



Delong Elementary - Suggested Walking Routes

Suggested Routes

- Walking Route with Sidewalk
- Use Caution: Missing Sidewalk

Features Along Route

- Crosswalk
- School Crossing
- Traffic Signal

Background

- DeLong Elementary
- Walk Boundary
- School
- Park or Open Space
- Waterbody
- School Enrollment Boundary



This suggested route to school map is intended to encourage adults and students to consider walking to school. Adults are responsible for choosing the most appropriate route for their children. Not all possible routes are labeled in this map and some sidewalks may not have curb ramps. Please cross at signalized intersections and at marked crosswalks when available. Learn about transportation options outside of the walk zone at: tacomaschools.org/transportation

LET'S GET TO SCHOOL SAFELY

Tacoma celebrates walking and rolling as normal and fun ways to get to school.



WALK SAFELY



STOP at the edge of the street or curb



LOOK left, right, left and behind you



MAKE EYE CONTACT with drivers



CROSS at corners or at marked sidewalks

BIKE SAFELY



BE PREDICTABLE

Follow all traffic laws and stop at stop signs. Bicyclists are permitted to ride on sidewalks in Tacoma. Discuss with a trusted adult whether to ride on the street or sidewalk along your route to school.

Be aware of traffic. Ride single file in the direction of traffic.

Ride on the right side of the road in a straight line. Avoid the door zone of parked cars.

Use lights when riding at night.

WEAR YOUR HELMET

Your helmet should cover your forehead and rest just above your eyebrows.

Straps should form a V under your ears when buckled.



Tighten the strap so it is snug under your chin.

USE HAND SIGNALS



Right Turn



Slow or Stop



Left Turn

DRIVE SAFELY



SLOW DOWN

Watch and stop for students and families crossing.

PARK SAFELY

Park, stop, and load students only in designated spaces.

FOLLOW TRAFFIC LAWS

Avoid U-turns and keep crosswalks, accessible parking spaces, fire hydrants, bus stops, and driveways clear.