Obstacle Course

**MEDIUM**

| Planning Hours: 2 | Event Hours: 2 | Best Time to Conduct: Any time of day |

BRIEF DESCRIPTION OF EVENT – Set up obstacle course for volunteers to drive the pedal karts with the impaired goggles or while texting on their phone.

**Items Needed**
- Pedal Kart
- Impaired Googles
- Cellphone
- Traffic Signs/Posters
- Traffic cones, or “Caution” yellow tape
- TDS Volunteers in their TDS t-shirt
- Adult supervision

**Steps**
1. Speak with your TDS sponsor and principal of school to select a date, place and time to conduct event.
2. Contact TDS Rep to schedule pedal kart.
3. Promote the event around school through flyers or over announcements.
4. Before the day of the event, the student leader(s) should confirm the event with principal and make sure to have all the required TDS items.
5. The day of the event, TDS volunteers should be wearing TDS t-shirts.
6. Create an obstacle course that best simulates real roadways.
7. Use traffic cones or tape as barriers; the path should be somewhat narrow.
8. Print and place posters near the cones or on different points of the obstacle course so they can be visible for drivers.
9. Give the student the option to use either a cellphone or the impaired googles.
10. Student will drive through the obstacle course with their visual impairment or distractions.
11. If time permits, allow student to try once driving impaired and the second time without being impaired.
12. Take pictures to send to us, post on social media and your school website!
13. Complete an activity form on t-driver.com under the “Be Involved” tab to earn TDS Cup points. *If in Texas, submit affidavit or sign in sheets as well.*
Don’t Forget
Goal - Remind students to avoid using their phone while driving/drinking and drive.

Make it GREAT
• Reach out to your local media to inform them of the impact you’re making.
• Contact the local police department and ask them to give a presentation about the consequences of driving under the influence.
• For fun: you can issue traffic tickets to those who could not maneuver around the obstacle without hitting a cone or going out of the boundary.