

Special Educational Needs Activity Catalogue



Prevention

Protection

Response

Making West Midlands Safer

WEST MIDLANDS FIRE SERVICE

www.wmfs.net

Special Educational Needs Activity Catalogue

Thank you for inviting West Midlands Fire Service to visit your group.

As well as responding to emergencies, the aim of West Midlands Fire Service is to provide all members of the community with fire safety education in order to try to prevent fires happening or to enable them to know what to do in the event of fire. To achieve this aim our firefighters visit all schools annually conducting fun and interactive sessions with clear and important teaching points.

West Midlands Fire Service recognises that children and adults with physical impairments and other special education needs are particularly vulnerable and may be deemed to be 'at risk.' In order to ensure that these groups are part of our prevention activities we have additionally trained firefighters and Educators who carry out visits.

Each class or group will have different needs and requirements, so we have devised a catalogue of activities which cover the main teaching points. You know your class or group best; what their abilities are, how much they can take in and what activities are suitable for them. It would help us therefore if you could look through the catalogue, decide which activities are appropriate for your class and fill in the form provided. Please tick the activities you would like to be covered and add any additional information that will help us to deliver in the most appropriate way.

The SEN Educator that will be carrying out the session will visit you before the event to explain any activities that are unclear to you, show you the resources used, and discuss any issues they will need to take into account.

On the contents page opposite there is a table showing the different topics and activities we can provide with a tick list to show suitability for different needs. It is important to point out that we will endeavour to adapt all activities to meet the requirements of your group.

Key

HI	=	Hearing Impaired
VI	=	Visually impaired
ASD	=	Autistic Spectrum Disorder
P/MD	=	Physical/Mental Difficulties
ALD	=	Adults with Learning Difficulties

Contents

Theme	Activity Number	Activity Title	HI	VI	ASD	P/MD	ALD
Firefighter uniform, engine and station	1	Role of a firefighter	x	x	x	x	x
	2	Exploring the fire engine	x	x	x	AS	x
	3	Visit to a fire station	x	x	x	AS	x
Concept of fire	4	What is fire?	x	x	x	x	x
	5	Spread of fire	x	x	x	x	x
	6	Tools not toys	x	x	x	x	x
Fire hazards	7	Frances the Firefly	x	x	x	x	x
	8	Bag of hazards	x	x	x	x	x
	9	Snap cards	x		x	x	x
	10	Spot the hazards	x	x	x	x	x
	11	Adult fire hazard video	x	x	x	x	x
	12	Getting warm	x	AS	x	x	x
Smoke alarms	13	Smoke alarm	x	x	x	x	x
	14	Where to put a smoke alarm	x	AS	x	x	x
Escaping from fire	15	Crawl low in smoke	x	x	x	x	x
	16	Making an escape plan	x	x	x	x	x
	17	Get Out! Stay Out! Dial 999!	x	x	x	x	x
	18	Trapped by fire	x	x	x	x	x
	19	Never hide from fire	x	x	x	x	x
Calling the Fire Service	20	Making a 999 call	x	x	x	x	x
	21	Hoax calls	x	AS	x	x	x
	22	Hoax calls film	x	AS	x	x	x
	23	Hoax call good or bad	x	x	x	x	x
What to do if your clothes catch fire	24	Stop, Drop, Roll	x	x	x	x	x
	25	Smothering the flames	x	x	x	x	x
Fireworks and Bonfire Night	26	Never play with fireworks	x	x	x	x	x
Water safety	27	Water safety	x		x	x	x
Road and in-car safety	28	Road and in-car safety	x	x	x	x	x
Going for a walk		Outdoor Safety	x	x	x	x	x
Involving parents and carers		Attending parents' evening	x	x	x	x	x
Safeside at Eastside		Safeside at Eastside	x	x	x	x	x
Firefighter for a day		Firefighter experience	x	x	x	x	x

KEY AS = Adult Supervision

Firefighter Uniform, Engine and Station

1. Role of a firefighter

Aim

- To learn about the role of a firefighter and the equipment they use.

Resources

- Fire kit - helmet, tunic, trousers, boots, gloves, fire hood.
- Photographs on PowerPoint presentation.
- Computer/projector.



Activity

Have fun learning about the role of a modern firefighter not just at emergencies but in the community.

Get hands-on with the fire kit firefighters use, experiencing the different textures and materials and discuss reasons for the differences. Try the kit on and understand how and why the kit keeps firefighters safe.

2. Exploring the fire engine

Aim

- To discover all there is to know about fire engines.
- To discover what equipment firefighters use and have a go at using the hoses.

Resources

- Fire engine
NB - Fire engines subject to availability.



Activity

Have fun exploring a fire engine for a range of sensory experiences:

Light - visual

Siren - auditory

Equipment, hoses, water - kinaesthetic

Sit in the cab.

Hold and discuss some of the equipment carried on fire engines. Spray water from the hoses carried on the fire engine.

Firefighter Uniform, Engine and Station

3. Visit to a fire station

Aim

- To explore and learn about a local fire station.

Resources

- Fire station and associated fire engine. (Fire engine may be subject to emergency calls).



Activity

Visit a local fire station and explore the training buildings, (may vary from station to station).

Meet the firefighters and learn about what they do.

Available stations:

Handsworth, Dudley, Binley, Aldridge, Stourbridge and Woodgate Valley. The use of other local stations may be possible - ask your local SEN Educator regarding this.

Concept of Fire

4. What is fire?

Aim

- To have a full sensory experience of fire - sight, feel, smell, sound in order to understand the dangers and uses of fire.

Resources

- Large match
- Fire small cubes
- Pictures of real fires
- Smoke cloth
- Flashover scenarios DVD
- DVD player or computer

Activity

Look at a flame on the large match, put hand near it and feel the heat. What a fire smells like. Talk about fire - what it looks like, how it feels what it smells like etc. Look at pictures of real fires. Use the smoke cloth to experience not being able to see in a smoke filled room.

5. Spread of fire

Aim

- To see how quickly fire can spread.
- To understand why it is important to keep safe from fire.

Resources

- Flashover scenarios DVD.
- DVD player or computer.



Activity

Watch the DVD, which shows a fire in a normal sized room. It follows through the growth of the fire for around 3 minutes, by which time the whole room is engulfed in flames. Talk about what is happening throughout the film and bring up issues as they occur, e.g. smoke, heat, smoke alarms, tackling fire.

Alternatively watch once through in silence then watch again and discuss.

Finally watch how the firefighters put out the fire and discuss how they do this safely.

Concept of Fire

6. Tools not toys

Aim

- To understand that some fire is good whilst some are dangerous.

Resources

- Picture of 'good' (useful) fires and 'bad' fires.
- 'Good' and 'Bad' sign language pictures.



Activity

Discuss that some fires are good because they keep us warm, cook our food, provide light etc, and some are bad because they are dangerous and destructive. Look at pictures and sort into good and bad fires. If appropriate consider the dangers linked to alcohol when cooking.

Fire Hazards

7. 'FrancEs the Firefly'

Aim

- To understand not to play with matches or lighters.
- To see what the consequences could be.

Resources

- 'Francs the Firefly' book and/or DVD.



Activity

Listen to the story of a firefly that plays with matches and suffers severe consequences.

Discuss why matches and lighters should never be played with and what could happen.

8. Bags of Hazards

Aim

- To recognise things that should not be played with because they could cause a fire and/or be dangerous.

Resources

- A bag containing a variety of household items - some safe to play with and some not.

Activity

in turn take out an object from the bag one at a time and discuss whether it is dangerous and why. Reinforce by giving dangerous items to an adult present.

Fire Hazards

9. Snap Cards

Aim

- To learn to recognise dangerous and safe items whilst playing snap and matching pairs games.

Resources

- Snap cards.
- 'Good' and 'Bad' sign language pictures.



Activity

Play 'snap' or 'matching pairs' using picture cards showing safe and dangerous items. Discuss why they are safe or dangerous.

Sorting game - sort the cards into two piles - one for 'dangerous' things, one for 'safe.' Discuss why.

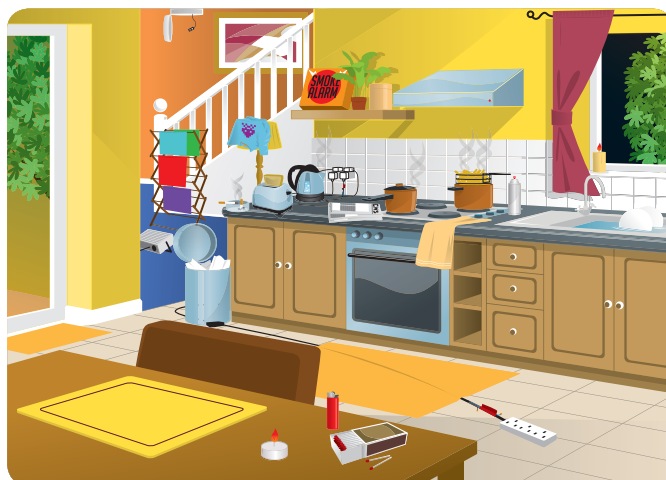
10. Spot the Hazards

Aim

- To recognise hazards in the home.
- To understand why they are dangerous.
- To know how to put them right.

Resources

- Large wipeable pictures of a kitchen with hazards. (Electronic copy available)
- Computer/projector if using electronic version.



Activity

Spot the hazards on the pictures, either as a whole group, in pairs or individually.

Fire Hazards

11. Adult fire hazard video

Aim

- To recognise the hazards in the home.
- To understand why they are dangerous.
- To know how to put them right.

Resources

- West Yorkshire FS 'Fire safety in the home' DVD.
- West Yorkshire FS 'Fire safety in the home' DVD (sign language and subtitled version).
- Computer/projector for the DVD.

Activity

View the light-hearted DVD followed by a discussion of the dangers and learning points uncovered. This can be followed by a quiz.

12. Getting warm

Aim

- To understand the best ways to keep warm.
- To know that lighting a fire to keep warm is not safe.

Resources

- Pictures.
- 'Good' and 'Bad' sign language pictures.



Activity

Look at the pictures showing different ways of getting warm. Decide if the pictures belong to the safe or dangerous group.

Smoke Alarms

13. Smoke alarm

Aim

- To know what a smoke alarm is.
- To understand why they are important.
- To know how to look after your smoke alarm.

Resources

- Smoke alarms. (Different types: battery, 10 year alarm, alarm with no battery, hearing impaired).
- 'What sounds do smoke alarms make' PowerPoint.



Activity

Look at the smoke alarms - press the button to make it sound. Discuss why it makes this sound and why you should have them in your house.

Look and listen to the different warning sounds made by smoke alarms and what they mean (e.g. full alarm, low battery). Learn about testing and looking after your smoke alarm.

14. Where to put a smoke alarm

Aim

- To know where smoke alarms should go and how many you should have.

Resources

- Large picture of cross section of house/computer based version.
- Stick on smoke alarms.
- Dolls house if required.
- Computer/projector if using electronic version.



Activity

Using the pictures (or dolls house if available) look at the best places to put smoke alarms and why. If appropriate, discussion regarding Home Safety Check (HSC) service.

Escaping from Fire

15. Crawl low in smoke

Aim

- To understand what to do if in a room full of smoke.

Resources

- 'Smoke blanket'
- 'Flashover Scenarios DVD' (scenario B).
- Computer/projector for DVD.



Activity

Watch the film showing how smoke develops in room on fire. Learn that smoke is poisonous, but that the fresh, clear and cooler air will be low down.

Practice getting as low as possible to the floor as using the smoke blanket as the 'smoke layer.'

16. Making an escape plan

Aim

- To understand the importance of making an escape plan and practice it together.

Resources

- Large picture of cross section of house/ electronic copy.
- Stick-on flames.
- 'Shawns Story' DVD.
- Computer/projector.

Activity

Learn that every household needs to make their own Escape Plan in the event of a fire. Using the picture or a dolls house and the flames, find the best routes out in different scenarios. If possible talk about their own situations at home (e.g. where they sleep and individual needs).

Use 'Shawn's Story' to illustrate that different people have different needs. Reinforce the importance of practicing together. Get Out, Stay Out, Call 999.

Escaping from Fire

17. Get Out! Stay Out! Call 999!

Aim

- To know to get out straight away if a smoke alarm sounds.

Resources

- 8 picture sequence cards (Plan A).
- Large picture of cross section of house/electronic copy.
- Mats, benches, chairs or wendy house (if they are available).
- Part of building with doors and ending outside (if available).
- Cold door/hot door signs.
- Smoke blanket (to simulate smoke at doors).
- Smoke alarm.



Activity

This is a role play activity. Discuss Plan A using the sequence cards. Then carry out role play of the sequence of events (using resources as available).

18. Trapped by fire

Aim

- To know what to do if trapped by fire.

Resources

- 7 pictures sequence cards (Plan B).
- Towels, pillows or coats.
- Large picture of cross section of house/electronic version.
- Stick on flames/smoke alarm.
- DVD player/computer/projector.



Activity

Use the Plan B cards to demonstrate what to do should you be trapped in a room with a fire outside. Do role play as in Get Out! Stay Out! If possible.

Escaping from Fire

19. Never hide from fire

Aim

- To know that they must never hide from a fire, smoke or firefighters.

Resources

- 'What to do if there is a fire' - PowerPoint presentation.
- Computer/projector for presentation.



Activity

Look at and discuss 'What to do if there is a fire' PowerPoint.

Calling the Fire Service

20. Making a 999 call

Aim

- To know to dial 999 if there is a fire or other emergency.
- To know what to say when making an emergency call.

Resources

- Phone with large keys.
- Toys phones/old mobiles.
- Optional - interactive phone system. (Subject to availability).
- Prompt cards.
- 'Emergency or Not' pictures.



Activity

Find out what number to ring if there is an emergency. Find out what to say and practice using role play and if possible the interactive phone.

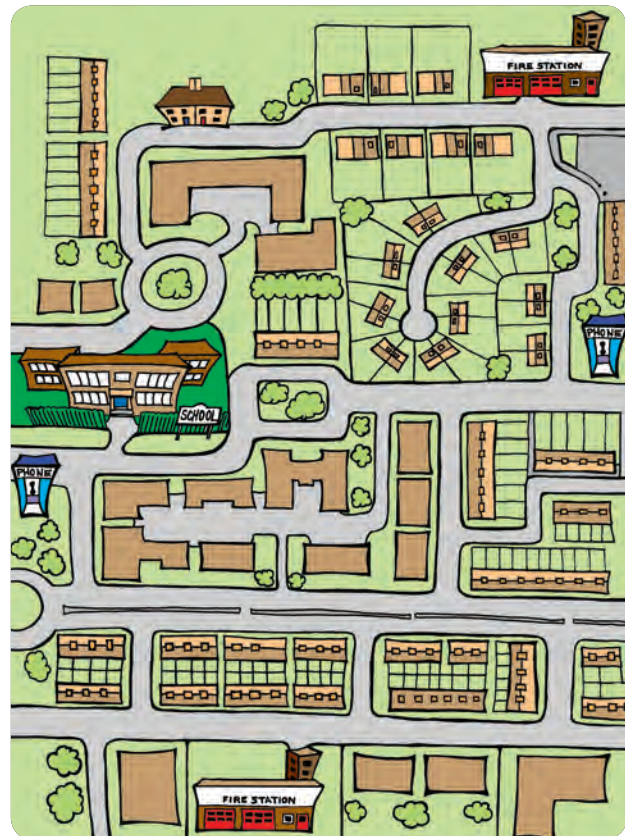
21. Hoax calls

Aim

- To understand what a hoax call is and they should never call 999 if they don't need to.
- To understand the consequences of making a hoax call.

Resources

- Large road map.
- Cut out of fire engines and fire.
- 'Consequences of fire' PowerPoint.
- Computer/projector for presentation.



Activity

Use the road map or PowerPoint presentation map; show how fire engines respond to an emergency and the consequences that making a hoax call can have.

Calling the Fire Service

22. Hoax call film

Aim

- To understand the consequences of making a hoax call.

Resources

- 'Fire Hoaxers' DVD.



Activity

Watch a film showing children making hoax calls and a fire then starting elsewhere. Discuss the consequences for the victims, their families, the people that make the hoax call and the wider community including firefighters and other emergency services.

23. Hoax call good or bad

Aim

- To know when it is ok to call 999 and when it is not.
- To understand that the Fire Service can be called out for emergencies other than fires.

Resources

- Pictures of fire/emergency scenarios and non-emergency scenarios.
- 'Good' and 'Bad' sign language pictures.



Activity

Play a game where they look at pictures of fire and emergency scenarios and put them next to the good or bad sign language hand.

Alternatively describe scenarios and ask them to sign which are good or bad.

What to do if your clothes catch fire

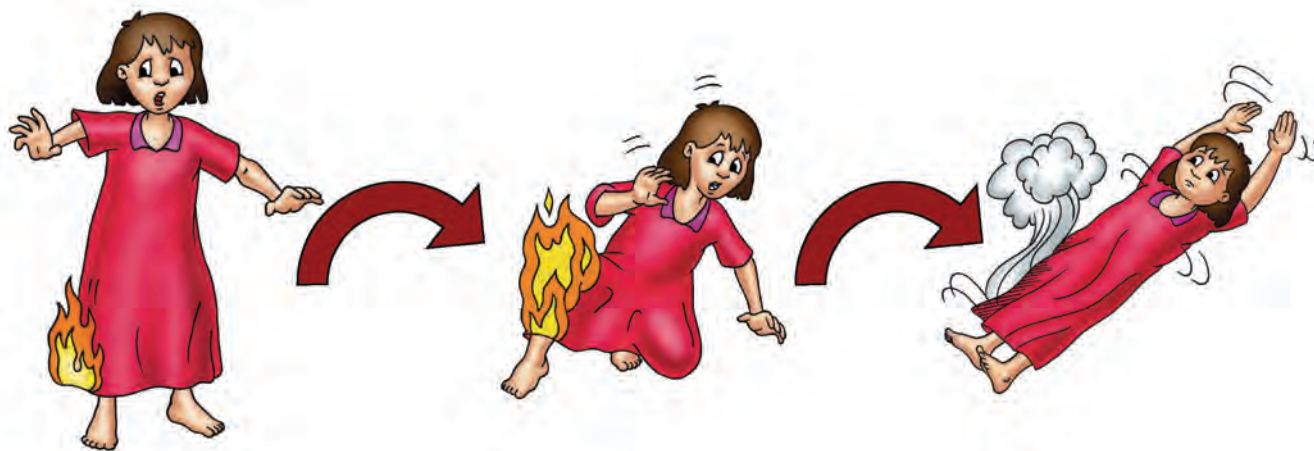
24. Stop, drop, roll

Aim

- To know what to do should your clothes catch fire.

Resources

- Matt (gym).
- Felt flame with sticky tape.



Activity

Learn why, if your clothes catch fire, you stop, drop to the floor and keep rolling until the flames go out.

Stick the pretend flame onto clothing and practice stop, drop, roll.

25. Smothering the flames

Aim

- To know what to do if you are immobile and your clothes catch fire.
- To know what to do if your friends clothes catch fire and they are immobile.

Resources

- Coats, rags etc.
- Felt flame with sticky tape.
- 'Shawn's Story' DVD.

Activity

Learn that if your clothes catch on fire and you can't get on the floor (e.g. you are in a wheelchair or are 'chair or bed bound') you must smother the flames with anything you can find. Stick the flames anywhere on your clothing and practice this with a coat or blanket. Encourage them that ideally an adult should carry out this action. Watch the relevant section of 'Shawn's Story.'

Fireworks and Bonfire night

26. Never play with fireworks

Aim

- Understand the dangers of playing with fireworks.
- Understand the possible consequences of playing with fireworks.

Resources

- Widget firework code PowerPoint presentation.
- 'Out with Izzy' film.
- The Gift.
- 'Display only' fireworks.
- Computer/projector/DVD player.



Activity

A session can be tailored to the specific need of your group.

Please contact your local WMFS SEN Educator for more information.

Water Safety

27. Water Safety

Aim

- Understand the dangers associated with water during winter and summer.
- Understand the possible consequences of accidents near or on water or ice.

Resources

- Safeside at Eastside.
- Safeside at Handsworth.



Activity

A session can be tailored to the specific need of your group.

Please contact your local WMFS SEN Educator for more information.

Road and in-car safety

28. Road and in-car safety

Aim

- To understand the dangers on the roads.
- How to stay safe when out and about.
- To understand the importance of safe behaviour whilst travelling in cars.

Resources

- Large laminated hazards spotting sheet (also available electronically).
- High impact and graphic KS3/4 Your Choice package - subject to availability and parental/guardian permissions.
- Computer/projector required for Your Choice package.



Activity

Spotting hazards on the laminated sheet for road and car safety, either in groups or individually. Discussion of good and bad points from both the road and in-car safety scenes.

Involving parents and carers

Attending parents' events

Aim

- To make parents aware of fire safety issues.
- To encourage parents to make escape plans and have smoke alarms.

Resources

- HSC leaflets and referral forms.
- Pull up display banner.

Activity

Through the use of various resources and the attendance of SEN Educators provide advice and information with a view to promoting home fire escape plans and the fitting of smoke alarms. Encourage parents and carers to undertake a Home Safety Check.

Possibility of having a fire engine attend.

Outdoor Safety

Take a Walk

Aim

- To bring together and reinforce classroom work through going for a walk.

Resources

- Route plan
- Risk assessments
- Programme for the walk
- Packs



Activity

BELA trained SEN Educators, accompanied by teachers and assistants, take the group for a walk in safe surroundings to a stated destination. During the walk they highlight the dangers of roads, the route taken, water safety, look for hazard signs, farm and wild animals and general country code. The walk to last approximately 1 hour.

Firefighter for a Day

Aim

- To spend a day doing some of the things firefighters do.

Resources

- Fire Station
- Kit for everyone taking part
- Home Safety Check list
- Hose
- Team exercise kit



Activity

Following on from sessions in the classroom spend a day on a Fire Station doing things firefighters do. For example:

- ✧ Look around a fire appliance/fire station
- ✧ Be able to spot real fire hazards
- ✧ Carry out team exercises

Safeside at Eastside (Nechells, Birmingham)

Safeside at Eastside is a state-of-the-art, scenario based safety education centre which provides an innovative, interactive and enjoyable learning experience covering a whole range of topics.



Activities

Visits are tailored to your groups specific needs regarding content and duration. Visits are conducted by WMFS firefighter SEN Educators.

There is a charge per student for visits to Safeside which can only be pre-booked, this can be done by ringing 0121 380 6429.

For more information please ask for an information booklet which is available from your SEN Education Officer or go to www.safeside.org.uk



SEN

SEN Lifeskills Programme

For those aged over 11 years who are out and about independently in our community Safeside at Eastside can offer the following programme.



Topic areas covered:

- Travel Safety
cars as a pedestrian
railwaysbuses
- Safety in the Home
fire safety escape plans
emergency calls
- Personal Safety
alleyways peer
pressure alcohol
- Out and About
water safety first aid
consequences of
crime



Activities

This programme is provided by WMFS firefighter SEN Educators and drama students from Birmingham School of Acting. It is designed for those who are out and about independently in our community and may need to call on previously learnt life skills to cope with situations which may prevail.

The SEN Lifeskills programme provides actual experimental learning by bringing scenerios to life leading to discussion which enhance and support learning.

This programme is only available on occasional Tuesdays from November each year therefore booking early is advisable. Also please note that this programme is designed for about 40 students therefore more than one group may be involved. However, they will not be mixed.

There is a charge per student for visits to Safeside which can only be pre-booked, this can be done by ringing 0121 380 6429.

Contact Details

Schools Education Officer
Community Safety Team
West Midlands Fire Service Headquarters
Safeside
101 Vauxhall Road
Birmingham
B7 4HW

Tel: 0121 380 6196

Email: education.team@wmfs.net

www.wmfs.net

