

STAY HEALTHY STREETS AND SCHOOLS



Aki Kurose Middle School

Aki Kurose Middle School is on a Stay Healthy Street that is open for students and adults walking, rolling, and biking and closed to pass through traffic.

What is a Stay Healthy Street?

Stay Healthy Streets are open for people walking, rolling, biking, and playing and closed to pass through traffic. The goal is to open up more space for people to keep physical distance.

In response to the COVID-19 pandemic, some neighborhood greenways were upgraded to Stay Healthy Streets and opened to people walking, rolling, and biking. These streets have enhanced safety features like speed humps, stop signs, and crossing improvements at major streets. Like any residential street, pass through traffic is discouraged, but local access, deliveries, waste pickup and emergency vehicles are allowed.

With the designation of Stay Healthy Streets, it becomes okay to walk in the street to keep 6 feet apart.

How can I use a Stay Healthy Street when taking my child to and from school?

- When possible, walk, roll, or bike with your child on the Stay Healthy Street
- If you must drive to school, try parking 1 block away and finishing the trip on foot to avoid driving on the Stay Healthy Street
- If you must drive on the Stay Healthy Street, use extra caution, expect children and adults in the street, drive slowly, and limit driving on Stay Healthy Streets to one block or less

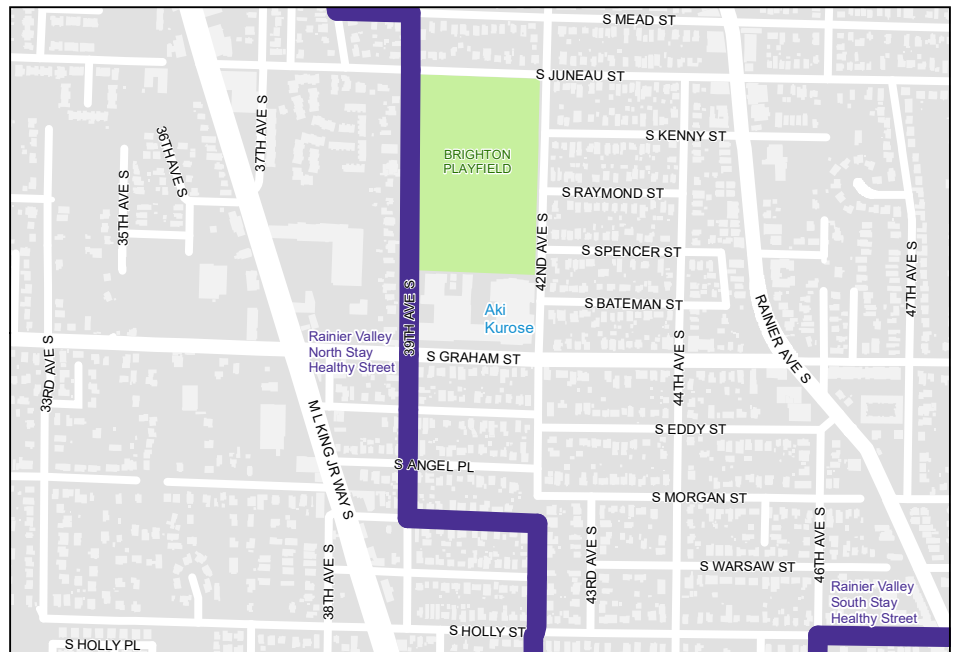
To learn more about Stay Healthy Streets and give us your feedback visit our website at: www.seattle.gov/stayhealthystreets

**LOCAL
ACCESS
ONLY**



**Go Slow
and Share
the Road**

seattle.gov/stayhealthystreets



Seattle
Department of
Transportation

STAY HEALTHY STREETS

Rainier Valley

- Open Restaurant
- Open Store
- Temporary Pick Up Zone
- New Stay Healthy Streets
- Existing Stay Healthy Streets
- ◆ Crossing Improvement
- 🚦 Crossing Signal
- ⚡ Flashing Beacon Crossing

Existing Bike Facilities

- In Street, Minor Separation
- Multi-use Trail
- Neighborhood Greenway

