

Duty Six:

Approx Time	Activity Description	Equipment Required
5:00	Grand Howl	
5:10	Germ Warfare 2 people have germs (spray bottles). The germs chase people until stop/whistle is called, when they must stop still. The germ is then allowed to move two steps to try and spread his germs by holding the bottle in front of mouth and sneezing, trying to get the germs to reach a friend. Reverse and rerun.	2 water spray bottles
5:20	Getting to Know You Leader shouts out a category. Run and get into groups of the same eg: favourite colour, same school, boys/girls, birthday month, car colour, age, hair/eye colour, height, shoes	Nil
5:30	15 minute Safety Bases Home – work through scenarios on computer for home, shed, kitchen in the hall. Water/Bush – buddy system, distress signals, fire danger, rescue downstairs outside hall Road – walk down McDonald, Ligar, Moore streets discussing road safety rules	Equipment as per attached instructions
6:25	Closing Ceremony Note: District Family Night	Nil

* Can be played outside

Extra Game if required

Candle Lighting

In relay formation, take turns lighting a match and candle then blow it out for the next person.

HOME SAFETY

- Computer and projector with screen running the MAS Emergency program

Run through scenarios with group focusing on:

- Cause of accidents
- Fire dangers around the house
- Poisons
- Electrical storm

ROAD SAFETY

Discuss road safety whilst walking down past the bowling club, cross along McDonald Street (discuss bus travel at the bus stop). Travel east down Ligar Street. Cross at the school crossing and discuss those rules. Return to hall via Armstrong Street.

Discussion points:

- Bike lanes
- Looking and listening before crossing
- Where to look for vehicles
- Cars in drive ways
- Personal safety
- Being seen when out walking

BUSH and WATER SAFETY

Buddy System

Discuss dangers of walking in the bush

- Weather
- Terrain
- Poisonous creatures

Prevention of getting lost

What to do if lost

Fire dangers

Distress signals if lost

Dangers of swimming

- Pool
- Sea
- River/lake
- Dam

Rescue techniques

- Rope
- Branch
- Floating items