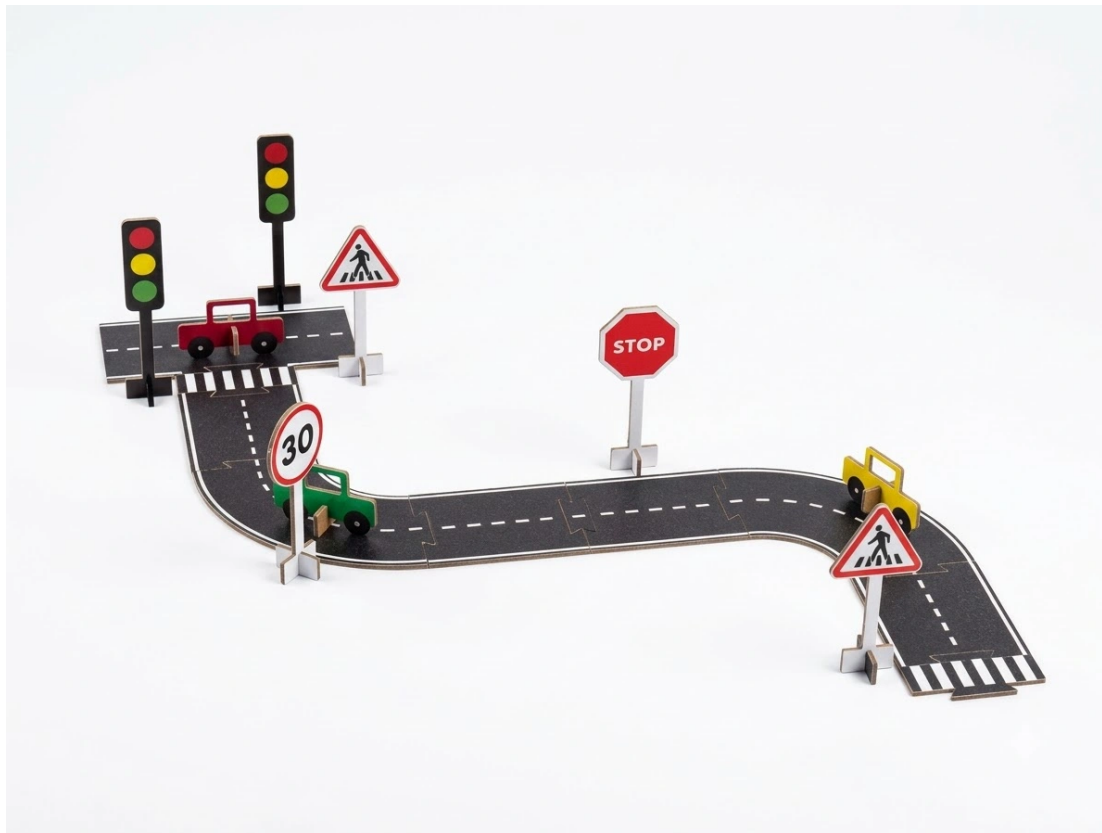


City Road System

My road. My little city!



**JOIN.
PLACE.
PLAY.**

Roads, signs,
lights and cars.

A cardboard kit

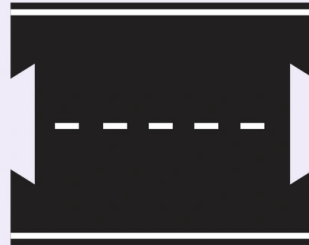
Printed traffic lights. No batteries needed.

STEP 1 OF 12

Find your pieces: roads

Find 4 straight roads, 2 bends, 1 junction piece and 2 zebra crossings.

4x



Straight roads

2x



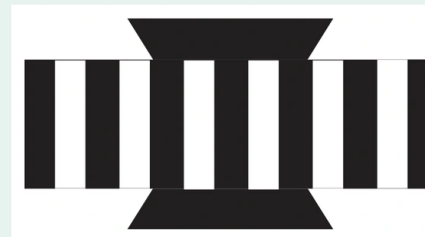
Curved roads

1x



Junction piece

2x



Zebra crossings

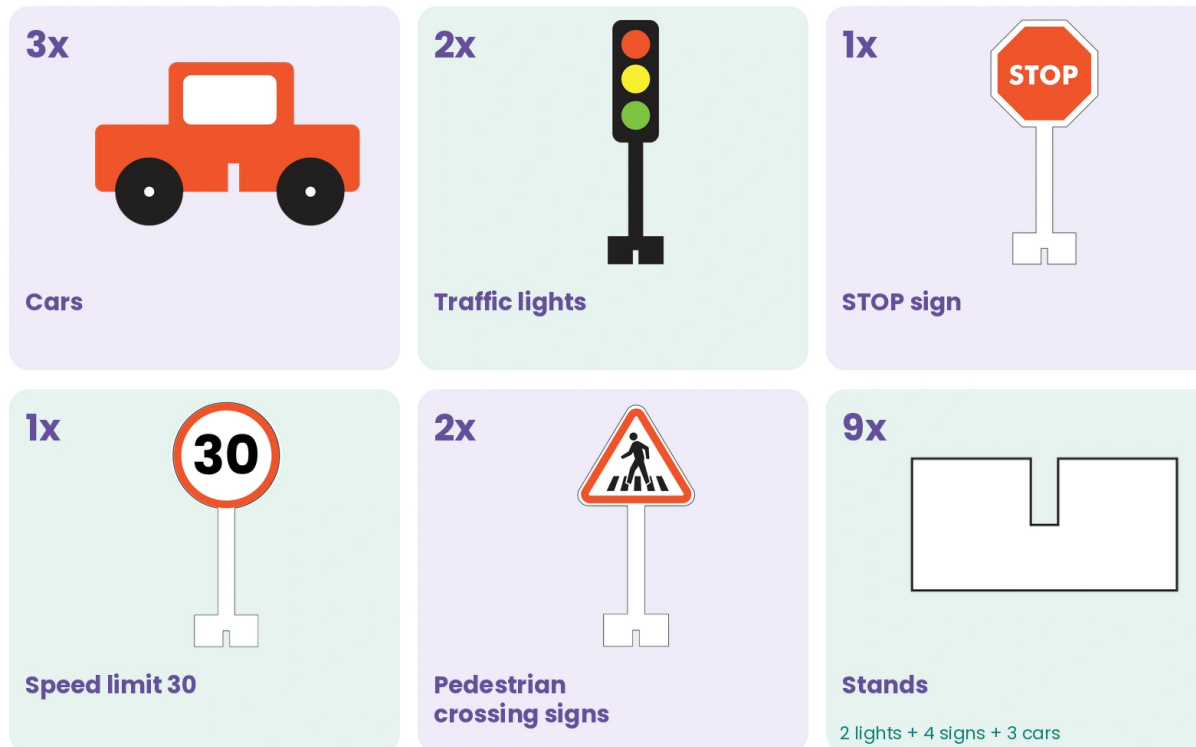
Build on a flat table. Ask a grown-up to help with tight pieces.

CHECK 9 road pieces altogether.

STEP 2 OF 12

Find your pieces: cars and signs

Find 3 cars, 2 traffic lights, 1 STOP sign, 1 speed limit sign and 2 pedestrian crossing signs.



The signs and lights are printed cardboard. No batteries are needed.

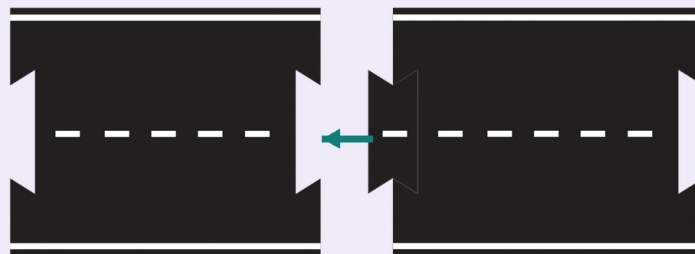
CHECK 9 stands: 2 for lights, 4 for signs and 3 for cars.

STEP 3 OF 12

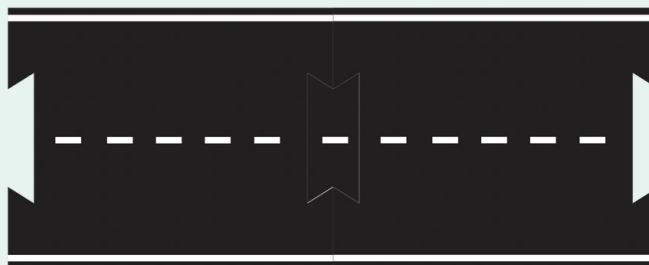
Join two road pieces

Find a tab and a matching gap. Fit them together. Press gently.

1 Find a tab and a matching gap.



2 Fit them together. Keep the road flat.



If the ends do not match, try another piece. Do not force them.

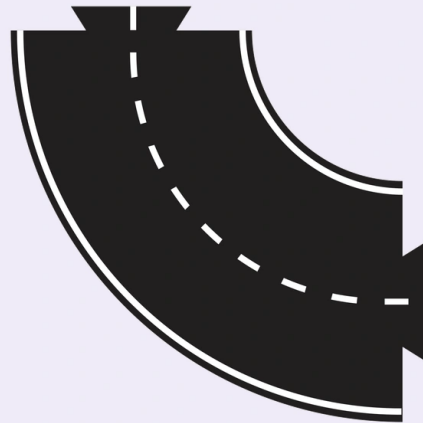
CHECK Both pieces lie flat.

STEP 4 OF 12

Make a bend

Add a curved road piece. Join more pieces to make your road.

Make a bend



Grow your road



The picture shows one layout. Use the pieces that fit your kit.

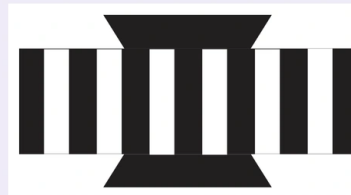
CHECK Can your toy car follow the road?

STEP 5 OF 12

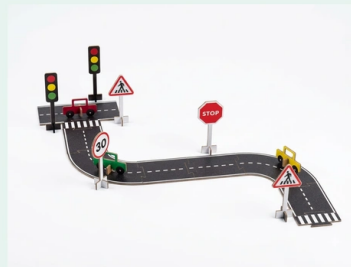
Add the zebra crossings

A zebra crossing is a striped place where people walk across the road. Fit the striped pieces across your road.

Zebra crossing = a place to walk across.



Fit the stripes across the road.



On a real road, cross with a grown-up. Stop, look and listen, then wait until it is safe.

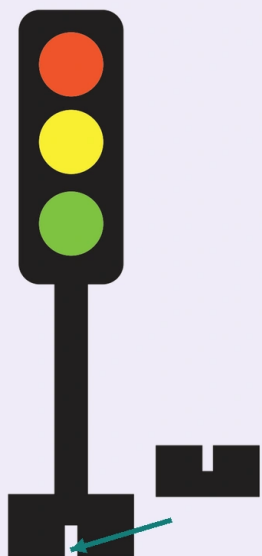
CHECK Keep the stripes clear for people.

STEP 6 OF 12

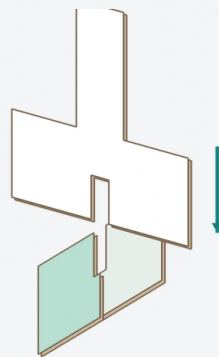
Stand up the lights

Match a light with a little stand. Turn the stand across the light. Slide the cuts together.

1 Find the slots

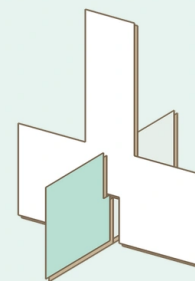


2 Slide together



One slot up.
One slot down.

3 A crossed stand



Make 2 stand up.

Use 2 stands for 2 lights. Place lights beside the junction, facing the cars coming towards them.

CHECK The light stands up.

STEP 7 OF 12

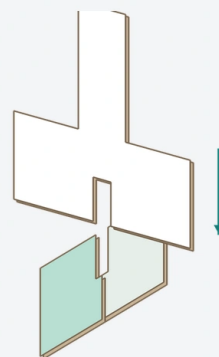
Stand up the signs

Fit a little stand onto each sign in the same way. Put the signs beside the road.

1 Find the slots

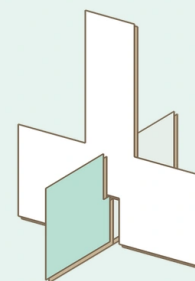


2 Slide together



One slot up.
One slot down.

3 A crossed stand



Make 4 stand up.

Use 4 stands: 1 for STOP, 1 for 30 and 2 for the pedestrian crossing signs.

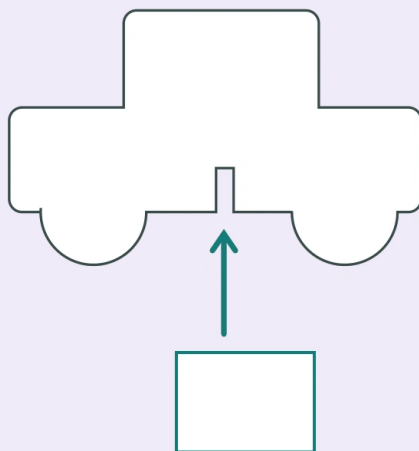
CHECK The road and crossings stay clear.

STEP 8 OF 12

Stand up your cars

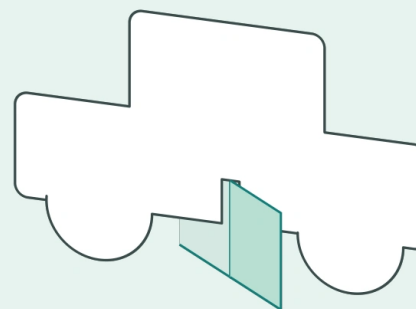
Find a car and its small rectangle. Turn the rectangle across the car. Slide it into the slot underneath.

1 Find the car + rectangle.



Slide it into the slot underneath.

2 Turn the stand across.



Your car stands up!

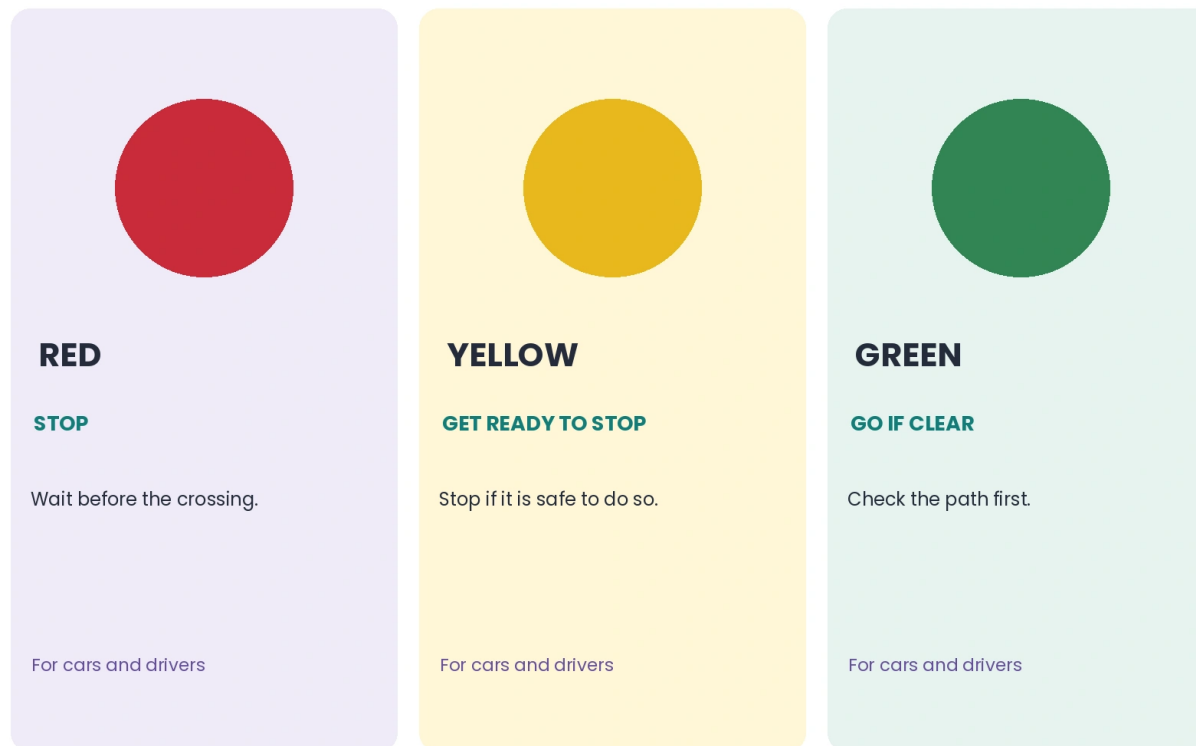
Use 1 stand for each car: 3 cars and 3 stands. Move the cars gently by hand.

CHECK Your car stands upright.

STEP 9 OF 12

What do the light colours mean?

Red means stop. Yellow means get ready to stop; stop if it is safe. Green means go only when the path is clear.



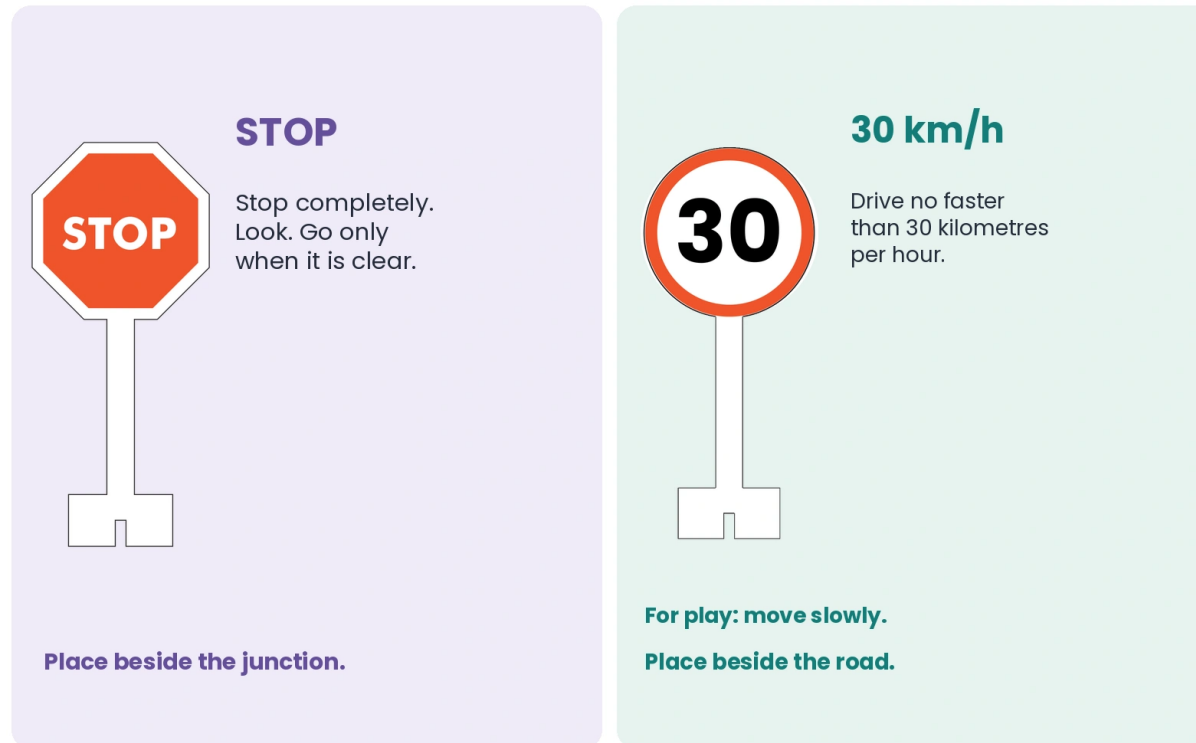
Yellow is also called amber. Point to one printed colour at a time for your pretend game.

CHECK These lights tell drivers what to do.

STEP 10 OF 12

Meet STOP and speed limit 30

STOP means stop completely. The 30 sign means drive no faster than 30 kilometres per hour.



Place STOP beside the junction where roads meet. Place 30 beside the road. Face both signs towards approaching cars.

CHECK Stop at STOP. Move slowly past 30.

STEP 11 OF 12

Place the pedestrian crossing signs

A pedestrian is a person walking. This triangle warns drivers that people may cross ahead.

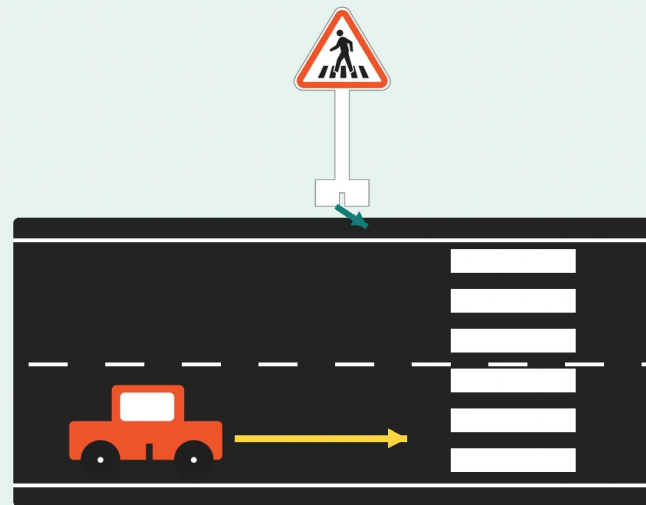
Pedestrian = a person walking



People may cross ahead.

The sign warns drivers.

Place the sign BEFORE the stripes.



Toy car travels this way

Keep the sign beside the road.

Keep signs beside the road, facing approaching cars. The stripes go across the road; the signs stay off the stripes.

CHECK Put each sign before a zebra crossing.

STEP 12 OF 12

Stop. Look. Go!

Point to a light colour. Move or stop your toy car. Stop for people at the crossing. Take turns with a friend.



RED: stop.

YELLOW: stop safely.

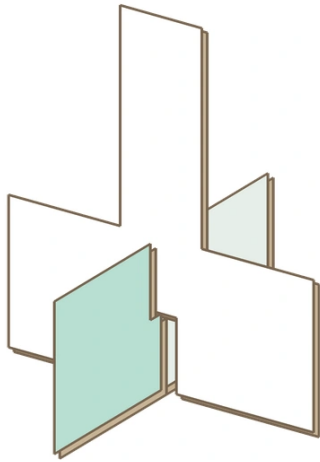
GREEN: go if clear.

**Let people cross.
Take turns.**

On a real road, stay with a grown-up. A green light for cars does not tell children to cross.

CHECK Can you explain each sign?

A little help for little hands



Two flat pieces make a crossed stand.

Count and fit together

Check for 9 road pieces, 3 cars, 2 lights, 4 signs and 9 stands. The stands support 2 lights, 4 signs and 3 cars. Match the slots and press gently. Do not force pieces or cut new slots.

Sign and light stands

The two pieces cross at right angles. One cut opens up and the other opens down. Slide them together. Keep small loose pieces out of mouths.

Cars and their stands

Fit each small rectangular support across the slot under its car. Check that all 3 cars stand upright before play.

Play, then practise with a grown-up

The lights guide drivers. Green for cars does not mean children may cross. Use the striped crossing with a grown-up and wait until it is safe.

Grown-up references: Delhi Traffic Police – road signs; GOV.UK – traffic lights.

On real roads, children stay with a grown-up.

You built a little city!

Where will your toy car go?



Find the crossings. Find STOP. Take turns with a friend.