

Fire – Module on Fire Safety Education

Worksheets



Yaps
Raising
young people's
awareness on
preparedness and
self protection



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Project Partners



Federal Office
of Civil Protection and
Disaster Assistance



AUSTRIAN RED CROSS



UNIVERSITATEA
BABEȘ-BOLYAI

Max, Flocke and the firefighters

Max and his four-legged friend are playing ball. They are having a blast – Max is laughing and running about, while Flocke is jumping around the room like crazy. Suddenly, the ball hits the chest of drawers. Hang on, what is that? Max is left dumbfounded. Indeed, a small rectangular box has fallen off the piece of furniture. It is the match box that mum forgot to put back in the drawer. The boy opens it slowly. There are exactly 5 matches left, with their funny little red heads. What should he do? His mother has strictly forbidden him to play with matches. Max looks around cautiously. Mum is away. This is the moment. Slowly, Max takes out one of the little matches and lights it. Spellbound, he watches the flame. “What beautiful colours and how pleasant the flame dances, giving off such a lovely light!”. “Ouch!”, he cries all of a sudden, for he has burnt his fingertips. Frightened, Max lets the match slip from his hand and onto the carpet. The carpet starts to burn immediately. Panic-stricken, Flocke leaves the room and the house running and goes into the garden. However, Max keeps a cool head and

goes to the neighbours’ house, where he calls the number 112 and asks for the fire brigade.



Flocke nows ...

For a fire to start there needs to be:

- a flammable material such as paper
- a source of heat such as the heat from a lit match
- oxygen



Flocke's tasks

- Together with your classmates think of what Flokke, Max and his mum did wrong and what they did right. Bring arguments.

<i>Who</i>	<i>It was the correct thing to do because</i>	<i>It was the wrong thing to do because</i>
Max		
Flocke		
Max's mother		

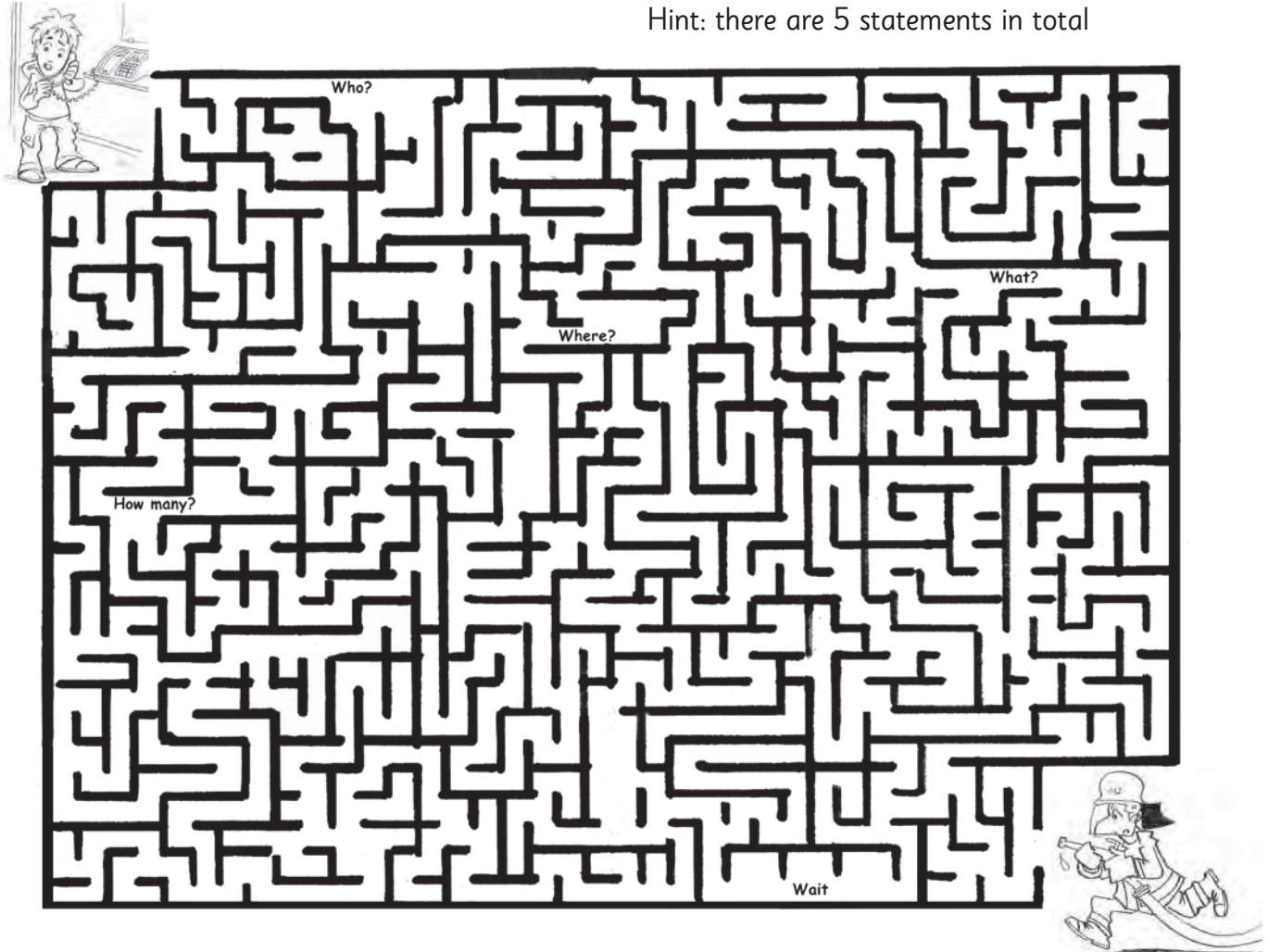
- How could have the whole story of Max, Flokke and the burning match ended? Think of an ending together.



3. For the firefighters to find the fire outburst they need information about you, the fire and whether there are other people or animals in danger. What information does Max have to give firefighters so that they can make their

way to him and Flocke, and the fire outburst? Use a pencil to help Max by drawing a route for him. The correct information will point you to the exit point of the maze.

Hint: there are 5 statements in total



Here you can rewrite the five correct pieces of information that the firefighters need to know when you report a fire.

- Info 1: _____ (Who)
- Info 2: _____ (What)
- Info 3: _____ (Where)
- Info 4: _____ (How many)
- Info 5: _____ (Wait)



Flocke's hint:

You are sure to remember these essential questions, which can be learnt in rhymes.



Fire extinguishing detectives

Fires can start not only in your house, but also in public institutions such as your school. Surely you have participated in a fire drill. You have probably already noticed in your school the signs for fire extinguishers, fire blankets, emergency exits, first aid and meeting point.



Flocke's tasks

1. Do you know these signs? Match them with the correct explanation.



Fire extinguisher



Meeting point



Emergency exit/
escape route



First aid

2. What hidden detective skills do you possess? Together with your classmates take a tour of your school and discover where

the fire extinguisher, the fire alarm and the meeting point are. Write the results in the fire extinguishers form.

Fire extinguishers form

My name _____ Grade: _____

1. How many fire extinguishers are there in your school on your usual routes? Walk from the school entrance to your class room. Walk also towards the sports hall, the yard and the toilet.



Answer: there are _____ fire extinguishers on these routes

2. Where are the fire extinguishers?

3. How many fire alarms are there in your school on your usual routes? Walk from the school entrance to your class room. Walk also towards the sports hall, the yard and the toilet.



Answer: there are _____ fire alarms on these routes. These can be found in the following spots:

4. In case of fire, our meeting point is:

3. Discuss with your classmates what the correct behaviour is in case a fire breaks out. Make a poster or a wallboard on this topic for the whole school. Write the most impor-

tant rules on it. If you want, you can even draw images, cut them and paste them on. Then write the rules in your personal fire safety plan.

*This personal fire safety plan
belongs to*



Name: _____

Rule no. 1: _____

Rule no. 2: _____

Rule no. 3: _____

Rule no. 4: _____

Other rules: _____

Flocke's safety memory

This is part of your safety memory. There are more cards in other worksheets. You can play this memory game with your friends, siblings or even alone.

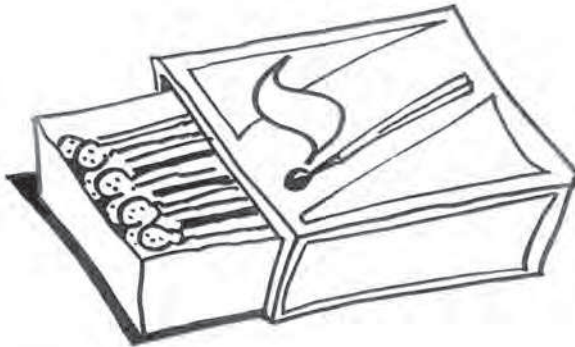
You might even play it with your parents one day and see how well they do.

*Flocke wishes you
loads of fun.*

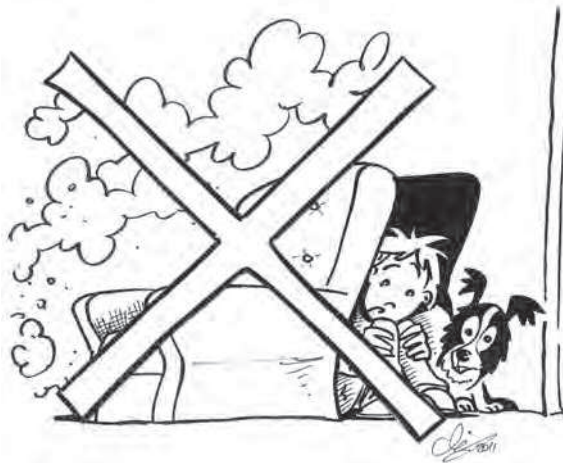


This is how it works.

1. Print out the cards on thick paper or glue them on cardboard.
2. Cut out the cards.
3. Lay them on the table face down.
4. Find those cards where image and text match together.
5. Whoever finds the most matching cards wins the game.



Playing with fire is dangerous because it can extend and burn things down. Together with your parents learn how to correctly use matches.



In case of fire I am not allowed to hide. I must find a safe place and call the fire brigade.



This is the symbol for fire extinguisher. Wherever I see it there is an extinguisher.



If there is fire inside the house and the way to the door is blocked by flames or smoke:

- shut the door to the room
- go to the window and make yourself visible
- if possible, open the window and shout for help.



Never go inside a house or flat that is on fire. Not even if you have forgotten something important inside.



The most important rules in case of a fire are:

- Keep calm
- Report the fire
- Draw other people's attention to the fire
- Get to safety