

Fire! Keep Safe!



This Programme links to the safety aspect of the Squirrel Smile Award – I’m Learning!

An introductory activity can be used as the Squirrels arrive at the meeting place – colouring or simple puzzles can keep children occupied until all the Drey arrives or use a ‘joining-in’ style game, such as ‘The farmer wants a wife’ or ‘Duck, duck, goose’ or a circle format ball game. Add snack time where necessary!

TIME (mins)	ACTIVITY	EQUIPMENT
5	Welcome, Register, Opening Ceremony, Introduction to Programme	
10	<p>GAME: Stop, drop, roll</p> <ul style="list-style-type: none"> ○ ‘Stop, drop, roll’ is the action to take should your clothing catch fire – the safety message in this action game! ○ A Leader illustrates and explains the actions – stop (freeze), drop (lie on the ground), roll (roll over 1 or 2 times), get out (walk quickly, don’t run), crawl (crawl along the floor), etc. ○ Squirrels mime the actions as the Leader calls them out 	None
20	<p>ACTIVITY: Do a real Fire Drill!</p> <p>If you have not already done so, this is an opportunity for the Leadership to put an evacuation plan into action and teach the children to exit the building in a safe and orderly manner!</p> <p>Things to consider:</p> <ul style="list-style-type: none"> ○ Ensure that all members of the Leadership team know their role in the Fire Drill ○ Ensure that you know the safest and quickest exit(s) and muster point(s) ○ Ensure that you have the Drey roll, contact details of all present, including Leaders, Helpers and under 18 Helpers ○ Ensure that you have a working mobile phone ○ Do a head count on exit, at muster point and at any other stages on route to muster point as appropriate ○ Contact the NIFRS – as appropriate! ○ Return to the building in an orderly manner ○ Reassure the Squirrels and answer any questions that may arise from this activity ○ Review and make amendments for the future, if necessary 	
10	<p>ACTIVITY: Dress the Fireman</p> <p>Print the ‘dress-up’ fireman pieces onto thin card and use as desired. This activity could be carried out in small groups with one ‘dress-up’ fireman per group as a discussion about what items of uniform and equipment fireman might wear and need. Or using a dice and numbered pieces the Squirrels try and ‘dress’ the fireman – roll 1 for the helmet, 2 for the jacket and so on.</p> <p>Print out a set of ‘dress-up’ pieces for each Squirrel so they can colour and assemble their very own fireman!</p>	<p>Dress-up fireman pieces</p> <p>Dice, if wished</p> <p>Art materials, glue if wished</p>



10	GAME: Hot and Cold <ul style="list-style-type: none">○ <i>When a Leader calls out 'hot', the Squirrels either run about or run on the spot. On 'cold', they must freeze!</i>○ <i>Instructions should be called at random!</i>	None
5	Closing, Home	

Dress the fireman





