<u>Safe Walking Routes to Thunder Ridge Elementary</u>

Quail Hill

A bus stop is located at the corner of Valcrest Drive and Stone Gate Drive. All Quail Hill students will ride the bus, or be driven by parents to school.

Sunrise Meadows

Students will make their way to the sidewalk on the west side of Buffalo Drive. Follow Buffalo Drive south to 800 West. Continue south along 800 West. There is a crossing guard at the corner of 800 West and 400 North that will help students cross the street safely. Students will then follow a sidewalk that leads onto Thunder Ridge property, and to the back of the school.

The Ridge

Students make their way to 800 West. Follow 800 West to 400 North. There is a crossing guard at the corner of 800 West and 400 North that will help students cross the street safely. Students will then follow a sidewalk that leads onto Thunder Ridge property, and to the back of the school.

• Note-There is a crosswalk and flags for students to safely cross over Talus Ridge Drive.

Sierra Estates

Follow Bono Blvd. to Grand Sierra Way. Follow Grand Sierra Way to 400 North and turn East to reach the Crossing Guard. The crossing guard will help students cross 400 North safely. Follow 400 North heading west until you reach the church. You will be able to walk along the west side of the church parking lot to reach a gate. This leads onto Thunder Ridge property and to the back of the school.

Neptune Park

Follow Carlton Avenue to Bono Blvd. Follow Bono Blvd. west to reach Grand Sierra Way. Follow Grand Sierra Way to 400 North and turn East to reach the Crossing Guard. The crossing guard will help students cross 400 North safely. Follow 400 North heading west until you reach the church. You will be able to walk along the west side of the church parking lot to reach a gate. This leads onto Thunder Ridge property and to the back of the school.

Sunset Haven

Make your way to Marie Way. Follow Marie Way west. Once you pass the kindergarten playground, follow the sidewalk along the front of the school.