

WHAT IS AN EMERGENCY?

AN EMERGENCY IS WHEN SOMETHING UNEXPECTED HAPPENS AND HELP IS NEEDED RIGHT AWAY.

THERE ARE MANY TIMES WHEN WE NEED HELP, BUT NOT ALWAYS IN A HURRY. THAT'S WHEN YOU CAN ASK A GROWN-UP, LIKE MOM OR DAD, FOR HELP. BUT SOMETIMES, WE NEED HELP FROM THE PARAMEDICS, POLICE, OR FIREFIGHTERS. CAN YOU TELL WHICH OF THESE STORIES ARE EMERGENCIES AND WHICH ARE NOT?

READ THE STORIES BELOW AND CIRCLE THE BEST PERSON TO ASK FOR HELP.

YOUR COUSIN EMILY COMES OVER TO PLAY. YOU AND EMILY ARE PLAYING ON THE SWING SET. EMILY FALLS OFF THE SLIDE AND HURTS HER KNEE.



YOU AND MOM ARE HOME ALONE. MOM STARTS CHOKING ON A CARROT. THE CARROT IS STUCK IN HER THROAT.

YOUR FRIEND'S FAMILY IS ON VACATION. YOU ARE WATCHING THEIR CAT LILY. LILY CLIMBS A TREE AND WON'T COME DOWN.



YOU WAKE UP AND SMELL SMOKE. THE SMOKE DETECTOR IS BEEPING. EVERYONE GETS SAFELY OUTSIDE.

DAD'S BIRTHDAY IS TOMORROW. YOU ARE MAKING HIM A BIRTHDAY CARD. YOU GET A PAPER CUT ON YOUR FINGER.



YOU AND YOUR BROTHER ARE RIDING BIKES. BOTH OF YOU ARE WEARING HELMETS. YOU FALL OFF AND SCRAPER YOUR ELBOW.



FOR MORE INFORMATION ABOUT HOME SAFETY, CALL RILEY HOSPITAL'S COMMUNITY EDUCATION AND CHILD ADVOCACY DEPARTMENT TOLL-FREE 1-888-365-2022, OR VISIT OUR WEBSITE WWW.RILEYHOSPITAL.ORG/KIDS1ST.



HOME

SAFETY

ACTIVITY BOOK



USE A MAGNIFYING GLASS TO FOLLOW THE SAFETY SPY TEAM AND LEARN ABOUT HOME SAFETY FOR YOU AND YOUR FAMILY.

SAFE at HOME

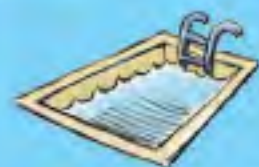
PLAY THE "SAFETY SPY" GAME INSIDE.



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DIAL 9-1-1
...OR THE EMERGENCY PHONE NUMBER IN YOUR AREA FOR HELP.

NOTES



DIRECTIONS: THE YOUNGEST PLAYER GOES FIRST. ASK A GROWN-UP TO FLIP A COIN. IF HEADS IS SHOWING, MOVE AHEAD 2 SPACES; TAILS, MOVE 1 SPACE. FOLLOW THE GAME SPACES ON THE BOARD. TAKE ONE TURN AND THEN LET THE PLAYER ON YOUR LEFT TAKE A TURN. IF YOU LAND ON A SPACE WITH A MAGNIFYING GLASS, USE A MAGNIFYING GLASS TO SEARCH YOUR HOME FOR THE ANSWER. THE FIRST PLAYER TO MAKE IT TO THE SAFE HOME **WINS!**

ASK A GROWN-UP TO CUT OUT GAME PIECES.

15

CAUGHT! YOU JUMPED OFF THE SWING AT THE PLAYGROUND. LOSE A TURN.

MAKE SURE THERE ARE NO MEDICINES ON THE BATHROOM SINK. IF THERE ARE, DON'T TOUCH! ASK A GROWN-UP TO PUT THEM OUT OF REACH. MOVE AHEAD 3 SPACES.

16

17 YOUR BABY SISTER IS PLAYING WITH MARBLES THAT YOU LEFT OUT. MOVE BACK 3 SPACES.

YOU AND A FRIEND WENT SWIMMING WITH A GROWN-UP. MOVE AHEAD 2 SPACES.

18

19 YOU REMINDED MOM THAT TODAY IS THE DAY TO CHECK YOUR HOME'S SMOKE DETECTORS. MOVE AHEAD 2 SPACES.

20

IS THERE A LIST OF EMERGENCY NUMBERS BY THE TELEPHONE? IF NOT, ASK MOM & DAD TO MAKE A LIST. MOVE AHEAD 1 SPACE.



FINISH

SAFETY SPY

LOOK OUT THE FRONT WINDOW AND FIND A SAFE MEETING PLACE OUTSIDE FOR EVERYONE TO MEET, IN CASE OF A FIRE.

14

YOU TAUGHT YOUR BROTHER TO STOP, DROP AND ROLL. MOVE AHEAD 2 SPACES.

13

YOU TOOK A BITE OF HOT PIZZA WITHOUT LETTING IT COOL. MOVE BACK 1 SPACE.

12

YOU TOLD MOM THAT YOUR BATH WATER WAS TOO HOT. MOVE AHEAD 2 SPACES.

11

ARE THERE MATCHES AND LIGHTERS ON THE KITCHEN TABLE? IF SO, DON'T TOUCH! TELL A GROWN-UP TO LOCK THEM UP. MOVE AHEAD 4 SPACES.

10

YOU LEFT YOUR SHOES ON THE STAIRS. GRANDMA TRIPPED ON THEM. LOSE A TURN.

9

TEST THE NEAREST SMOKE DETECTOR. IF IT WORKS, MOVE AHEAD 2 SPACES. IF IT DOESN'T, TELL A GROWN-UP AND MOVE AHEAD 1 SPACE.

8

CAUGHT! YOU RODE YOUR SKATEBOARD WITHOUT A HELMET. MOVE BACK 4 SPACES.

7

HOME SAFETY GAME



START

1 YOUR FAMILY PRACTICES A FIRE ESCAPE PLAN. MOVE AHEAD 2 SPACES.

1

CHECK SMOKE DETECTORS ONCE A MONTH.

2

FIND TWO WAYS OUT OF THE ROOM YOU'RE IN, IN CASE OF A FIRE.

3

CAUGHT! DAD SAW YOU RUNNING DOWN THE STAIRS. MOVE BACK 2 SPACES.

4

YOU WORE A HELMET WHILE RIDING YOUR BIKE. MOVE AHEAD 3 SPACES.

5

NEVER GO SWIMMING WITHOUT A GROWN-UP.

6