

GET AWAY FROM DANGER

KEY SENSE: Eyes. (Review all 6 senses with your class)

GOAL: Students will learn to stay away from dangerous objects.

OBJECTIVES:

Students will

- identify objects that are dangerous and should never be played with.
- tell why it is important not to touch dangerous or unknown objects.
- explain why dangerous objects can hurt them or other people.
- plan to tell a trusted adult when you see a dangerous object.
- demonstrate who to call 9-1-1.

MATERIALS NEEDED:

- ***Sense of Safety & Beyond! Activity Book – Page 12.*** Available online to print for each student: **TOOL KIT:** <https://rocketrules.org/sense-of-safety-and-beyond-materials/>
- Crayons and pencils. Review all 6 Senses.
- Overhead projection of activity (optional)
- Write these words on the board: GET AWAY FROM DANGER

SUGGESTED SCRIPT:

Today we are going to be thinking about safety. If you are walking home and you see broken glass on the street, do you pick it up? If you see matches on the ground, would you pick them up? Right, these are dangerous things, and we never pick them up or touch them.

Today we're going to now learn more about dangerous objects. Some objects may be okay for adults to use but dangerous for children. For example, someone in your house may be taking medicine. Or, there's a sharp knife in the kitchen for cutting food. These are not toys and are dangerous objects for children.



You also need to be careful outside. You may see dangerous objects like weapons, broken glass, pills, matches, and needles. They are *never* to be played with. They could really hurt you or someone else! You could end up in the hospital with a serious injury. If you **SEE** a weapon, like a knife or gun, get far away from it and tell a trusted adult, a police officer or call 9-1-1. Don't touch it!

Remember, if you see a dangerous object, never touch it. Tell an adult.

ACTIVITY:

- **On page 12**, there are pictures of dangerous objects and objects that are not dangerous. Find Rocket's safe path home by coloring and connecting the dots. Always avoid dangerous objects.
- Explain to the students when it is appropriate to call 9-1-1 and what information they need to share with calling. Have a play phone and allow each student to practice dialing 9-1-1.

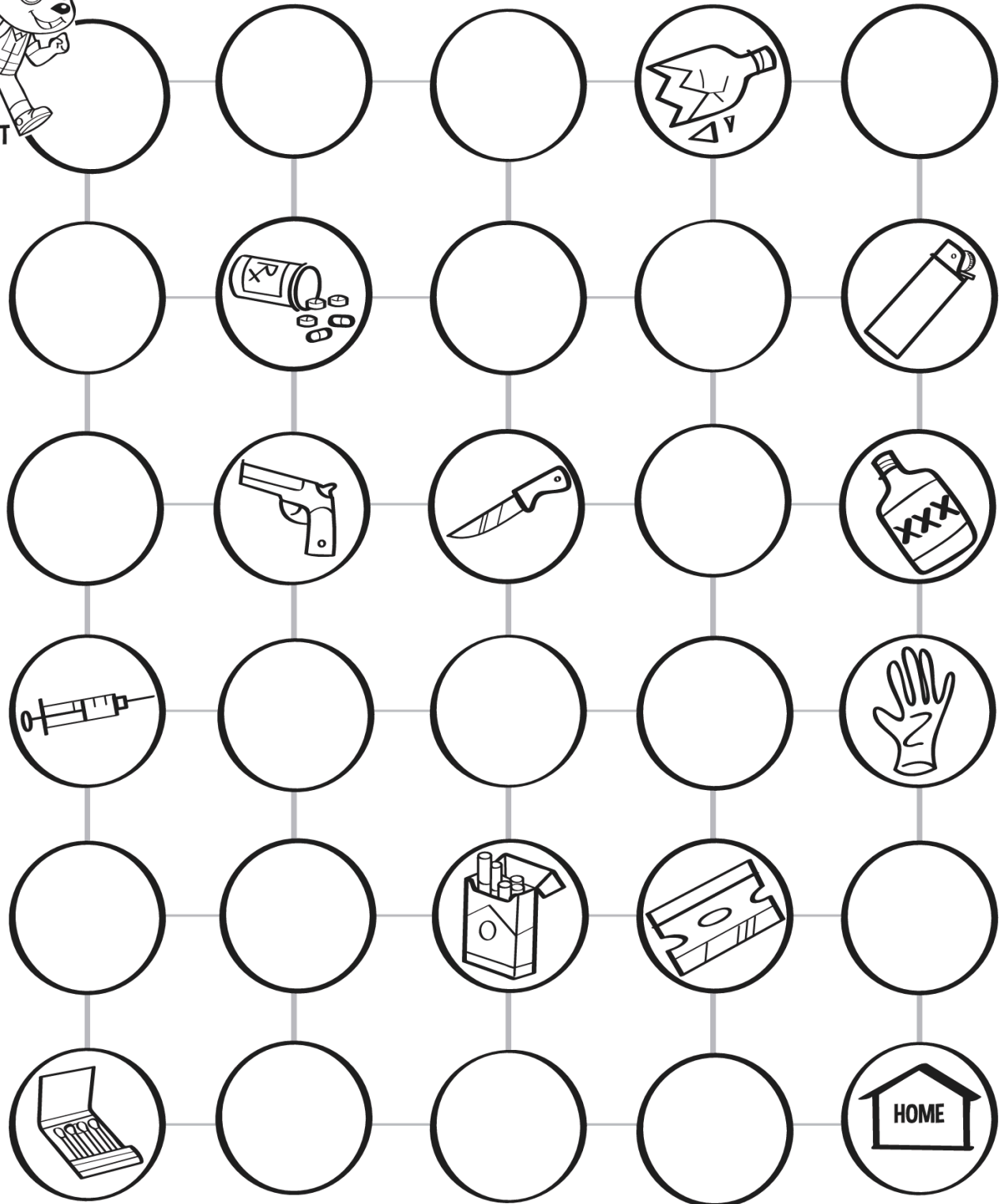
ASSESSMENT/REFLECTION QUESTIONS:

- Using your eyes, how can you tell the difference between a toy and a dangerous object?
- How could you get hurt if you play with or touch a dangerous object?
- What are some dangerous objects?
If you see a dangerous object, what should you do?

REMEMBER: Please fill out the quick survey (1-2 min) following this presentation. Go to Tool Kit page: <https://rocketrules.org/sense-of-safety-and-beyond-materials/>

GET AWAY FROM DANGER

Find Rocket's safe path home by coloring and connecting the dots while avoiding dangerous objects.  



Congratulations!

For Completing the lesson
Get Away from Danger
You're a Rocket Rules
Safety Super Star!



Instructor signature _____

Signature Rocket  _____ Date _____