

3 WATER SAFETY GAME

This activity is designed to reinforce sensible behaviour when near water. It can be printed off and used in small groups as an extension activity.

AIM:

- To raise children's awareness of the appropriate behaviour near inland waterways (canals, rivers, lakes, reservoirs etc.)
- To alert children to the fact that their behaviour has consequences.

YOU WILL NEED:

- **For each group:** the board game sheet, cards, scissors, pencil, dice.
- **For each child:** a counter, photocopied cards for filling in (see page 17).

ACTIVITIES


- Explain to children that the board game rewards sensible actions and dangerous ones will be penalised. Divide the children into groups of four.
- Before playing, the cards will need to be completed. Get the children to read the cards and to decide whether the action is a sensible one (forward) or a dangerous one (backwards) and fill in the cards to say how many moves backwards or forwards you go if you pick that card. (The answers are on page 15.)
- Once the children have filled in the cards they cut them out and place them in the space on the board game sheet (see page 16). Roll the dice. Even numbers go ahead 2 spaces. Odd numbers go ahead 1 space. Follow the instruction in the space. As the game progresses, used cards are returned to the bottom of the pile.
- At the end of the game, get children to recap some of the actions which would have negative consequences, and on those which would have positive consequences. Remind the children of the **SAFE** message. Discuss why it's a good message to follow.



Ask the children to decide whether the action on the card is positive or not and then write in the instruction.

- 1 You remember to always **Stay Away From the Edge**. *Forwards 1*
- 2 You don't walk on a frozen river – you use a bridge instead. *Forwards 1*
- 3 You try to go across a lock gate because of a dare. *Backwards 1*
- 4 You refuse to swim in the river because you know it can be dangerous. *Forwards 1*
- 5 You wade into the water to get a ball back. *Backwards 1*
- 6 You go to the reservoir by yourself, without telling anyone. *Backwards 1*
- 7 Someone needs help in the water. You still **Stay Away From the Edge**. *Forwards 1*
- 8 You jump off a bridge because your friend did. *Backwards 1*
- 9 A friend tells you it's OK to swim in the river. You don't because you know it's not safe. *Forwards 2*
- 10 You push a friend in the water 'for a laugh'. *Backwards 1*
- 11 You slip on some wet grass by the edge of the canal. *Backwards 1*
- 12 You play with lock gears and trap your fingers. *Backwards 1*
- 13 You visit a canal with an adult and have a great time. *Forwards 1*
- 14 You keep your eyes open and avoid tripping over a rope. *Forwards 1*
- 15 You're thirsty and the water looks clean, so you drink some. *Backwards 1*
- 16 You accidentally fall in the water and the first thing you do is float. *Forwards 1*

1. You remember to always **Stay Away From the Edge**.



Forwards 1

.....

5. You wade into the water to get a ball back.



Backwards 1

.....


3. You try to go across a lock gate because of a dare.



Backwards 1

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6. You go to the reservoir by yourself, without telling anyone.



Backwards 2

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4. You refuse to swim in the river because you know it can be dangerous.



Forwards 1

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10. You push a friend in the water 'for a laugh'.



Backwards 1

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13. You visit a canal with an adult and have a great time.



Forwards 1

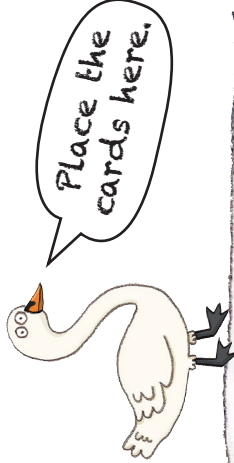
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WATER SAFETY GAME

How to play the game

1. Use a small object as your counter.
2. Each player rolls the dice in turn. For even numbers go forwards 2 spaces, for odd numbers go backwards 1 space.
3. Follow the instructions on the space or card.
4. The winner is whoever makes it to the school / house (whatever the end point is) safely. - shout for help.



1. Pick up a card.

2. You take an adult. Go ahead 1 space.

5. Pick up a card and give it to another player.

4. Pick up a card.

3. You drop some litter. Miss a turn.

6. You **Stay Away From the Edge**. Go ahead 1 space.

7. Throw again and go back that number of spaces.

8. Swap places with the player behind you.

FINISH

10. Throw again and go back to the space with that number.

9. Pick up 2 cards and follow both instructions.



START



1. You remember to always **Stay Away From the Edge.**



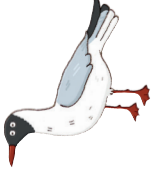
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15. You're thirsty and the water looks clean, so you drink some.



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16. You accidentally fall in the water and the first thing you do is float.



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