













SMOKE ALARMS WORK



DO YOU HAVE A SMOKE ALARM
ON EVERY LEVEL OF YOUR HOME?

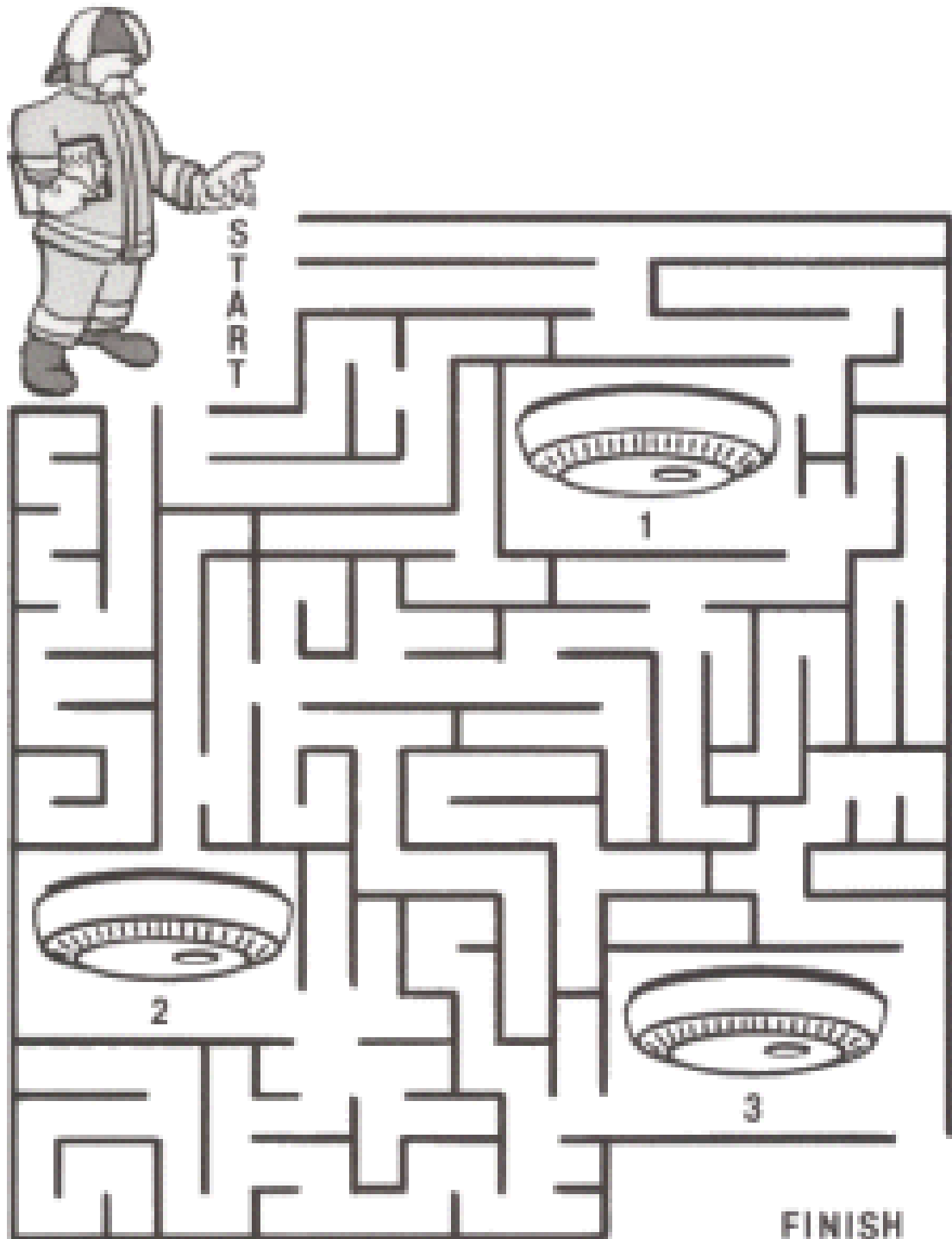
WHAT MIGHT MAKE ME BEEEEP?



 <p>SMELL OF AN ONION</p>	 <p>BUZZ OF A BEE</p>	 <p>SMOKE FROM A PIPE</p>	 <p>SUNSHINE</p>
 <p>SMOKE FROM CANDLES</p>	 <p>RINGING OF ALARM CLOCK</p>	 <p>LIGHT FROM A BULB</p>	 <p>BOWL OF SOUP</p>
 <p>SMOKE FROM A FIRE</p>	 <p>SOUND OF MUSIC</p>	 <p>SMOKE FROM BURNT TOAST</p>	 <p>SMELL OF FLOWERS</p>

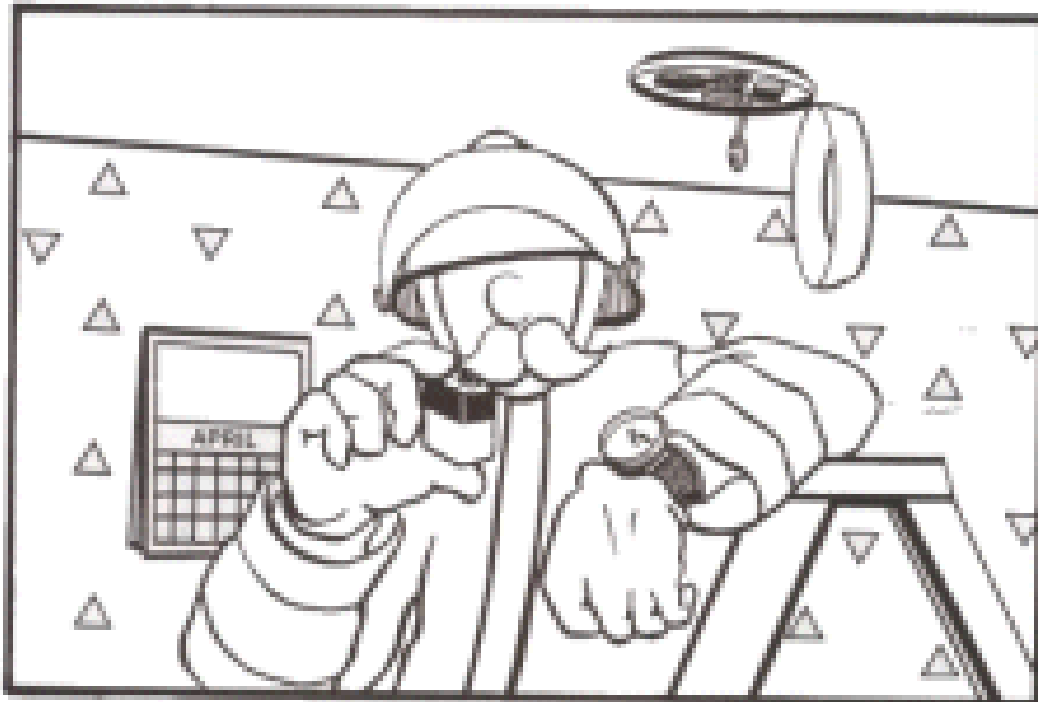
CIRCLE THE FOUR CORRECT ANSWERS ABOVE.

TEST YOUR SMOKE ALARMS



EVERY MONTH CAPTAIN SQUIRT TESTS
THE SMOKE ALARMS IN HIS HOME.
BY DRAWING A LINE ALONG THE CORRECT PATH,
HELP HIM TEST ALL THREE SMOKE ALARMS.

TIME TO CHANGE BATTERIES



FIND NINE THINGS DIFFERENT
IN THE PICTURE ABOVE

EXIT DRILLS IN THE HOME



NOW WE KNOW OUR SMOKE ALARMS WORK. LET'S PLAN OUR ESCAPE. DISCUSS WITH AN ADULT TWO WAYS TO EXIT IN CASE OF AN EMERGENCY. ESTABLISH A FAMILY MEETING PLACE OUTSIDE THE HOME



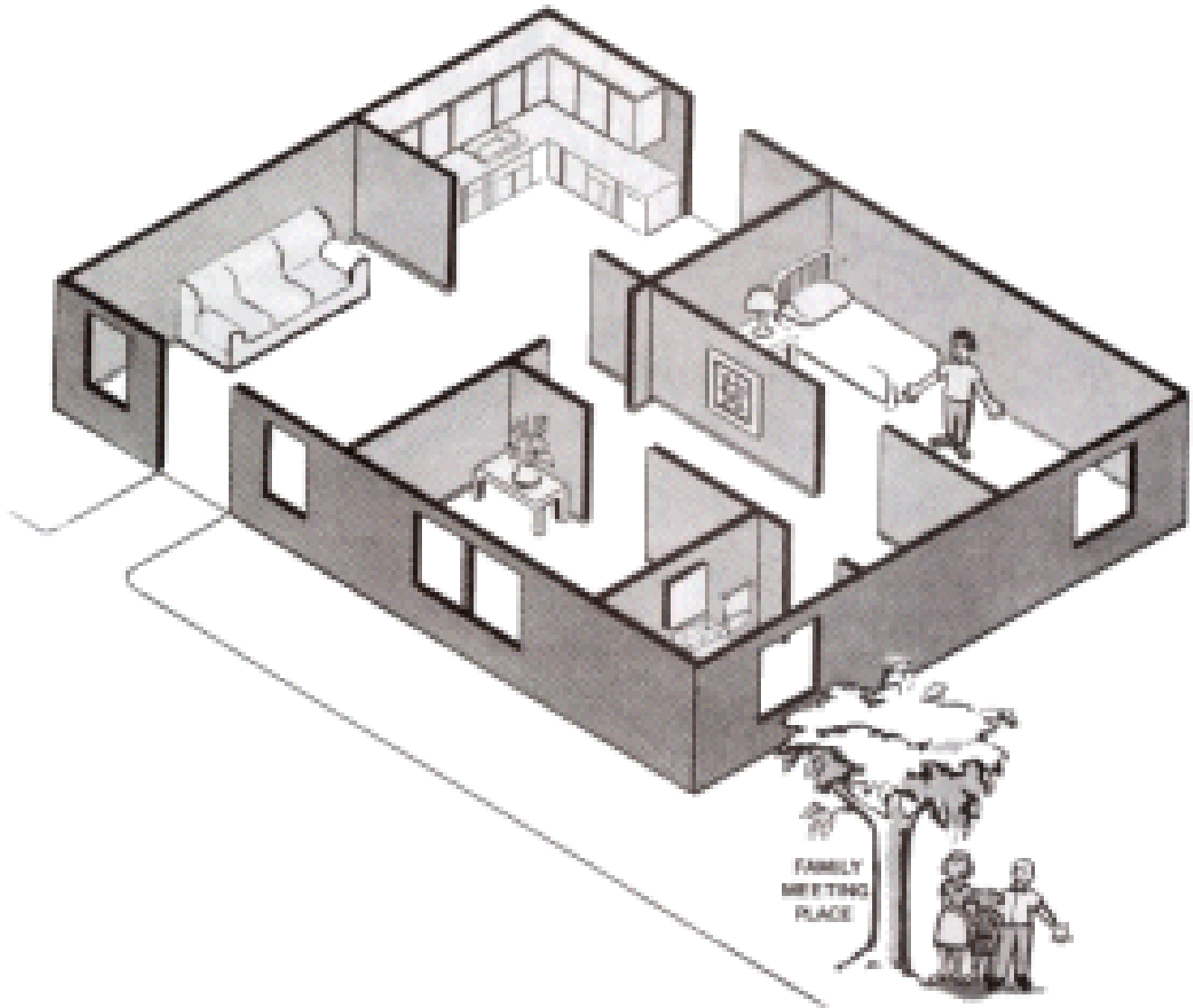
FIRE SAFETY

ESCAPE ROUTE

A large, empty rectangular box with a black border, intended for drawing a home and showing escape routes.

WITH THE HELP OF AN ADULT, DRAW YOUR HOME
SHOWING TWO WAYS OUT OF EVERY ROOM

TWO WAYS OUT

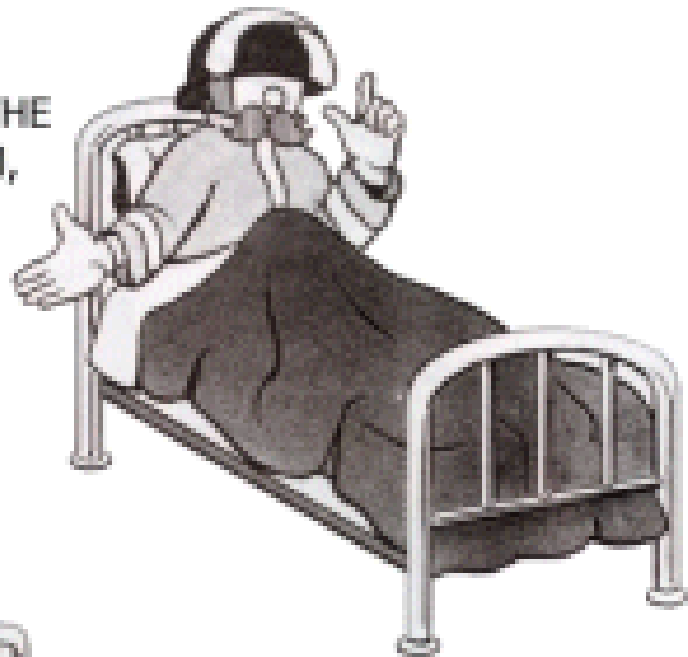


HELP THE BOY IN THE HOSE FIND TWO WAYS OUT OF EVERY ROOM WHICH LEAD DIRECTLY TO THE FAMILY MEETING PLACE OUTSIDE THE HOME. REMEMBER, IN A FIRE SITUATION, ONCE YOU ARE OUT OF THE HOME, STAY OUT

WHEN THE SMOKE ALARM SOUNDS



1) IF YOU SHOULD AWAKE TO THE SOUND OF A SMOKE ALARM, STAY CALM



2) ROLL OUT OF BED AND CRAWL TO THE DOOR

3) FEEL THE DOOR TO SEE IF IT IS HOT FROM FIRE ON THE OTHER SIDE. IF IT IS HOT, DON'T OPEN THE DOOR. GO TO THE WINDOW FOR HELP.

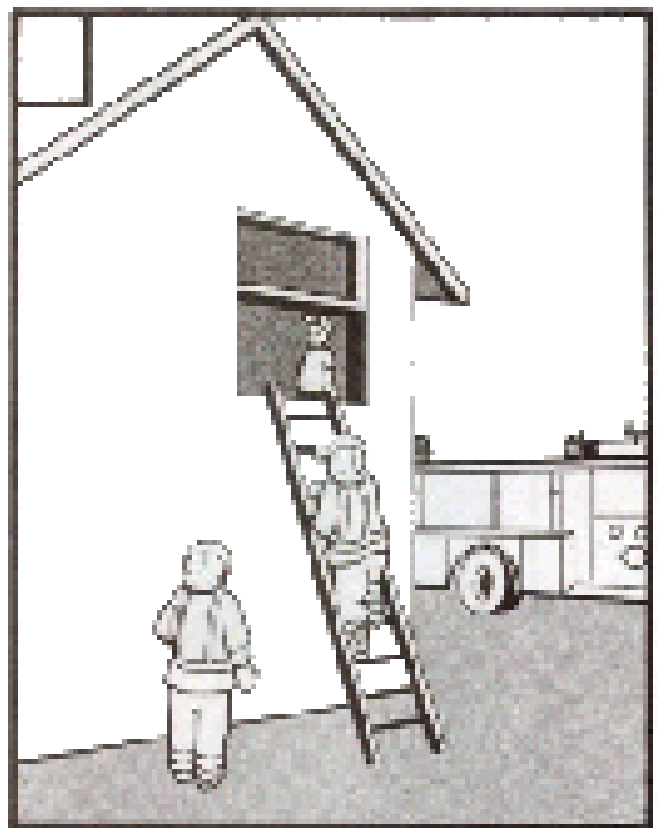
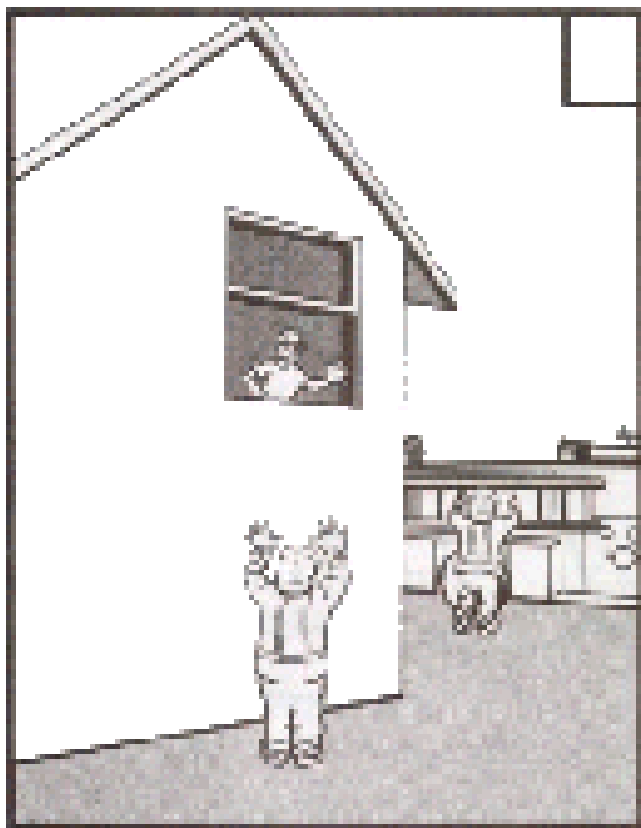
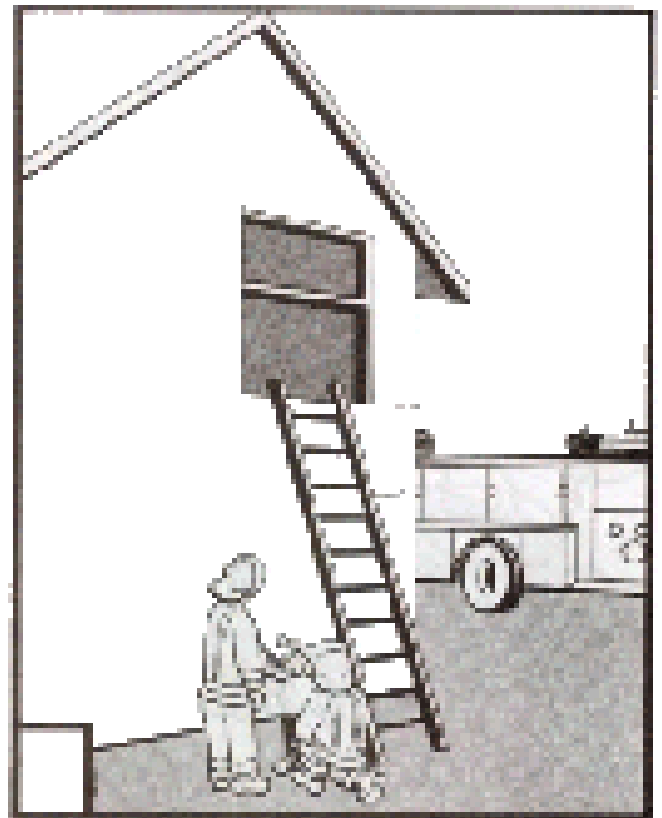
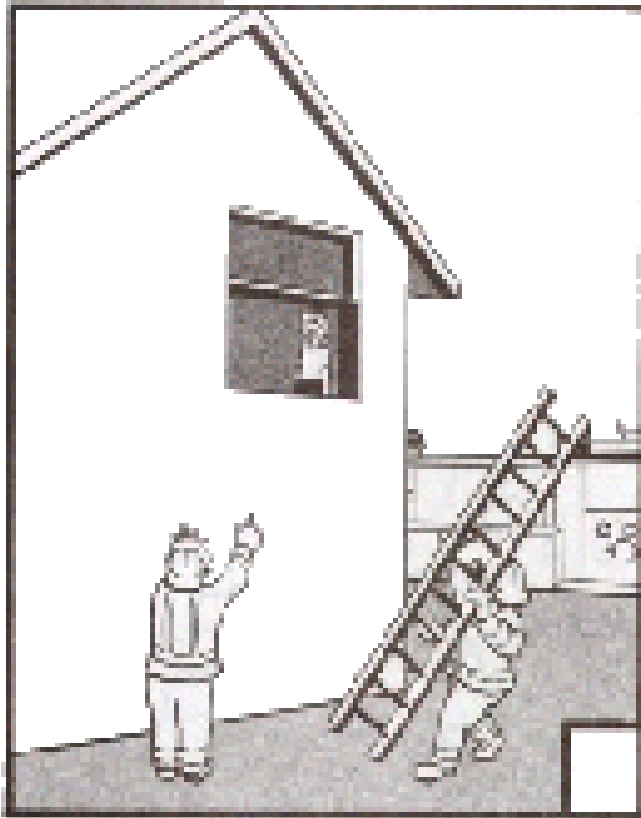


CRAWL TO SAFETY



IN SMOKE CONDITIONS, THE BEST AIR TO BREATHE IS CLOSE TO THE FLOOR. COLOUR THE SHAPES ABOVE THAT CONTAIN A DOT TO REVEAL CAPTAIN SQUIRT'S FIRE SAFETY MESSAGE

LADDER RESCUE



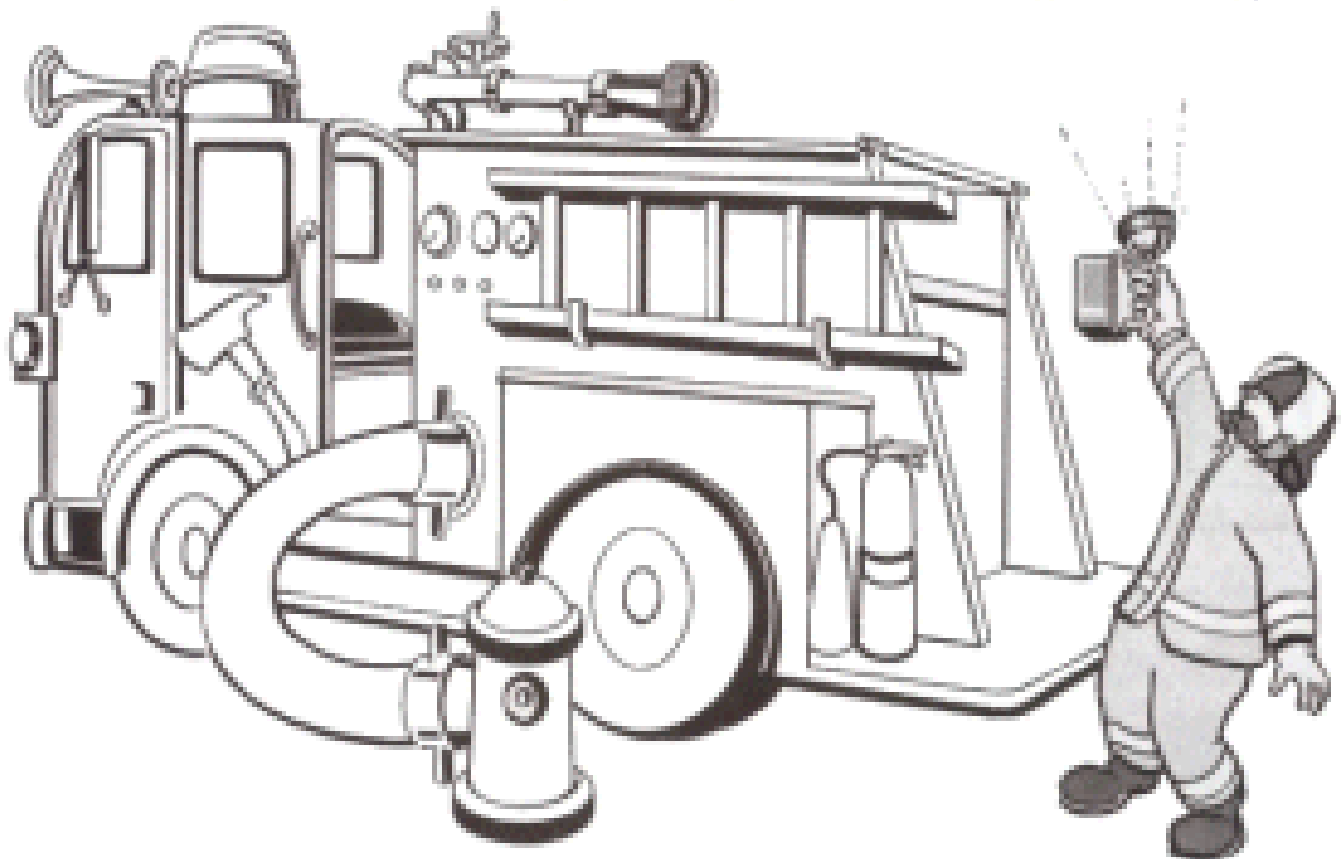
IN A FIRE, A SECOND EXIT FROM A ROOM COULD BE A WINDOW. NUMBER THE PICTURES ABOVE IN THE ORDER THE RESCUE HAPPENS.

HIDING FROM FIRE IS NO GAME!



NEVER HIDE FROM SMOKE OR FIRE. SHOUT!
LET EVERYONE KNOW WHERE YOU ARE
SO THEY CAN HELP YOU

STRANGE SHADOWS



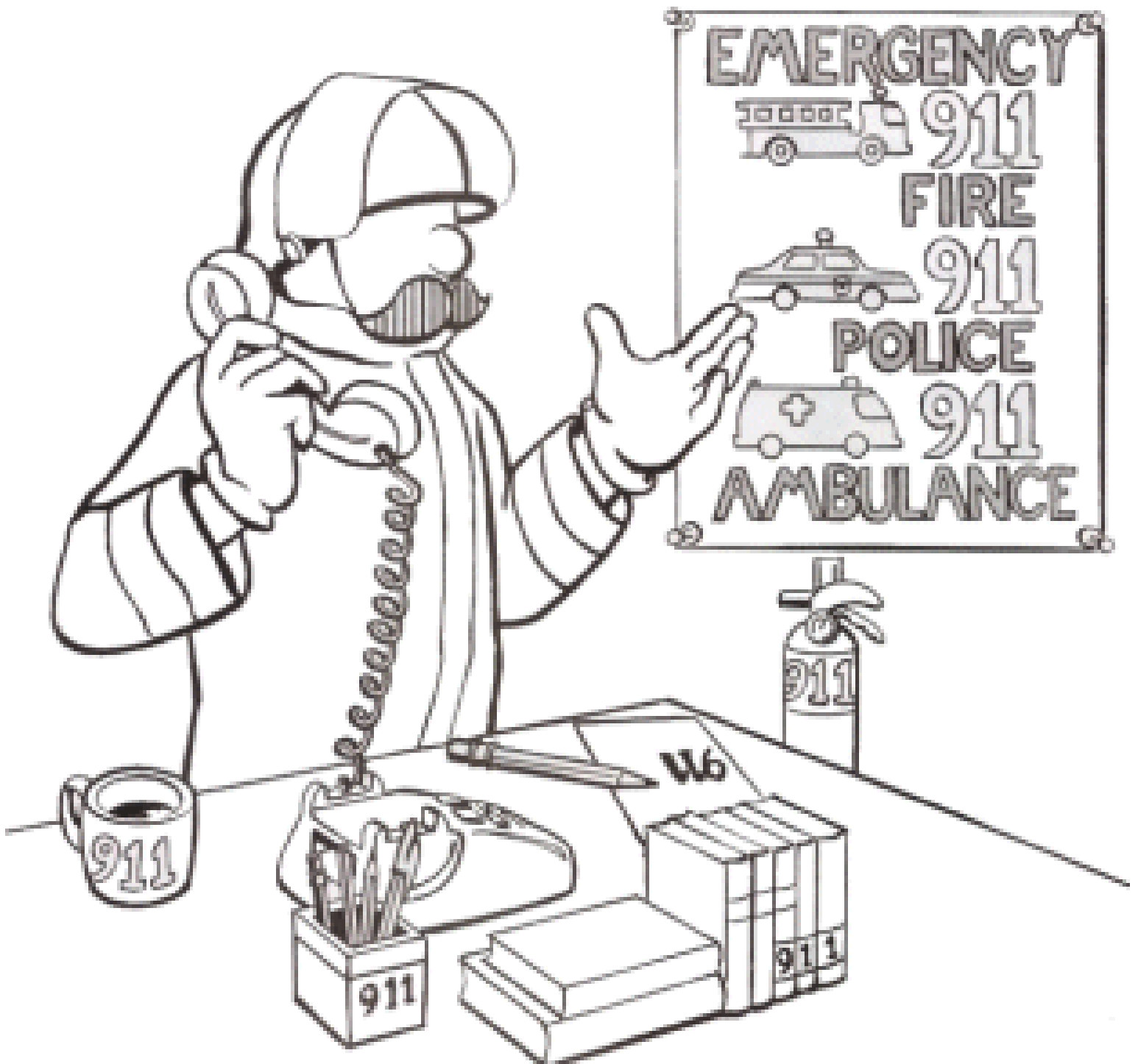
CAN YOU MATCH THE SHADED OBJECTS BY COLOURING THE SAME ONES ON THE FIRE PUMPER?

WHAT'S WRONG?



CAN YOU FIND NINE THINGS
WRONG WITH THIS PICTURE?

911 -- EASY TO REMEMBER



CAPTAIN SQUIRT SAYS 911 IS A VERY IMPORTANT NUMBER FOR ANY EMERGENCY. HOW MANY TIMES DOES 911 APPEAR ON THIS PAGE?

HELP! I HAVE AN EMERGENCY!

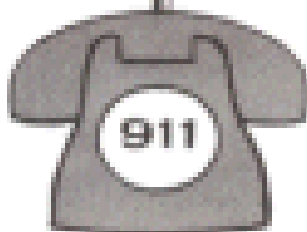
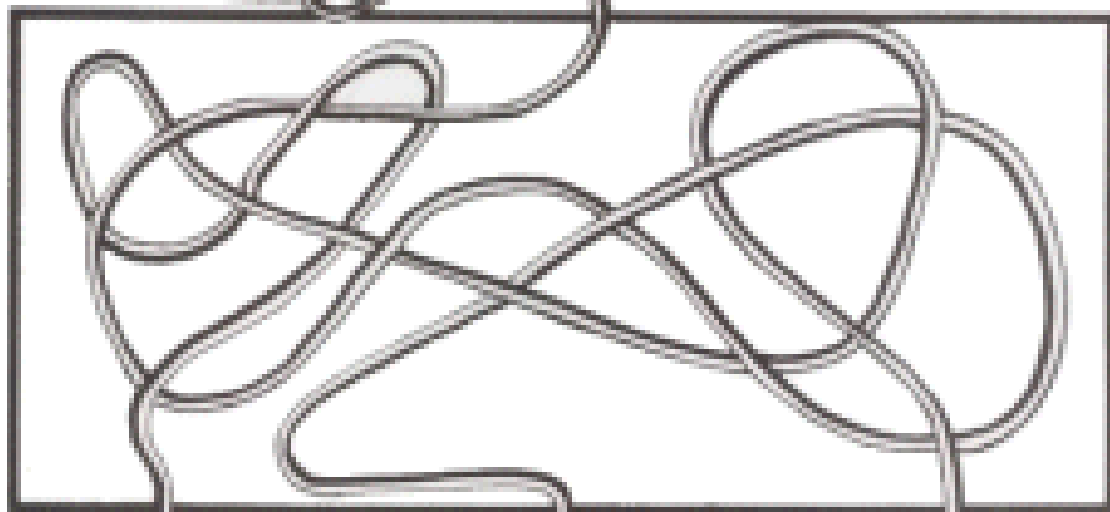


MY NAME IS

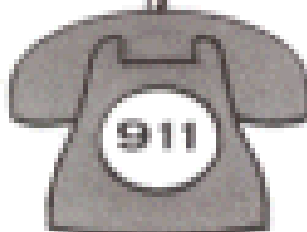
I LIVE AT

MY PHONE NUMBER IS

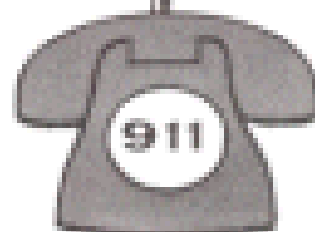
START



AMBULANCE



FIRE



POLICE

BY FOLLOWING THE TELEPHONE MAZE, IDENTIFY WHICH EMERGENCY SERVICE IS NEEDED

THREE SMALL STEPS

STOP



DROP

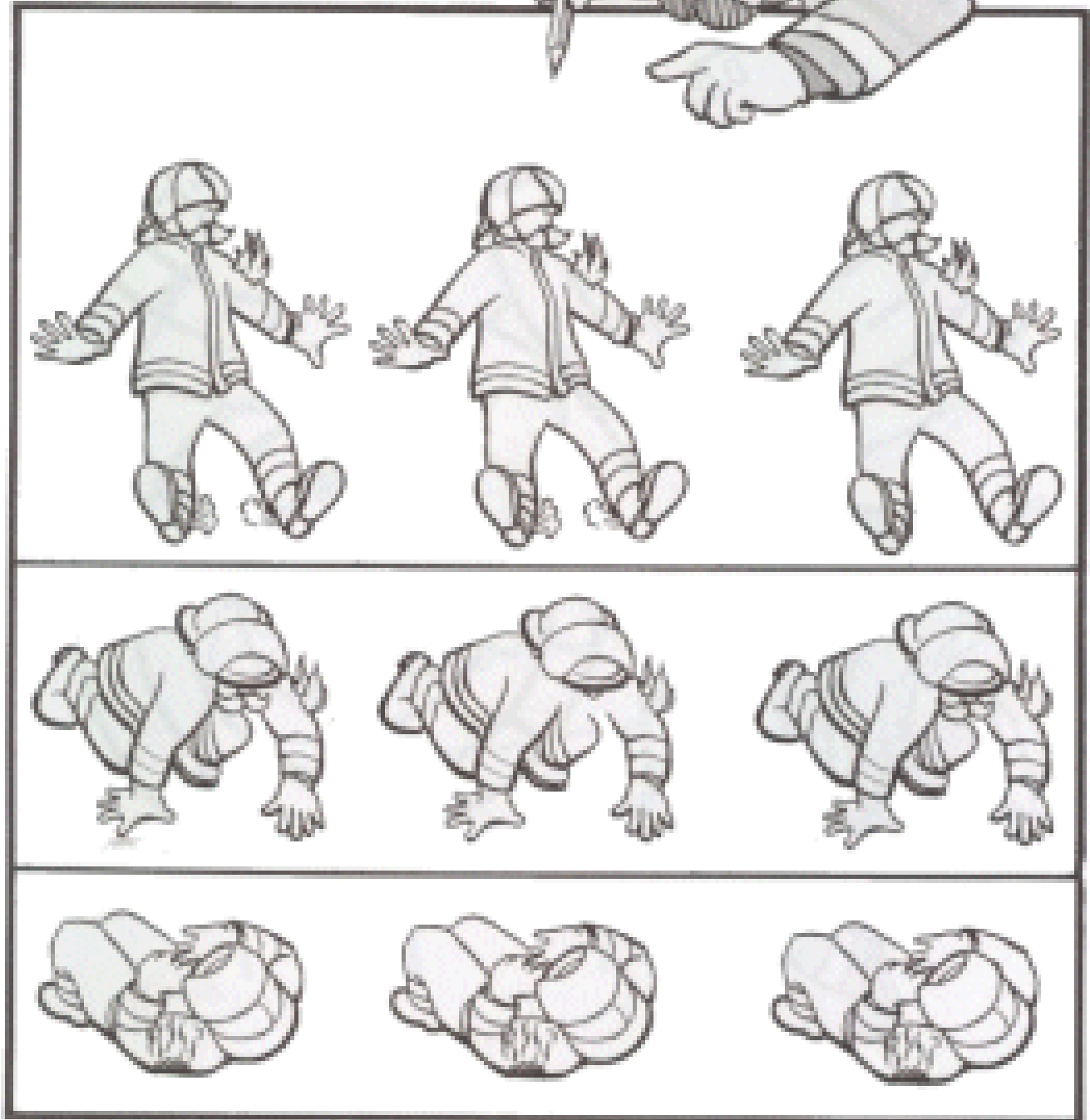


ROLL



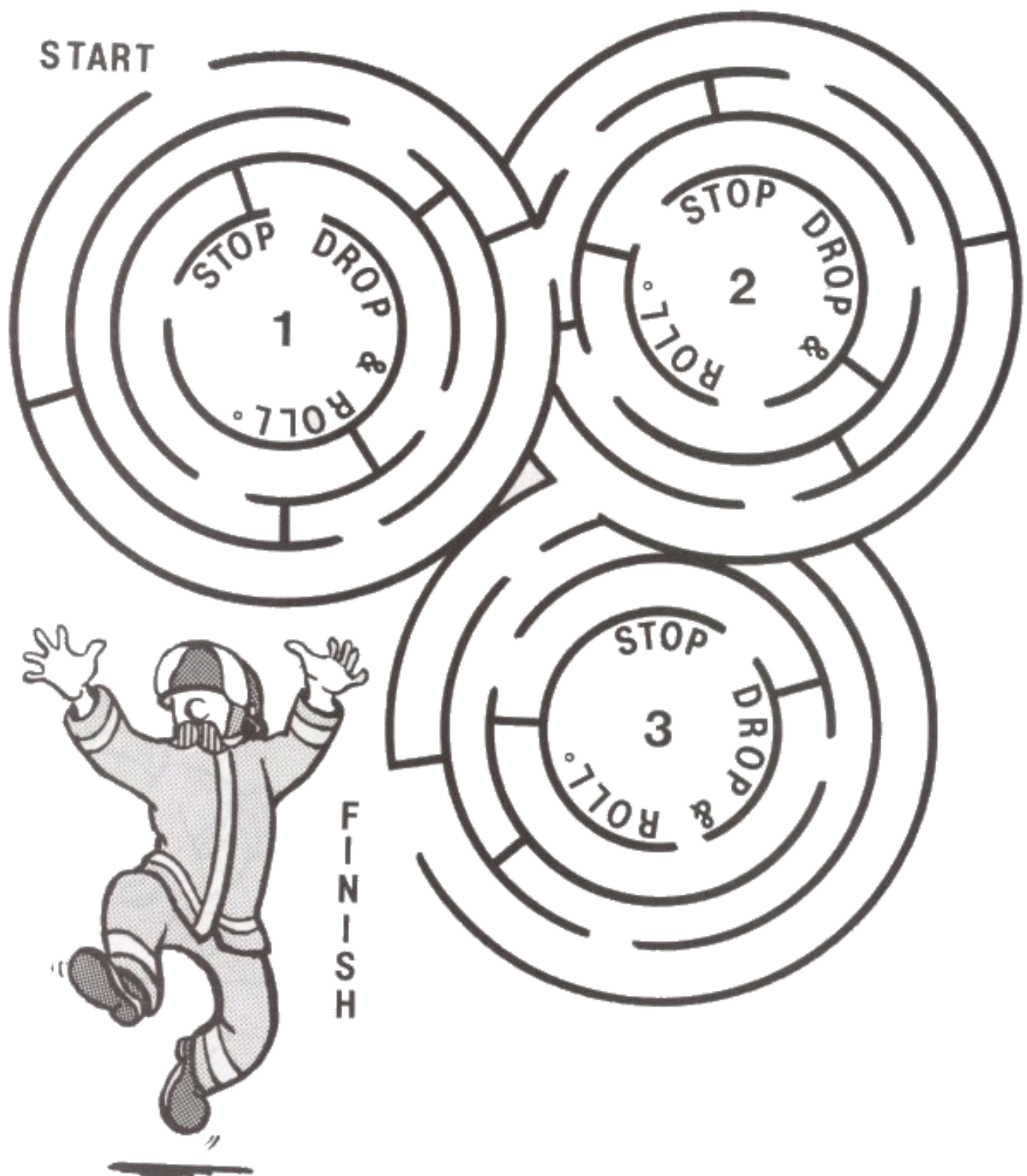
IF YOUR CLOTHES CATCH FIRE, DON'T RUN!
STOP, DROP & ROLL TO SMOTHER THE FIRE.

LOOKING AT STOP, DROP & ROLL



IN EACH ROW ABOVE TWO CAPTAIN SQUIRTS ARE THE SAME. ONE CAPTAIN SQUIRT IS NOT. CIRCLE THE DIFFERENT ONE.

STOP, DROP & ROLL -- LET'S DO IT!



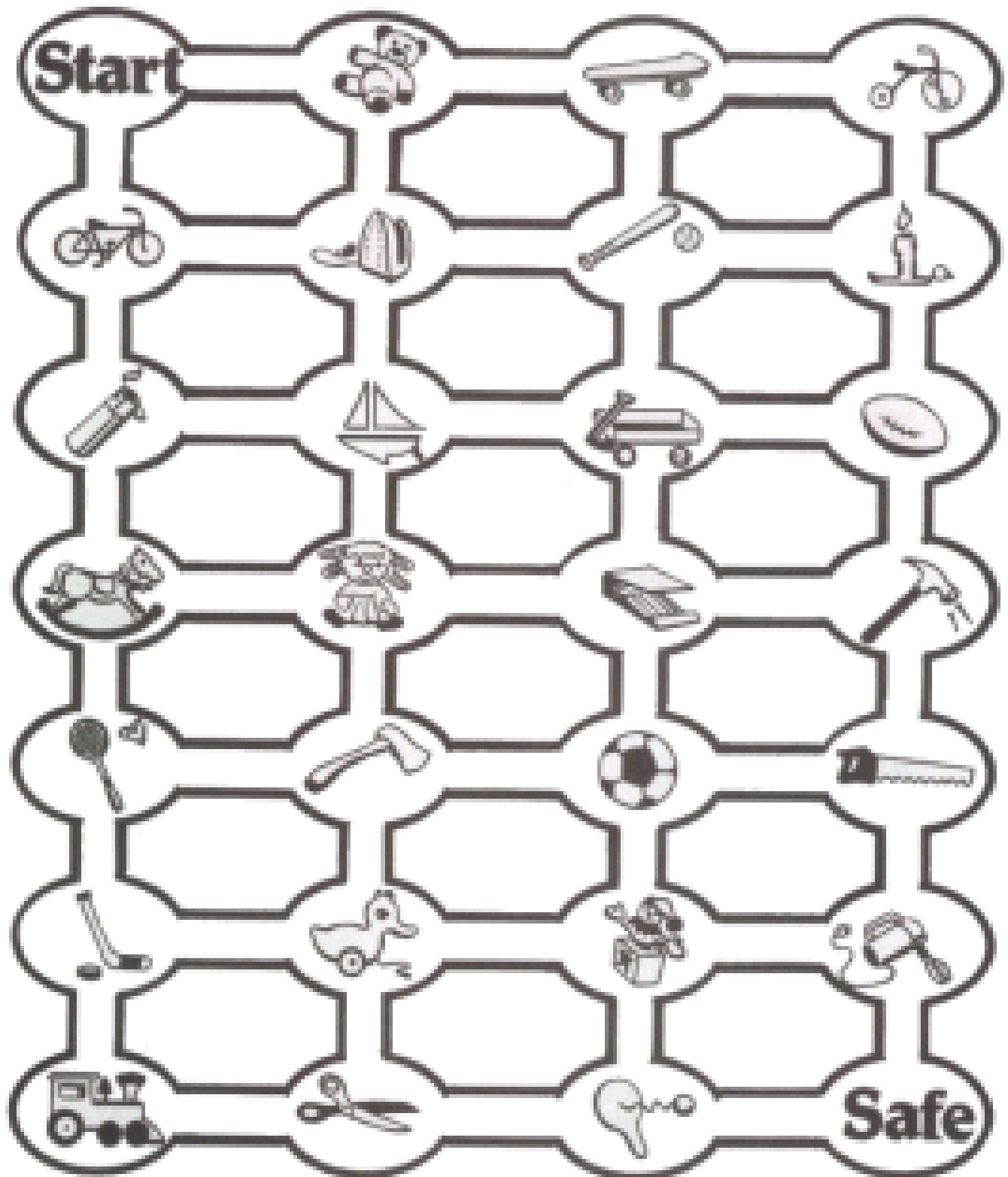
BEGIN AT START, FIND THE CORRECT PATH TO THE CENTRE OF EACH CIRCLE IN ORDER FROM 1 TO 3. ONCE INSIDE EACH CIRCLE, PRACTICE STOP, DROP & ROLL FORE CONTINUING ON TO THE NEXT CIRCLE

NEVER PLAY WITH FIRE!



CAPTAIN SQUIRT SAYS,
"NEVER PLAY WITH LIGHTERS OR MATCHES."
THEY ARE TOOLS, NOT TOYS.
GIVE THEM TO AN ADULT

PLAY IT SAFE



FROM "START" COLOUR THE CORRECT PATH TO "SAFE" AVOIDING THE TOOLS AND PASSING ONLY THROUGH THE TOYS