

TRC11 School of Driving : Words

road Where people with a licence are allowed to drive cars, to ride bikes / motorbikes, or walk
road-user People moving along or across the road, or sitting in or on a vehicle (including bike) on it
new road The road you're about to drive into
end of the road Where your road doesn't continue forwards (so you have to turn a corner)

pavement The strip of hard surface alongside a road, where pedestrians can walk away from traffic
lane The part of the road to drive along, parallel to others going the same (or opposite) way
drive A strip of land leading off a public road to private land or a parking space
ahead In front of your car, going forwards, without turning into a side-road
line The track your car makes over the top of a particular length of road

dead end A road which you can't get out of without going back the way you've come
kerb A border of stone, raised or at ground level ("dropped") between pavement and road
camber The way the road slopes towards the kerb on each side, to drain water away to the gutters
bend Any curve in the road, so that it deviates from going in a straight line
corner The turn you have to make to go into a new road leading off from the one you're on

control Having your eyes & brain, feet & hands, working to keep the car doing only what you want
hazard Anything that might make you change speed or direction
safe As sure as you can be that you've minimized the chance of risk or injury to you and others
convenient Not getting in the way of any other road user who might want to continue on their journey
vulnerable Being at risk (often, walkers and cyclists, who aren't travelling in a metal box like you !)
efficient Make best use of space (and time) on the road to maximize safety (minimize disruption)

manoeuvre Adjusting the car's position, often involving reverse or pointing it the opposite way
oncoming Road users coming towards you, from ahead
give way Allow a road user coming toward you, along the new road, or crossing your path, to go first
priority The legal right of someone else on the road to move off, or go in front of you, first
merge To fit, or blend, together two or more strands or lines of traffic so they become one line

observation Looking, so you know what's around you before you change speed or direction
progress Getting to where you need to go, using the maximum SAFE speed
hesitation Stopping or slowing down, where you shouldn't need to (if you're planning ahead)
planning Working out what WILL BE happening in the next few seconds, so you can get ready for it
anticipate Imagining what could happen (in the road ahead)

defensive Driving in a way that "absorbs" mistakes which other road users may make
eco-safe driving Using the least fuel (and causing least wear to brakes and car's mechanical parts)
carriageway An older word for "road", from a time when horse-drawn carriages followed set routes
dual-carriageway Where each direction of traffic is separated by fence, grass, or kerbs; not just white lines
(Note: NOT a description of how many lanes of traffic can travel in each direction)

motorway Special high-speed dual-carriageway not available to learners, usually with 3 lanes