

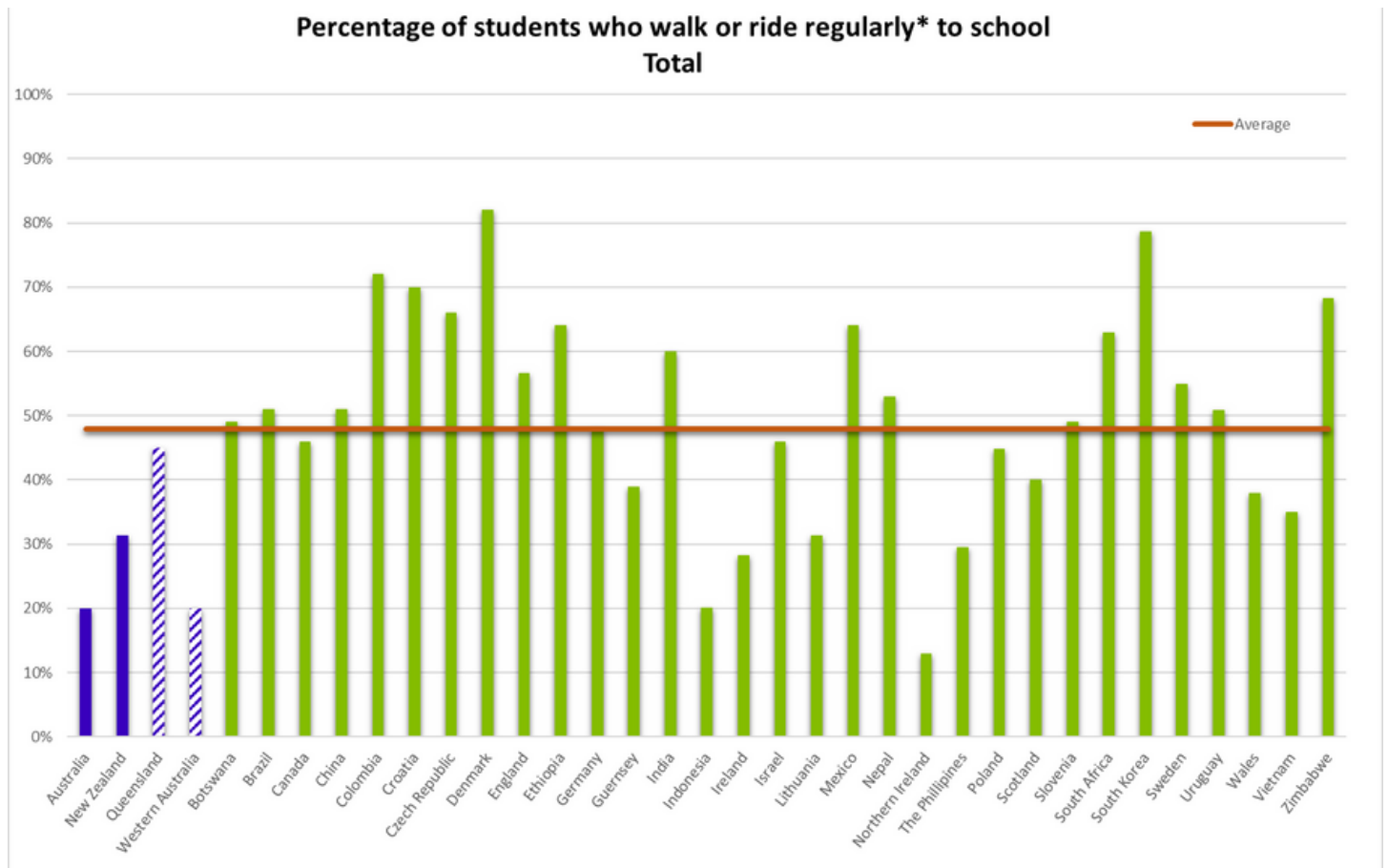
ACTIVE TRAVEL TO SCHOOL



BENCHMARKING

The percentage of school students in Australia and New Zealand that walk or ride regularly* to school, compared to other countries.

*the definition of "regularly" varies according to the data source and is taken to mean at least once a week on a continual basis.



Note: data collected often uses differing methodology, data collection and age groupings, so there may be slight inconsistencies with the datasets.

Locations shown for all charts are only those that have data available.

Data sources:

Western Australia: https://www.transport.wa.gov.au/mediaFiles/active-transport/AT_P_Declining_Rate_walking_cycling_to_school_in_Perth.pdf

Queensland: https://www.health.qld.gov.au/_data/assets/pdf_file/0029/857090/child-pa-factsheet.pdf

Australia: <https://www.rchpoll.org.au/wp-content/uploads/2019/02/20190207-travelling-to-school-habits-of-australian-families-1.pdf>

China: <https://www.sciencedirect.com/science/article/pii/S1728869X22000570>

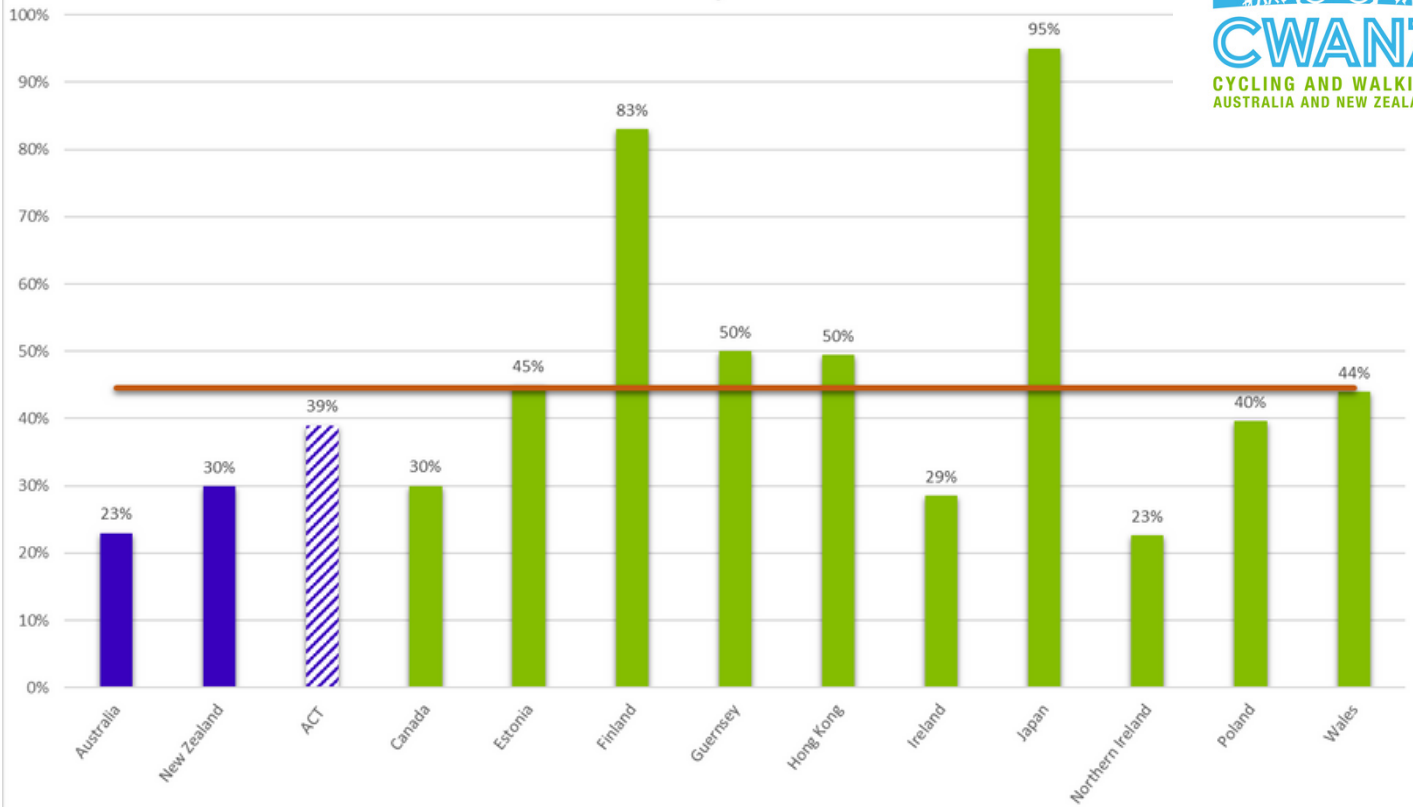
Poland: <https://www.mdpi.com/1660-4601/19/7/4276>

Scotland: <https://www.sciencedirect.com/science/article/pii/S1728869X22000466>

South Korea: <https://www.sciencedirect.com/science/article/pii/S1728869X22000739>

All others: <https://www.activehealthykids.org/>

Percentage of students who walk or ride regularly* to school Primary School



Data sources:

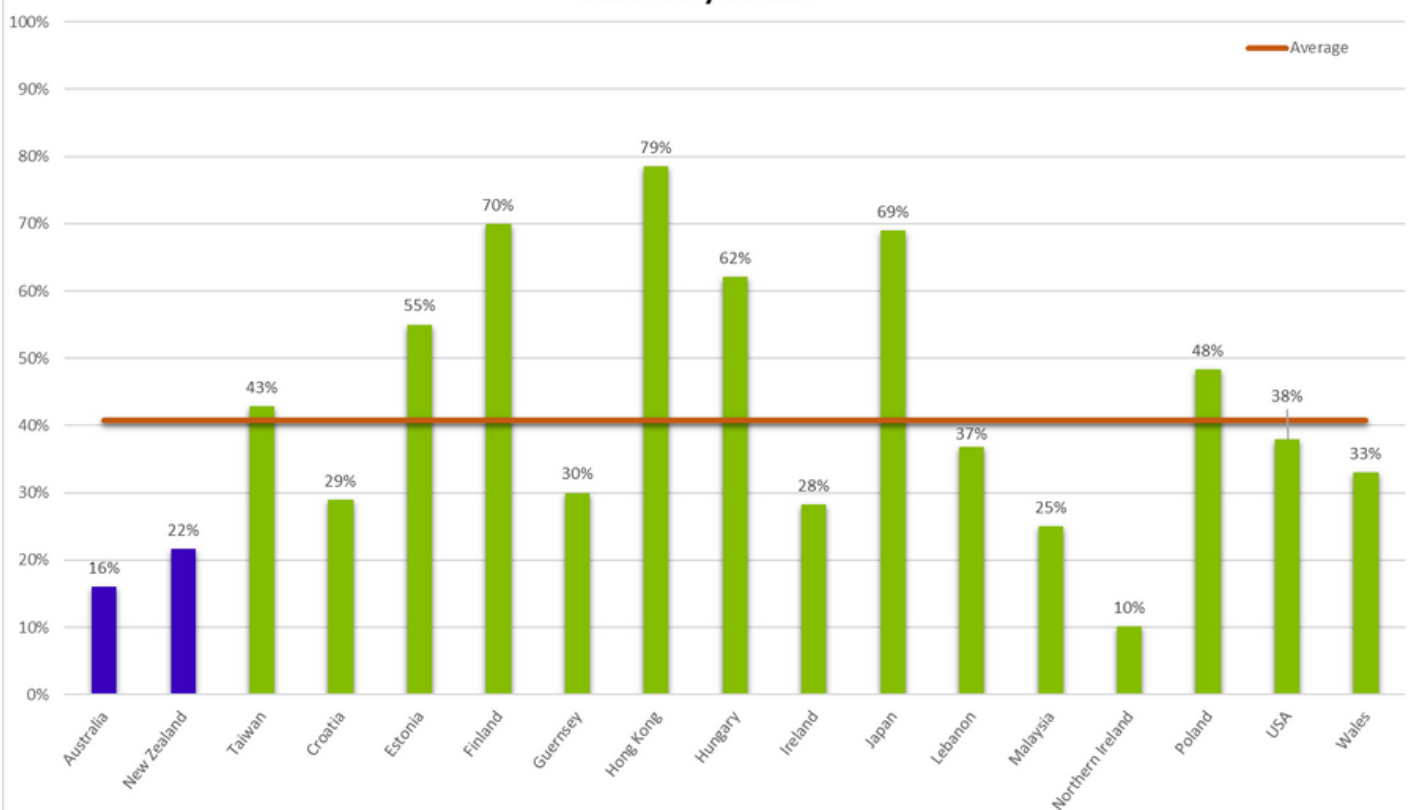
ACT: <https://health.act.gov.au/sites/default/files/2019-09/Focus%20on%20Children%27s%20Physical%20Activity%202018.pdf>

Finland: https://www.likes.fi/wp-content/uploads/2022/03/Report-Card_2022.pdf

Poland: <https://www.mdpi.com/1660-4601/19/7/4276>

All others: <https://www.activehealthykids.org/>

Percentage of students who walk or ride regularly* to school Secondary School



Note: data collected often uses differing methodology, data collection and age groupings, so there may be slight inconsistencies with the datasets.

Locations shown for all charts are only those that have data available.

Data Sources

Taiwan: <https://www.sciencedirect.com/science/article/pii/S1728869X22000648>

Finland: https://www.likes.fi/wp-content/uploads/2022/03/Report-Card_2022.pdf

Malaysia: <https://www.sciencedirect.com/science/article/pii/S1728869X22000740#bib26>

Poland: <https://www.mdpi.com/1660-4601/19/7/4276>

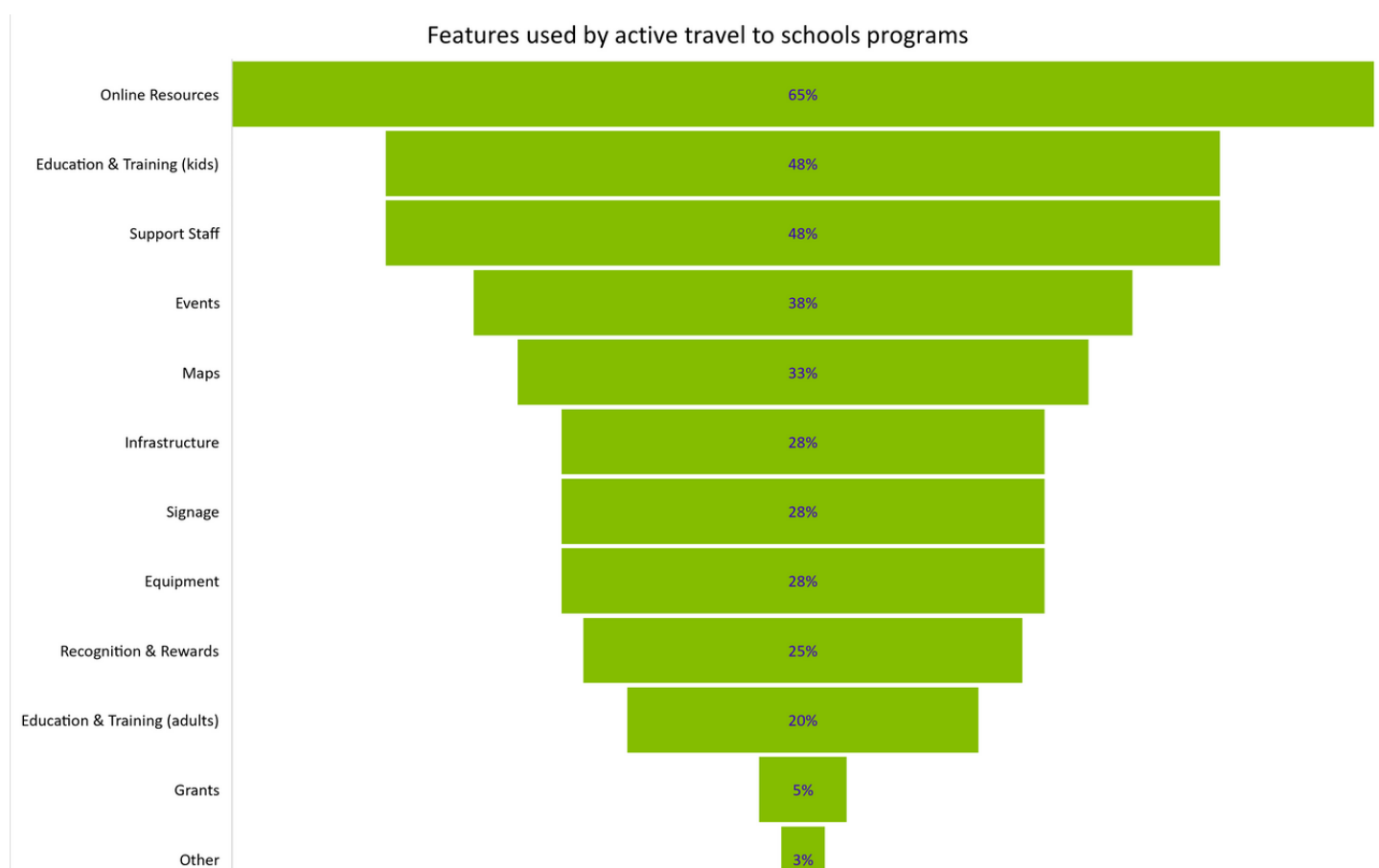
All others: <https://www.activehealthykids.org/>

ACTIVE TRAVEL TO SCHOOL PROGRAMS



FEATURES

Key components of active travel to school programs across Australia and New Zealand. Programs are listed on https://www.cwanz.com.au/resources/results/?resource_category=active-travel-to-school-programs



Cycling and Walking Australia and New Zealand (CWANZ) is the Australasian lead reference group for walking and bike riding on transport and recreation networks. Members include senior and executive level leaders from all Australian state and territory transport agencies, New Zealand Transport Agency, local government representatives and leading advocacy groups and peak bodies for walking, cycling, health and mobility.

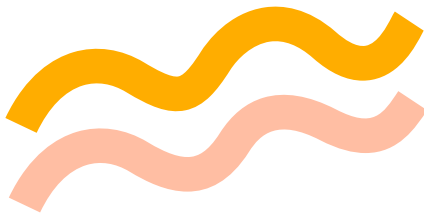
The views and opinions expressed in this factsheet do not necessarily reflect those of any member of CWANZ. Although reasonable efforts have been made to ensure that the contents of this publication are factually correct, CWANZ does not accept responsibility for the accuracy or completeness of the contents.

Key features of successful* ACTIVE TRAVEL TO SCHOOLS PROGRAMS

*According to the
program owner

1 Low Cost

- Online resources
- Pre-existing event days
(e.g. [National Ride2School Day](#), [National Walk Safely to School Day](#))
- Recognition and Rewards
- Maps

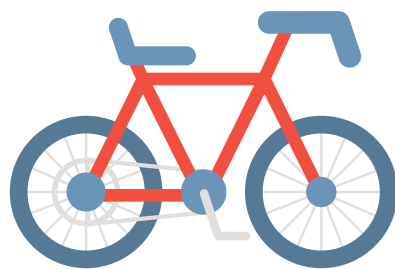


2 Education and Training

- Skills sessions
- Bike education
- Road safety
- Accredited training courses for instructors & teachers
- Support staff

3 Infrastructure and signage

- Bike storage
- Bike racks
- Safe and connected paths in surrounding area



4 Equipment

- Bikes (donated or loan)
- Helmets
- Crossing equipment
(e.g. flags, stop signs, whistles, vests)

5 Other

- Grants
- Bike safety checks
- Gamification**



** Gamification means adding games or game-like elements to something to increase participation

