

“4” Alarm Bell Game

Grades 1-2

By: Connie Rowden, Folsom, CA
2001 “Teacher of the Year” Winner

Objectives

- In a team effort, students will review and recall information they learned in all eight *Risk Watch* areas.

Materials

- Duplicate the questions and answer sheets and cut them in strips. Place the strips in a container.
- Four small bells
- A roll of tickets (raffle type)

Procedure

1. Divide the students into four teams.
2. Have the students move their desks into a square formation (figure 1).
3. Put one desk in the middle of the square.
4. Place one bell on each side of the desk in the middle.
5. Have each of the four teams sit on one side of the square at a row of desks and face the center.
6. Each student will stay in the same order on his/her team.

To Play

1. The first person on each team goes to the bell closest to their side. He/she is the only one that can answer the question for their team.
2. The teacher pulls one question out of the container and reads it.
3. If one of the four players knows the answer, he/she is to ring the bell.
4. If the answer is right, that team is awarded one ticket. If the answer is wrong, one of the remaining three players can ring their bell.
5. Whichever player answers correctly, that team is awarded one ticket.
6. After each question, the next player on the team is up.

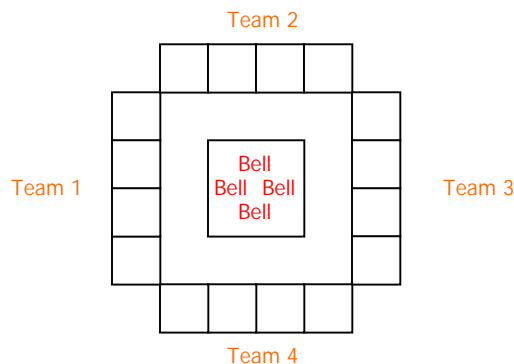


Figure 1

Rules

1. The 4 players in front of the bell can only ring their bell **once** giving only **one** answer. If they are incorrect, they are not allowed to answer again. If they do answer twice, the second answer does not count and one of the other players that has not answered may use that answer.
2. If no one knows the answer, or all four players answer incorrectly, the players are sent back to their teams and the question is thrown back into the container. The team members may discuss among themselves the answer to that question as it may come up again later in the game.
3. The team members must stay in the same order to insure everyone gets an equal number of chances to be one of the four players.

To Win

- The team with the most tickets at the end of the game wins

Option

- You can play with just the *Risk Watch* risk area you are presently working on, a combination of risk areas, and/or you can play at the end of the year to review all the risk areas.

Fire and Burn Prevention

If your clothes catch on fire, remember to _____, _____ and _____.	stop, drop, and roll
Tell a _____ if you find matches or a lighter.	grown-up
If the smoke detector/alarm sounds, get out of the house and go to your _____.	meeting place
What are the four things you need to know when you call the fire department?	type of emergency, name, address, telephone number
You should practice your fire escape plan at least _____ a year.	twice
You should test your smoke detectors/alarms every _____.	month
If you are spending the night at a friend's house, they need to show you their smoke detectors/alarms and to explain their _____ plan to you.	escape
The local emergency response number is _____.	911
If you find matches, you should _____ a grown-up.	tell
Stay away from things that can get _____ and hurt you.	hot
The name of our Risk Watch Firefighter at our school is Firefighter _____.	Firefighter _____

Motor Vehicle Safety

Always stay _____ while on the bus.	seated
On the bus, talk _____.	quietly
Listen to the bus driver. He/she has _____ to help keep you safe.	rules
Keep your head, arms, and hands inside the bus. Never throw anything out the _____.	window
On the bus, keep backpacks and lunch boxes out of the _____ So that no one trips and falls.	aisle
Once outside the bus, children need to take _____ giant steps away from the bus to be in the safety zone.	five
Children should cross the street with a _____.	Grown-up
Hold on to the _____ when exiting the bus.	hand rail

Motor Vehicle Safety Continued

Line up _____ file to get on the bus.	single
If you weigh between _____ and _____ pounds, you should use a booster seat in the back seat of the vehicle.	40 and 60
If you weigh more than _____ pounds, you are usually big enough to wear a lap-shoulder belt.	80
Always ride buckled up in the _____ seat in a child's safety or booster seat.	back

Choking, Suffocation, and Strangulation Prevention Poisoning Prevention

Only put _____ in your mouth.	food
_____ food thoroughly.	chew
Remain _____ while chewing food.	seated
Never tie things around your _____.	neck
Never play inside anything without a big hole for _____ to get in.	air
Take medicine only from a _____ you trust.	Grown-up
Ask a grown-up before eating or _____ anything.	drinking
_____ a grown-up if someone finds poison or other chemicals.	tell

Falls Prevention

In preventing falls, stay away from open _____.	windows
_____ are made to keep bugs out, but they are not strong enough to keep children in.	screens
Avoid playing on stairs, _____, and escalators.	elevators
Learn and follow safe play _____.	rules
Play on “_____” play surfaces.	soft
Take _____ on the play equipment.	turns
Never _____ sandals or go barefoot in the playground area.	wear
Never wear jackets with _____ around the neck, because they can catch on playground equipment.	drawstrings
Always swing and slide _____ down.	sitting
Only _____ person should be on each swing.	one

Firearms Injury Prevention

If you find or see a gun, you should _____.	tell a grown-up
_____ _____ from guns and bullets.	stay away
If there is a gun kept in your home, it should be _____ and _____ away from sight to keep everyone in your family safe.	unloaded and locked
The name of the D.A.R.E. officer at our school is Officer _____.	Officer _____

Bike and Pedestrian Safety

_____ the street with a grown-up.	cross
Stop at the edge of the curb, look left, to the right, and _____ again.	left
Ride when you can _____ others and others can _____ you.	see
Wear a _____ every time you ride your bike.	helmet
When crossing the street with a grown-up, _____, don't ride your bicycle.	walk
Children should never ride their bicycles at what time of day?	night
A bicycle helmet should be worn _____ time you ride	every
Wear _____ colored or retro reflective clothing when riding your bicycle.	brightly
When you use in-line skates and skateboards, you should always wear a helmet, _____ and _____ pads, and wrist guards.	elbow and knee
Streets and driveways are designed for _____.	vehicles
When riding on the street, ride _____ the traffic flow, not against.	with

Water Safety

Who should you always swim with?	A grown-up
Wear a personal _____ device.	flotation
Don't _____ while swimming.	eat
What is the safest way to get into a pool?	feet first
Check for a _____ on duty before swimming.	lifeguard
Swim only when you are _____.	rested
Follow the posted _____.	rules
Never jump or _____ into the water unless a lifeguard or a grown-up says it is okay.	dive
Never eat candy or chew gum when you are swimming. You could _____ and _____.	choke and drown