 13 of the Learner Handbook and talk through each of the examples, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

NB: Information signs are not shown on the Interactive Maps.

Participant Activity

- Read Learner Handbook page 13
- Complete the Self-Test on page 14 covering Hazard Markers, Roadwork signs, and Information signs.
- To complete and summarise this Section 2 - Road signs, identify practical examples of the theory in a demonstration drive around the local community with the facilitator and other licenced drivers. Participants may wish to take their Learner Handbooks with them for reference.

Section 3 – Give Way

Suggested session length: 4 hours

Give Way Rules

Facilitator Actions



Show slides 35 - 41, following the facilitator notes for each slide. Refer participants to page 15 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 15
- Demonstrate how to tell the difference between left and right using their hands
- Demonstrate practical examples of the give way scenarios on the Urban and Remote Interactive Road Maps using the grid references and model vehicles and signs cards.

Intersections

Facilitator Actions



Show slide 42 and follow the facilitator notes. Refer participants to page 16 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 16
- Demonstrate practical examples of giving way at intersections on the Urban and Remote Interactive Road Maps using the grid references and model vehicles and signs cards

Crossroad Intersections

Facilitator Actions



Show slides 43 - 46, following the facilitator notes for each slide. Refer participants to pages 17 – 18 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 17 - 18
- Demonstrate practical examples of giving way at crossroad intersections on the Urban and Remote Interactive Road Maps using the grid references and model vehicles and signs cards

T-Intersections or T-Junctions

Facilitator Actions



Show slide 46 and follow the facilitator notes. Refer participants to pages 19 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 19
- Demonstrate practical examples of giving way at T-Intersections and T-Junctions on the Urban and Remote Interactive Road Maps and using the grid references simulate various scenarios of how to give way at T-Intersections and T-Junctions using the model vehicles and signs cards.
- Complete the Self-Test on page 20 covering Giving Way Rules, Intersections, Crossroad Intersections and T-Intersections or T-Junctions.
- To complete and summarise this Section 3- Giving Way, identify practical examples of the theory in a demonstration drive around the local community with the facilitator and other licenced drivers. Participants may wish to take their Learner Handbooks with them for reference.

Section 4 – Intersections with Signs

Suggested session length: 2 hours

Facilitator Actions

Refer participants to pages 21 - 24 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook pages 21 - 24
- Demonstrate practical examples of the signs and giving way on the Urban and Remote Interactive Road Maps and simulate various scenarios of how to respond to these signs using the model vehicles and signs cards.

Lane Markings

Please Note: slides 47 – 51 are not represented in the Learner Handbook. However, there are two examples of other line markings on page 21. For the purposes of relevance, Lane Markings are covered at this point.

Facilitator Actions



Show slides 47 - 51 following the facilitator notes for each slide. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 21
- Demonstrate practical examples of lane markings and giving way on the Urban and Remote Interactive Road Maps and using the grid references simulate various scenarios of how to respond to these lane markings using the model vehicles and signs cards.
- Complete the Self-Test on page 25 covering Intersections with signs, Intersections with One Sign, Intersections with Two or More Signs and Lane Markings.
- To complete and summarise this Section 4 – Intersections with Signs, identify practical examples of the theory in a demonstration drive around the local community with the facilitator and other licenced drivers. Participants may wish to take their Learner Handbooks with them for reference.

Section 5 – Traffic Lights

Suggested session length: 3 hours

Traffic Lights

Facilitator Actions



Show slides 52 - 56 following the facilitator notes for each slide. Refer participants to page 26 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 26
- Demonstrate practical examples of traffic lights on the Urban and Remote Interactive Road Maps and using the grid references simulate various scenarios of how to respond to these lights using the model vehicles and signs cards.

Roundabouts

Facilitator Actions



Show slides 57 - 59 following the facilitator notes for each slide. Refer participants to page 27 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 27
- Demonstrate practical examples of roundabouts on the Urban and Remote Interactive Road Maps and using the grid references simulate various scenarios of how to respond to these roundabouts using the model vehicles and signs cards.

Slip Lanes

Facilitator Actions



Show slide 60 and follow the facilitator notes. Refer participants to page 28 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 28
- Demonstrate practical examples of slip lanes on the Urban and Remote Interactive Road Maps and using the grid references simulate various scenarios of how to respond to these slip lanes using the model vehicles and signs cards.

Entering or Leaving a Road

Facilitator Actions



Show slide 61 and follow the facilitator notes. Refer participants to page 29 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 29
- Demonstrate practical examples of entering or leaving a road on the Urban and Remote Interactive Road Maps and using the grid references simulate various scenarios of how to enter or leave a road using the model vehicles and signs cards.
- Complete the Self-Test on pages 30 - 31 covering Traffic Lights, Roundabouts, Slip Lanes and Entering or Leaving a Road.
- OPTIONAL IF EXAMPLES AVAILABLE IN LOCAL COMMUNITY: To complete and summarise this Section 5 – Traffic Lights, identify practical examples of the theory in a demonstration drive around the local community with the facilitator and other licenced drivers. Participants may wish to take their Learner Handbooks with them for reference.

Section 6 – Narrow Roads and Bridges

Suggested session length: 30 minutes

Narrow Roads and Bridges

Facilitator Actions



Show slide 62 and follow the facilitator notes. Refer participants to page 32 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 32
- Demonstrate practical examples of entering of a narrow road or bridge the Urban Interactive Road Map. Point out that there is NO corresponding narrow bridge on the Urban Interactive Map. Simulate a narrow bridge scenario by blocking ONE lane of the bridge on the Urban Interactive Map. Ask participants to demonstrate how to drive when approaching and driving on a narrow bridge using the model vehicles and signs cards.
- OPTIONAL IF EXAMPLES AVAILABLE IN LOCAL COMMUNITY: To complete and summarise this Section 6 – Narrow Roads and Bridges, identify practical examples of the theory in a demonstration drive around the local community with the facilitator and other licenced drivers. Participants may wish to take their Learner Handbooks with them for reference. This opportunity may be held off until completion of Section 7 and incorporated into that demonstration drive.

Section 7 - Other Road Users

Suggested session length: 4 hours

Other Road Users

Facilitator Actions



Show slide 63 and follow the facilitator notes. Refer participants to page 33 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 33

Pedestrians

Facilitator Actions



Show slide 64 and follow the facilitator notes. Refer participants to page 33 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 33
- Demonstrate practical examples of giving way to pedestrians on the Urban and Remote Interactive Road Maps and using the grid references simulate various scenarios of how to give way to pedestrians using the model vehicles and signs cards.

Pedestrian Crossings

Facilitator Actions



Show slide 65 and follow the facilitator notes. Refer participants to page 33 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 33
- Demonstrate practical examples of giving way to pedestrians at pedestrian crossings on the Urban and Remote Interactive Road Maps and using the grid references simulate various scenarios of how to give way to pedestrians at pedestrian crossings using the model vehicles and signs cards.

Children's Crossings

Facilitator Actions



Refer participants to page 33 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 33
- Demonstrate practical examples of giving way at children's crossings on the Urban and Remote Interactive Road Maps and using the grid references simulate various scenarios of how to respond to children's crossings using the model vehicles and signs cards.

Zebra Crossings

Facilitator Actions



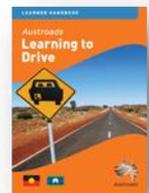
Refer participants to page 34 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 34
- Demonstrate practical examples of giving way at a zebra crossing on the Urban and Remote Interactive Road Maps and using the grid references simulate various scenarios of how to respond to a zebra crossing using the model vehicles and signs cards.

Traffic Lights at Pedestrian Crossings

Facilitator Actions



Refer participants to page 34 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 34
- Demonstrate practical examples of observing traffic lights at pedestrian crossings on the Urban and Remote Interactive Road Maps and using the grid references simulate various scenarios of how to respond to traffic lights at a pedestrian crossing using the model vehicles and signs cards.

Shared Zones

Facilitator Actions



Show slide 66 and follow the facilitator notes. Refer participants to page 34 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 34
- Demonstrate practical examples of observing shared zones on the Urban and Remote Interactive Road Maps and using the grid references simulate various scenarios of how to respond to shared zones at a pedestrian crossing using the model vehicles and signs cards.

Horse and Bicycle Riders

Facilitator Actions



Show slide 67 and follow the facilitator notes. Refer participants to page 35 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 35
- Demonstrate practical examples of giving way to horse and bicycle riders on the Urban and Remote Interactive Road Maps and using the grid references simulate various scenarios of how to give way to horse and bicycle riders using the model vehicles and signs cards.
- Complete the Self-Test on page 36 covering Pedestrians, Pedestrian Crossings, Children's Crossings, Zebra Crossings, Traffic Lights at Pedestrian Crossings, Shared Zones, Horse and Bicycle Riders

Buses

Facilitator Actions



Show slide 68 and follow the facilitator notes. Refer participants to page 37 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 37
- Demonstrate practical examples of giving way to buses on the Urban and Remote Interactive Road Maps and using the grid references simulate various scenarios of how to give way to buses using the model vehicles and signs cards.

Emergency Vehicles

Facilitator Actions



Show slide 69 and follow the facilitator notes. Refer participants to page 38 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 38
- Demonstrate practical examples of giving way to emergency vehicles on the Urban and Remote Interactive Road Maps and using the grid references simulate various scenarios of how to give way to emergency vehicles using the model vehicles and signs cards.

Level Crossings

Facilitator Actions



Show slide 70 and follow the facilitator notes. Refer participants to page 40 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 40
- Demonstrate practical examples of giving way to emergency vehicles on the Urban and Remote Interactive Road Maps and using the grid references simulate various scenarios of how to give way to emergency vehicles using the model vehicles and signs cards.

Merging

Facilitator Actions



Show slides 71 – 73, following the facilitator notes for each slide. Refer participants to page 41 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 41
- Demonstrate practical examples of giving way when merging on the Urban and Remote Interactive Road Maps and using the grid references simulate various scenarios of how to give way when merging using the model vehicles and signs cards.

U-Turns

Facilitator Actions



Show slides 74 – 75, following the facilitator notes for each slide. Refer participants to page 41 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 41
- Demonstrate practical examples of where and when it is safe to make a U-turn on the Urban and Remote Interactive Road Maps and using the grid references simulate various scenarios of where and when it is safe to make a U-turn using the model vehicles and signs cards.

Parked Vehicles

Facilitator Actions



Show slide 76 and follow the facilitator notes. Refer participants to page 42 of the Learner Handbook and talk through the text and pictures, carefully explaining what they mean using the definitions in the book. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Read Learner Handbook page 42
- Demonstrate practical examples of where and when it is safe to make a U-turn on the Urban and Remote Interactive Road Maps and using the grid references simulate various scenarios of where and when it is safe to make a U-turn using the model vehicles and signs cards.
- Complete the Self-Test on pages 43 - 44 covering Buses, Emergency Vehicles, Level Crossings, Merging, U-Turns and Parked Vehicles.
- To complete and summarise this Section 7 – Other Road Users, identify practical examples of the theory in a demonstration drive around the local community with the facilitator and other licenced drivers. Participants may wish to take their Learner Handbooks with them for reference.

Module 4 – Learner Driver Rules

Suggested session length: 1.5 hours (Add 2 hours if playing the Choice and Consequences Game)

Before you begin...

Room Set-up

- tables and chairs in either small groups of 3-4 per table or in a U-shape
- computer laptop and data projector,
- projector screen or blank wall,
- whiteboard or flipchart stand,
- flipchart paper and textas,

Resources

- PowerPoint Slide Set – Slides 77 – 82
- Participant Answer Sheet
- Pens and paper sets for writing – at least 1 of each per participant
- Information on the cost of a Learner’s Licence in your jurisdiction
- Sheets of paper and textas for each table
- Whiteboard or flipchart stand with flipchart paper and whiteboard/flipchart markers
- Austroads Learner Handbook
- Choice and Consequences Board Game

Overview

This module is designed to focus participants on the specific rules that apply to Learner Drivers. The rules are designed to keep Learner Drivers and other road users safe while they develop their driving skills and behaviours, and before they get their open licence. The first part of the module is delivered in a quiz format and the second part as an interactive board game (Choice and Consequences).

Learner Driver Rules - Quiz

Facilitator Actions



Explain to participants that they will now be exploring some rules that are designed specifically for learner drivers and that it is really important that they know and understand them. Tell them that we will do this in a quiz format and that they will work in pairs. (You could also have participants work alone.)

Show slides 77 – 79, following the facilitator notes for each slide. Slide 79 contains animated graphics which need you to click through using your mouse to reveal each graphic. As each graphic appears, ask

the participants to record on their answer sheet (or verbally), which Learner Driver Rule the graphic represents.

At the end of the quiz check the answers with the participants as described in the slide notes. You could refer participants to page 45 of the Learner Handbook to show them where the quiz material is located. You may also wish to talk through some of the other information on this page to reinforce learning. Encourage questions and allow ample opportunity for discussion. Correct any misunderstandings and clarify any confusion.

Participant Activity

- Complete Quiz using slides and Participant Answer Sheet
- Debrief Quiz answers with facilitator
- Read Learner Handbook Page 45

Choices and Consequences Game

Suggested session length: 2 hours

Please note: The Choices and Consequences game is designed to reinforce all of the learning from the program. It also looks at driver behaviour and attitudes and is an important part of preparing learners for getting their Learner Licence. It is suggested that the game is played BEFORE the Test Yourself Answer session.

Facilitator Actions



Show slides 81 - 82, following the facilitator notes for each slide. Follow the separate 'Driving Game Instructions' and 'Driving Game Answers' for the Choices and Consequences Game.

Participant Activity

- Play the game Choices and Consequences Game and discuss and clarify any points of misunderstanding or confusion as the game progresses.

Module 5 – Test Yourself Answers

Suggested session length: 2 hours

Before you begin...

Room Set-up

- tables and chairs in either small groups of 3-4 per table or in a U-shape
- computer laptop and data projector,
- projector screen or blank wall,
- whiteboard or flipchart stand,
- flipchart paper and textas,

Resources

- PowerPoint slide Set – slides 83 – 85
- PowerPoint slide Set - Austroads Learning to Drive Kit TEST YOURSELF Answers (slides 1 – 26)
- Pens and paper sets for writing – at least 1 of each per participant
- Sheets of paper and textas for each table
- Whiteboard or flipchart stand with flipchart paper and whiteboard/flipchart markers
- Austroads Learner Handbook
- 'Are You Ready?' Checklist

Overview

This module is designed to focus participants on the specific rules that apply to Learner Drivers. The rules are designed to keep Learner Drivers and other road users safe while they develop their driving skills and behaviours, and before they get their open licence.

Test Yourself Answers

Facilitator Actions



Show slide 83 and follow the facilitator notes. Use the separate PowerPoint slides '**Austroads Learning to Drive Kit TEST YOURSELF Answers**', and work through each section's self-test answers.

Participant Activity

- Refer to Learner Handbook page 47 – 48
- Mark a colleague's answers against the correct answers provided by the facilitator in the PowerPoint slides '**Austroads Learning to Drive Kit Test Yourself Answers**' and pages 47 - 48 of the Learner Handbook.

- Give results to colleague.
- Check own results and identify any incorrect answers.
- Refer to relevant section of the Learner Handbook for the correct responses to understand and clarify any misunderstandings.

Final Steps and Costs

Facilitator Actions



Show slide 84 and follow the facilitator notes.

Participant Activity

- Complete the 'Are You Ready' Checklist.

Program Closure

Facilitator Actions



Pack up materials and check that all are returned and stored securely for the next session.

For State and Territory Program Trial ONLY, complete program evaluation if required and return results to your Austroads Program Coordinator. Report any concerns or issues to assist in the continuous improvement of the program.

Thank you!

****END OF PROGRAM****