



FireSmart Relay

A Home and Property FireSmart Game

Making connections with younger students is one of the largest challenges facing FireSmart educators. This relay has a number of variations that are designed for both younger and older children audiences. It is to be used following a lesson using the FireSmart Magnetic Boards. It is designed to reinforce the 3 simple, yet effect actions that can be taken on a home owner's property:

- 1) Mowing the Lawn (Cut the Grass)
- 2) Moving the Wood Pile
- 3) Cleaning the Eaves-troughs



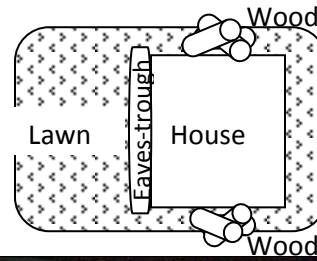
Example of: Home + Property used in Hazards

Materials Required

- Home
 - plastic doll house or equivalent
 - 1 per team
- Cut Lawn
 - large rectangle green felt
 - large enough to allow for front and side yards
 - 1 per house
- Long Un-Cut Grass
 - 2.5 cm Squares of Green Felt or AstroTurf
 - 20 pieces/team
- Wood Pile
 - dowel cut into lengths, sticks from outside, singly or in bundles
 - 20 pieces/team
- Eaves-trough
 - instructions below
 - leaves inside the eavestrough any or combination of:
 - scraps of paper cut into small squares
 - fake leaves
 - felt scraps
 - 20 per team
- Pylons
- Paper Bag
 - 1 per team
 - marked “Yard Waste”
- Wood Pile Location Marker
 - 1 per team
 - Masking tape to mark X for where wood needs to be moved OR
 - laminated sheet with an X marked in the center

House Set-up

- 1) place the large felt rectangle under the house extending out into a front yard and making small side yards
- 2) attach a eaves-trough to the house
- 3) place the wood piles in the side yards
- 4) scatter the uncut grass on the cut lawn
- 5) fill the eaves-trough with leaves



Building an Eaves-trough

You can create a representative eaves-trough out of whatever you deem fit. Be sure to make the eaves-trough large enough to accommodate enough leaves for the each member of the team to grab some.

In this model a plastic organiser basket measuring 25x6.8 x 5.5 cm was used as the trough.

- 1) Popsicle sticks were hot-glued length-wise along the ridge of the roof to widen the attachment surface for the basket.
- 2) The basket was then hot-glued to the popsicle sticks
- 3) paper clips were used to anchor the trough through the window opening
- 4) the basket was covered in black duct tape

Hazards – versions

There are 3 different versions of hazards dependent on:

- 1) number of players
- 2) ages of participants
- 3) space available

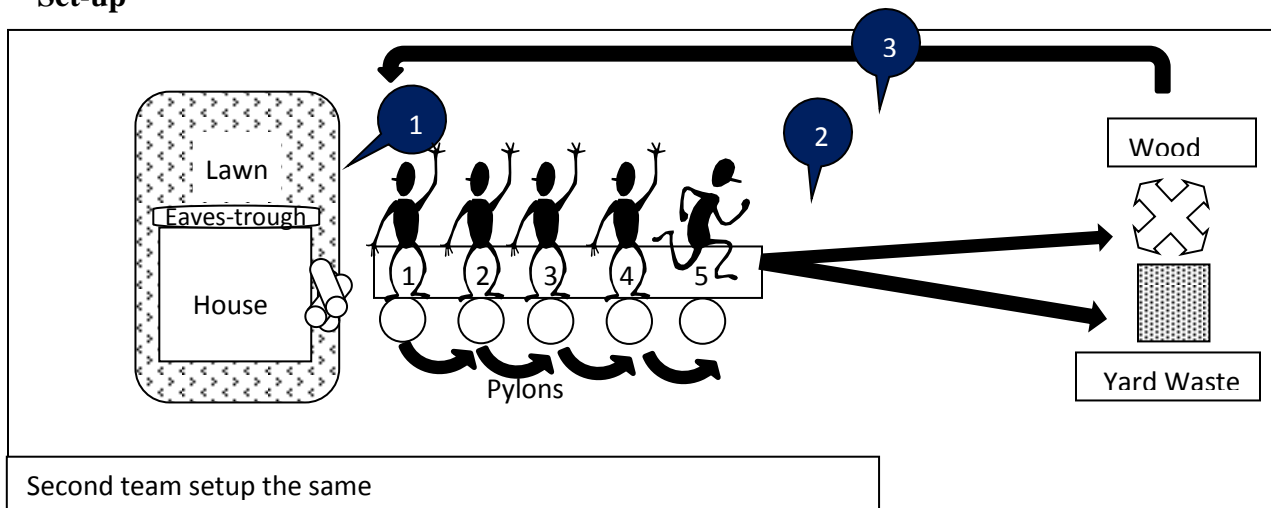
These versions of Hazards are suggestions based on trials conducted by the Lesser Slave Lake Bird Observatory and the Lesser Slave Forest Education Society.

	Small Space	Large Space	<7 players/team	>7 players/team	all ages	Ages 8+
Little Hazards	✓		✓		✓	
Standard Hazards		✓		✓	✓	
Zig-Zag Hazards		✓		✓		✓
Challenge Hazards		✓	✓	✓		✓

Introducing Hazards

- 1) set-up the relay prior to the lesson using the FireSmart Magnetic Board
- 2) following the lesson, lead students to the houses
- 3) ask what 3 actions should be taken to make the house more FireSmart (assume metal roof and cement board walls)
- 4) generally students will pick up on the 3 actions:
 - a. mow the lawn
 - b. move the wood
 - c. clean the eaves-troughs (eavestrough) without much input.
- 5) split students into teams and have them line up in the appropriate locations
- 6) explain the game
- 7) ask one more time: What are we going to do?
 - a. mow the lawn
 - b. move the wood
 - c. clean the eaves-troughs
- 8) begin play

Little Hazards Set-up



1. lawn out front – with 1 (or 2) pieces of grass per participant
2. eaves-trough facing lawn – with enough leaves for each
3. wood on one side – with 1 (or 2) bundles per participant
4. Place PYLON 1 close enough to the house that the participant located there will be able to reach: all three items without moving their feet.
5. Space out the remaining pylons (1 per participant) so that the participants are within reaching distance of each other (increase distance = increased difficulty).
6. Place the wood pile location marker and the Yard Waste bag, so that the last participant in line will have to move to complete the needed action

Rules:

- 1) participants may not move their feet unless they are the last participant in line OR between rounds
- 2) participants must make the statement before passing the item on

Play

- 1) split the participants into 2 teams
- 2) have each participant stand in front of a pylon
- 3) the player closest to the house begins the play by picking up a piece of grass and stating “mow the grass” and passing it to the next participant (1)
- 4) play continues in this way with each participant repeating “mow the grass” until the final participant in line who runs the grass to the yard waste bag (2)
- 5) after placing the grass in the yard waste bag, the runner becomes player number 1, player 1 becomes number 2 etc. (3)
- 6) play continues following the same pattern until each participant has been player number 1
- 7) play continues following the same pattern with moving wood piles
- 8) each player now states “move the wood pile” (1) and play continues in the same manner, stacking the wood on the X (2)
- 9) when move the wood is complete, play continues with leaves (into the yard waste bag) (2) and the statement “clean the eaves-troughs”(1)
- 10) First team to complete the yard clean-up wins!

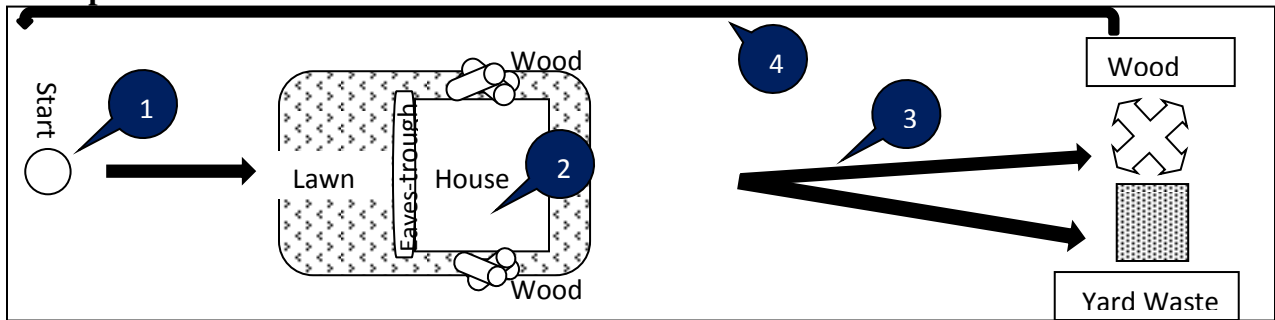
Standard/Zig-zag Hazards

(Zig-zag hazards includes additional element of weaving through pylons)

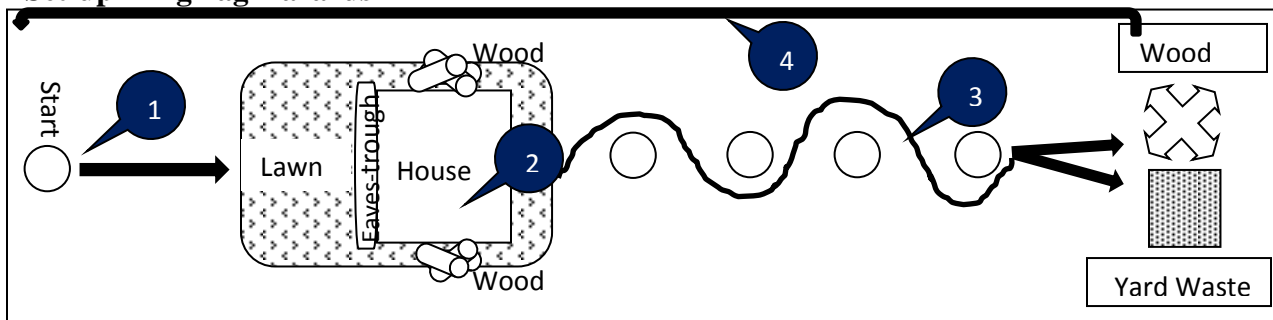
Choose:

- a) placing out just enough: lawn, wood and leaves that everyone has one turn
- b) placing out all the lawn, wood and leaves so all have multiple turns
 1. split the participants into 2 teams
 2. have each team line up behind the start pylon

Set-up – Standard Hazards



Set-up – Zig-zag Hazards

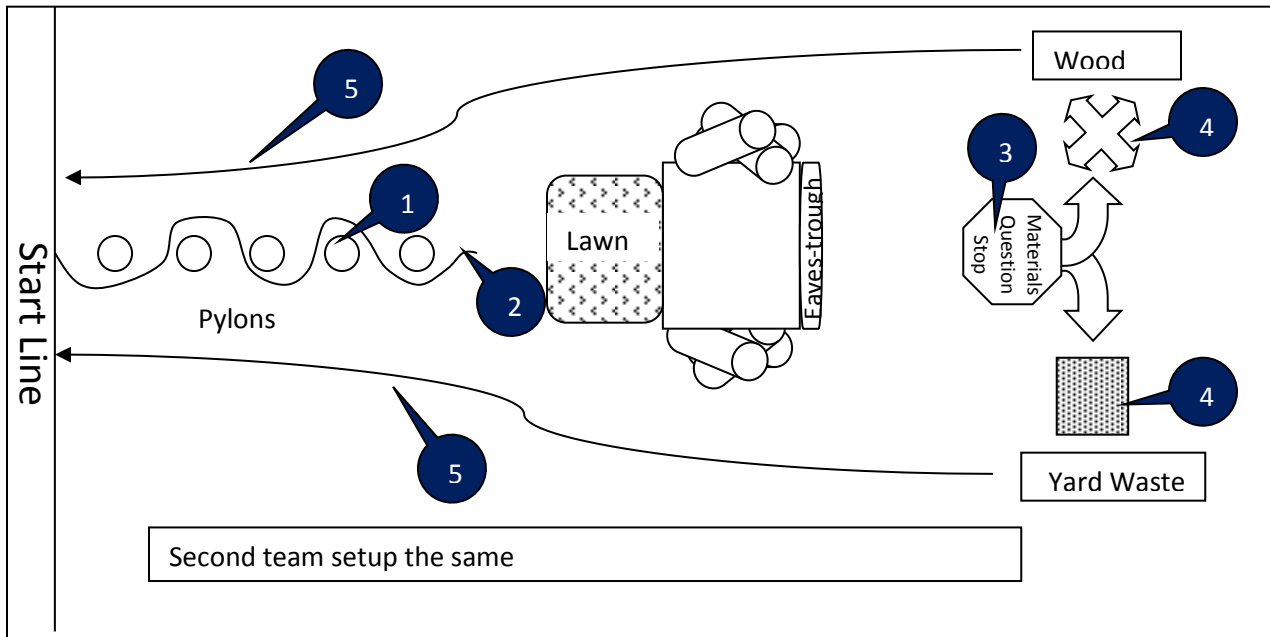


3. the first player in line runs to the house (1)
4. grabs 1 piece of grass (2)
5. a. runs it to the yard waste bag (standard) (3)
b. weaves through the pylons (zig-zag) **note players failing to weave properly must come back and repeat the weave before continuing play*
6. runs back to the start and releases the next runner by high-fiving the next person in line (4), then joins the back of the line.
7. play continues in this manner for moving the wood and cleaning the eaves-troughs
8. game is finished when 1 team has completely “FireSmarted” their home/property

*as game leader, you dictate what is to be collected. If you have chosen to put out all 20 of each item it is suggested that following each player collecting 1 of everything, allow them to complete 2 of any action.

Example: Jack was the first player in line and has “mowed the lawn”, “moved the wood” and “cleaned the eaves-troughs”. The game leader now says “Jack’s team do 2 of anything.” Jack chooses which 2 actions to take and play continues to the next player in line who chooses 2 actions to complete.

Challenge Hazards Setup



Play

1. Split the participants into 2 teams
2. Have each team line up
3. On the word go, the first person in line must zig-zag through the pylons to the house (1)
4. At the house they must “mow” the grass by picking up one piece and putting it in the “Yard Waste” bag (2)
5. After picking up the grass they must run to the “Materials Question Stop” (3)
6. At the Materials Question Stop they must answer the question
 - a. Which is more FireSmart: Vinyl or Cement Board? (be sure to have samples with you to make the quiz easier)

After answering the question correctly they may put the grass into the yard waste bag (4)
7. And run back to the start and high-five the next person in line who repeats these actions (5)
8. Let each person have a turn cutting the grass, then switch to collecting the leaves out of the eaves-trough, continuing to weave through the cones (1)
9. To do this they grab a leaf from the eaves-trough (2) and race it to the Materials Question Stop
10. Leaf Collection FireSmart Materials Question Stop (3):
 - a. Which is more FireSmart: Wood or Asphalt/Metal?
11. Then place the leaf in the Yard Waste Bag (4)
12. And run back to the start and high-five the next person in line who repeats these actions (5)

13. A team can move to the next level after:
 - a. all the leaves are gone
 - b. everyone has had a turn
14. Finally, after weaving through the pylons (1) they must pick up 5 pieces of fire wood or 1 bundle if you have bundles the wood (2)
15. At the Materials Question Stop they must answer the question (3)
 - a. Which is more FireSmart: Wood or Metal Sheeting? (be sure to have samples with you to make the quiz easier)
After answering the question correctly they may stack the wood NICELY on the X (4)
16. And run back to the start and high-five the next person in line who repeats these actions (5)
17. The first team to complete this wins!

Adding to Hazards

If you have played hazards a few times, trying adding some new elements to keep the game fresh and interesting for your students.

Variations/Additions:

These variations can be used individually or in combination and are geared towards older students. Remember that **keeping it simple** often means more fun for younger participants.

1) Added Fun

a) PPE

Have the participants put on some Personal Protective Equipment before beginning the race. The participant who comes back in has to transfer the equipment to the next student in line. Gloves will make picking things up more of a challenge. Suggested PPE:

1. Gloves
2. Safety Goggles
3. Ear Protection

b) Props

Have the participants weave through the pylons while pushing a plastic mower. After placing the items in the waste bag or on the X they have to weave with the mower back through the pylons and give it to the next person in line.

c) Noises

Have the participants make noises related to the actions they are completing.

2) All for One

Instead of having the participants do one action at a time, have them complete all 3 actions on the same turn.

3) Community Cares

Instead of having individuals clean the properties have them do it in groups of 2 or 3, representing neighbours or families. By working together, they will realise how much faster things can go.