



WHAT TO DO AFTER THE EVENT

Now that you have successfully completed your Walk + Bike to School Day event for 2009, here are some suggestions for maintaining your forward momentum and keeping kids healthy, safe and active. Details on items below can be found at the Oregon Walk + Bike to School website: www.walknbike.org.

1. Contact volunteers and schools

- a. Give thank you's to volunteers, VIP's, and others.
- b. Start a newsletter – give a summary of the event; include photos and personal stories and comments.
- c. Schedule a School Team meeting to recruit members and volunteers for future encouragement. activities or Safe Routes to School programs.

2. Conduct Surveys

- a. Parent Survey of your event or community needs.
- b. Student Survey of your event or student needs.
- c. Walkability and Bikeability checklists (these can be downloaded at: <http://www.walknbike.org/site/resources.html>)

3. Start Engineering Planning or Projects

- a. Walkabout with City engineer, School Team, public.
- b. Determine needs.
- c. Plan improvements.
- d. Make requests to City or other authority. Safe Routes Action Plan is a fantastic resource to have when applying for further funding either through the Federal Safe Routes to School program or other agency or foundation grants.

4. Update or Provide Bike Parking

- a. Analyze conditions at your school.
- b. Determine and prioritize possible improvements and maintenance needs.
- c. Work with school team, school district or city to implement improvements.

5. Drop-off/Pick-up Zone Improvements

- a. Analyze existing conditions during rush hours.
- b. Determine improvements.
- c. Work with school team, school district or city to implement improvements.

6. Other Encouragement programs (<http://www.walknbike.org/site/resources.html>)

- a. Walk + Bike School Bus, Walk + Bike Across America or Walk + Bike Wednesdays.
- b. K-8 Neighborhood Navigators Curriculum plus Pedestrian and Bicycle Safety Education.
- c. Get training and materials.
- d. Plan programs; recruit volunteers; find prizes and incentives.
- e. Customize program for your school(s).