

### Introduction

This lesson forms part of the WOW Waterside Safety resource. The activities, designed for 7-9 year olds, teach children the importance of **SAFE: Stay Away From the Edge**.

**Schemes of Work** Personal, Social and Health Education and Citizenship.

### Learning Objectives

To raise children's awareness of appropriate behaviour near inland waterways.  
To alert children to the fact that their behaviour has consequences.

**The Curriculum**

**England** - PSHE & Citizenship.

**Scotland** - Health Education: Social Health strand.

**Wales** - Personal and Social Education Framework: Physical Aspect.

### Resources

Board game sheet, cards sheet, scissors, pencil, dice, counters.

### Key Vocabulary

Sensible, dangerous, lock gate, gears.

### Teaching Activities

**Introduction** Get the children to suggest actions which would be dangerous near waterways. Now get them to think of examples of sensible actions near waterways.

Explain to the children that they are going to play a board game during which sensible actions will be rewarded and dangerous ones will be penalised. Divide the children into small groups.

**Activity** Before playing the game, the cards will need to be filled in. Get the children to read the cards carefully and to establish whether the action is a sensible one (forward 1 space) or a dangerous one (back 1 space). Children fill in the action (forward 1 / back 1) based on their decision. The answers to the cards are on the accompanying sheet.

Once the children have filled in the cards they need to cut them out and place them in the space on the board game sheet.

Let the children play the game. Used cards should be returned to the bottom of the pile.

**Plenary** At the end of the game get the 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:

**SAFE – Stay Away From the Edge**

Can they see why it's a good message to follow?

# Answer sheet

## Safety Game

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

Forward 1

2. You don't walk on a frozen river – you use a bridge instead.

Forward 1

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

Backward 1

4. You refuse to swim in the river because you know it's dangerous.

Forward 1

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

Backward 1

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

Backward 1

7. Someone needs help in the water. You still **Stay Away From the Edge**.

Forward 1

8. You jump off a bridge because your friend did.

Backward 1

9. A friend tells you it's OK to swim in the river but you don't because you know it's not.

Forward 1

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

Backward 1

11. You slip on some slippery grass by the edge of the canal.

Backward 1

12. You play with a lock and trap your fingers in the gears.

Backward 1

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

Forward 1

14. You keep your eyes open and avoid tripping over a rope.

Forward 1

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

Backward 1

16. You tell your friends to **Stay Away From the Edge**.

Forward 1

Make sure you photocopy the cards first.

Children should fill in the cards before the game.

Cards which have 'good practice' ideas written in should move forwards.

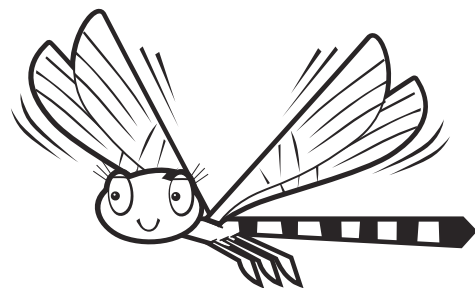
Cards which have 'poor practice' ideas written in should move backwards.

Roll the die.

For even numbers go ahead 2 spaces.  
Odd numbers go ahead 1 space.

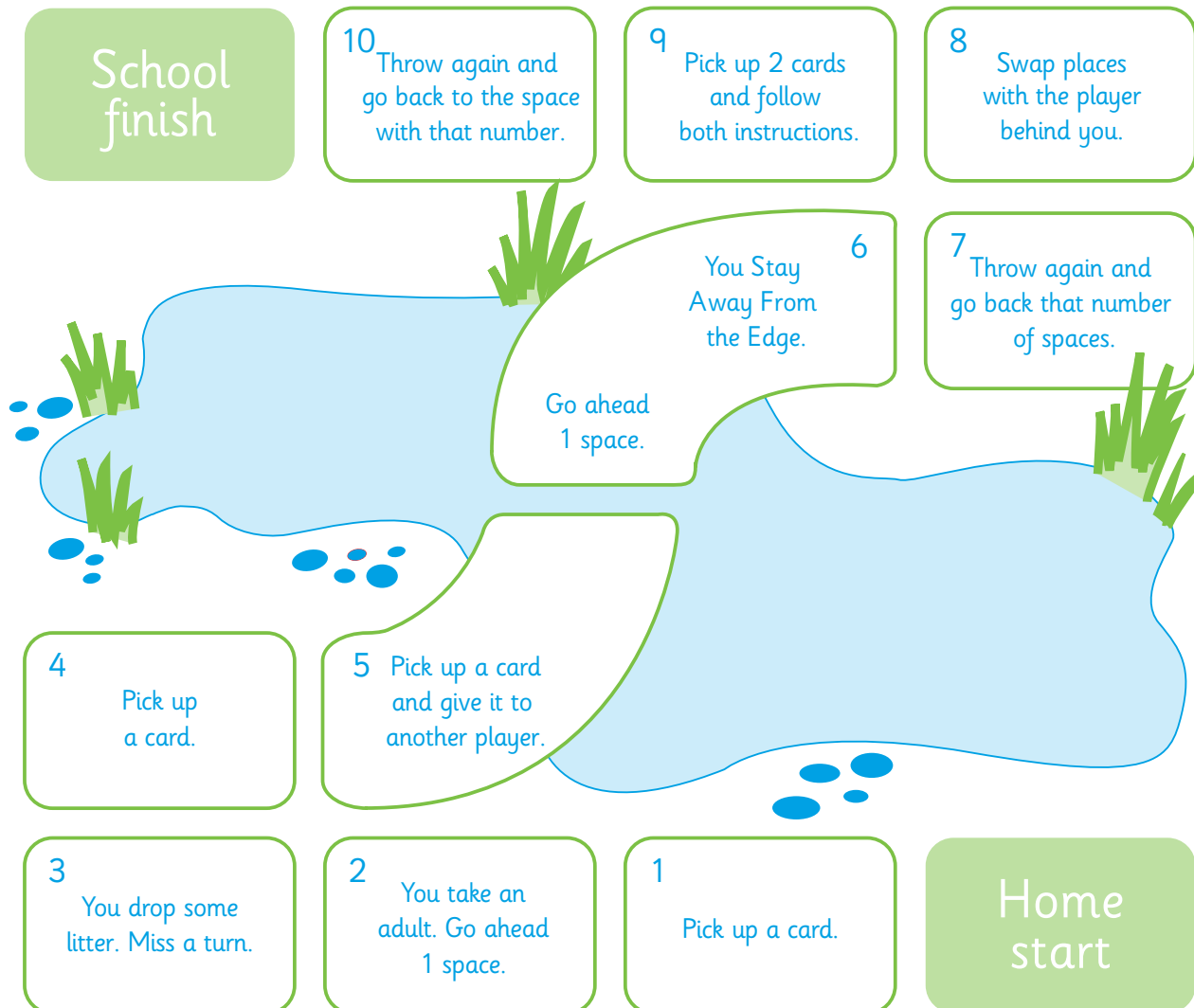
Follow the instructions in the space.

If you need to move, move once and then it's the turn of the next player.



# Board game sheet

## Safety game



School finish

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

9 Pick up 2 cards and follow both instructions.

8 Swap places with the player behind you.

7 Throw again and go back that number of spaces.

6 You Stay Away From the Edge. 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.

2 You take an adult. Go ahead 1 space.

1 Pick up a card.

Home start

### SAFE Stay Away From the Edge

place  
cards  
here

Roll the die.  
For even numbers  
go ahead 2 spaces.  
Odd numbers  
go ahead 1 space.  
Follow the instructions  
in the space.  
If you need to move,  
move once  
and then it's the turn  
of the next player.

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

\_\_\_\_\_

2. You don't walk on a frozen river - you use a bridge instead.

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

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