

In an Emergency Game

Place game cards
here.

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You called 999
in time. Move
forward 3 spaces.



The fire engine arrived
within 2 minutes.
Move forward 2
spaces.



Oh no! You didn't call
999 in an emergency.
Go back 3 spaces.

The ambulance
made a safe
journey. Move
forward 3 spaces.



You called for
the fire brigade
when there was
a dangerous fire.
Move forward 1
space.

Oh no! You
shouted during
the fire drill. Go
back 2 spaces.



Finish



Oh no! You ran back
for your bag during
the fire drill. Move
back 3 spaces



You saw someone
struggling at sea and
called the coastguard.
Move forward 3
spaces.

Start
↑

True or False?

You can call 999 at any time of the day in an emergency.

Answer: True

True or False?

Dialing 999 when there is not an emergency is very dangerous.

Answer: True

True or False?

You should call 999 if there is an emergency.

Answer: True

True or False?

You should call 123 in an emergency.

Answer: False – you should call 999 in an emergency.

True or False?

You should try to deal with an emergency on your own.

Answer: False – you should call 999 and call for help.

True or False?

You must be over 8 years old to call 999.

Answer: False – you can call in an emergency no matter how old you are.

Question Time

Who should you call if someone is in danger out at sea?

Answer: The coastguard (999).

Question Time

Who should you call if there is a fire?

Answer: The fire brigade (999).



Question Time

What vehicle do the paramedics arrive in?

Answer: An ambulance.

Question Time

Who would help you if you were badly hurt?

Answer: A paramedic, doctor or nurse.

Question Time

Who answers the telephone when you call 999?

Answer: The operator.

Question Time

What vehicle do the police arrive in?

Answer: A police car or van.

Question Time

Someone has fallen over and grazed their leg. It is sore. Is this an emergency?

Answer: No, but you should tell a grown-up.

Question Time

What vehicle do the fire brigade arrive in?

Answer: A fire engine.

In an Emergency Board Game

Instructions

You will need:

- Dice
- Counters
- Game Cards

This game is for 2-4 players.

Give each player a counter and choose a player to start first. The first player starts by throwing the dice.

Move the counter from the 'Start' position the number of places that they rolled.

If they land on a telephone, they must pick a card from the pile and pass it to the grown-up, or to the player to their left, to read the question. If the player answers correctly, they may move forward two spaces. If they are incorrect, they must stay where they are.

If the player lands on a space with words, they must read the statement and move forward or backwards accordingly.

The first player to reach the star at the finish line wins.