



Railroad Safety

Post-Visit Lesson

Grades: PreK - 2nd grade

Class Time Needed: 30 minutes

Big Idea Students will understand why communication is important.

Maryland Curriculum Standards

Social Studies Framework

- Essential Question (Pre-Kindergarten): How do people connect?
- Essential Question (Kindergarten, 1st grade and 2nd grade): How do movement of goods and ideas influence the growth of a community?

Materials Needed

- Picture book: "I Drive a Freight Train" by Sarah Bridges
- Masking tape to create a stop/finish line on the floor
- Train Communication Game signal sheet (see at the end of this lesson)
- Optional: Train Whistle Meanings video <https://youtu.be/el6xSjkcXTY>

Teacher Resources

Basic Railroad Information for Kids Website

<https://kids.britannica.com/students/article/railroad/276643>



Teacher Resources Continued

National Parks Service - Railroad Vocabulary Lesson

<https://www.nps.gov/teachers/classrooms/workin-on-the-railroad.htm>

Train Whistle Meanings Video

<https://youtu.be/el6xSjkcXTY>

Lesson Procedure

Introduction:

Before the Read Aloud, discuss the following questions with students -

- What do you remember from the field trip with the B&O Railroad Museum?
- How does an engineer know what to do when driving a train?
- What do trains carry? Where do they go?

Read aloud "I Drive a Freight Train" by Sarah Bridges.

Direct Instruction (Student Activity):

Optional: Train Whistle Meanings Video can be played here.

Find a large space (ideally outdoors or a large hallway, gym, or cafeteria) to play the Train Communication Game. Rules are below:

1. For the first round, the teacher is the Engineer and students are the Trains. Students stand shoulder to shoulder along a line on the ground (can be made of tape, chalk, rope, etc) facing the finish line (where the Engineer stands) about 20 feet away.
2. The engineer chooses to communicate STOP or GO using a flag or whistle signal. When the Engineer signals GO, the Trains can move forward until they are given the STOP signal. If a Train moves forward after the STOP signal is given, then that train must return to the starting line.
3. The first Train to reach the finish line becomes the Engineer for the next round. The game can continue for as many rounds as time allows.

*Note: For older students, include other signals such as GO BACK or SLOW DOWN to challenge their knowledge of the signals.

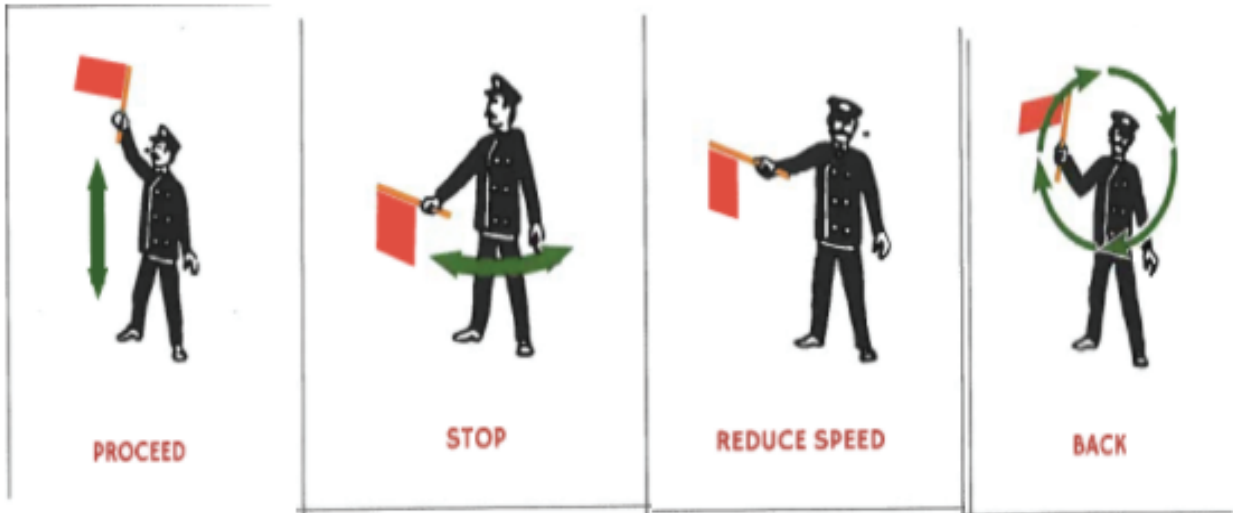
Conclusion:

Discuss with students why it is important for engineers to know all the communication rules when driving a train. What happens if signals are ignored or confused? What types of communication do you use today to avoid problems?



Train Communication Game - Signal Sheet

Flag/Lantern Signals



Whistle/Horn Signals



1 long blast = STOP



2 long blasts = GO



3 short blasts = BACK