

# STOW SAFETY TOWN

## *Sponsored by Stow Police Department – Stow Youth Services*

Dear Parents,

A sad but true fact is that more children die every year from injuries than from all diseases combined. We believe that early education is one of the best and most effective tools to help reduce this troubling statistic. Safety Town is a safety education program for children who will be entering Kindergarten in the fall. Any child who will be five on or before August 1st and lives in the City of Stow is eligible to attend.

The sessions will be held for one week (M-F) for 2.5 hours per day. The curriculum is varied and includes such topics as fire safety, safety belts, pedestrian safety, bike safety, bus safety, stranger awareness, and playground safety. Safety Town employs two full-time certified teachers to plan and lead the daily educational process. They are assisted by the Education Specialists from the Stow Fire and Police Departments, as well as other outside safety experts.

## 2017 Registration Information

(Students need only sign up for ONE class)

[Session 1: June 12 - June 16](#)

[Session 2: June 19 - June 23](#)

[AM Class: 8:30 - 11:00 am](#)

[AM Class: 8:30 - 11:00 am](#)

[PM Class: 12:00 - 2:30 pm](#)

[PM Class: 12:00 - 2:30 pm](#)

**COST: \$40 per student per class**

**Location: Stow Safety Center**

**Deadline to register is May 12, 2017**



Visit [StowOhio.RecDesk.com](http://StowOhio.RecDesk.com) for information and to register online. You may also stop in City Hall and register in person in the Parks & Recreation office. You may pay by credit card, cash or check, made payable to City of Stow.

Once your child is registered, you will receive confirmation via email by May 19th. An informational session for parents to discuss what your child will learn in Safety Town, will be held on June 6th from 6-7 pm at the Stow Police Department in the Community Room. For additional information contact Stow Youth Services at **330-689-5860** or [tcarter@stow.oh.us](mailto:tcarter@stow.oh.us).