Fire and Burn Prevention

Every year in the United States:

- Two million Americans are burned severely enough to need medical attention.
- Burns are the leading cause of accidental death in children ages 1-15.
- 75 percent of burn injuries occur in the home. (INTEGRIS Baptist Burn Center)
- Smoke alarms cut the risk of dying in a reported fire in half.

Oklahoma Facts:

- Scalds are the leading cause of burn center admits in Oklahoma for children under 5 years of age.
- More than half of all burn center admits for young children in Oklahoma are for a scald injury.
- Paul Silverstein Burn Center at INTEGRIS Baptist Medical Center is one of the largest and most comprehensive burn centers in the country, and one of only two burn units in Oklahoma.
- The Oklahoma Firefighters Burn Camp is a summer camp provided, free of charge, for children aged 6 to 16 that have suffered major burns or disfiguring injuries any point in their lives requiring hospitalization. 1-918-857-6351 or email: info@okffburncamp.org







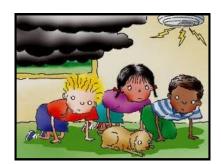
Fire & Burn Prevention—Pre-K Safety Bullets

- If you find lighters & matches, DO NOT pick them up, go tell an adult.
- Remind adults to test smoke alarms monthly.
- If you see smoke, stay "LOW & GO!". The air is safer & cleaner down near the floor.
- NEVER hide from smoke! Bath tubs, under beds, and closets will NOT keep you safe. Get out of the house.
- Call "911" after you get out of the house or scream for help. Another adult can call 911.
- Remember, firefighters are your friends. Sometimes they wear strange cloths, but they can help you.
- Draw an "Exit Plan" and decide where your "Meeting Place" will be located.

Activity: Practice staying "Low & Go".

- Objective: Stay low where the air is fresh away from the smoke, heat, and poisonous gaseous. Remember: Smoke rises to the smoke alarms before it banks down to the floor.
- Show the children what a smoke alarm looks like and sounds like.
- Practice hearing the sound of a smoke alarm or simply say "Beep-Beep-Beep" (This will not confuse other children in nearby classrooms). Wherever they are located they need to go immediately to the floor. They will crawl on hands and knees under a blanket or a toy tunnel if available. They will crawl to the nearest door, where fresh air awaits. Then they will walk quickly to the outside "Meeting Place" and look for help to call 911.
- Visual Aids: Smoke Alarm, Blanket or Toy Tunnel.





Lesson Title: Match Up for Fire Prevention

Safety Topic: Fire and Burn Prevention

Grade Level: K-2nd

Objective: Students will understand the basics of fire safety and how to respond in the case of a house

fire.

Oklahoma Academic Standards for Health Education:

Standard 1: Students will comprehend concepts related to health promotion and disease prevention to enhance health.

Equipment:

• Fire safety images pasted on index cards (see activity)

Quick Facts:

- Smoke detectors beep loudly when smoke is present and chirp when batteries are low. Always replace batteries as quickly as possible.
- In the case of a fire, remember to stay low because smoke rises.
- Always feel a closed door with the back of your hand before reaching for the doorknob. There is most likely a fire on the other side if the door is hot. In this case, look for an alternative exit.
- Remember to stop, drop, and roll if part of your clothing or body catches on fire.
- Establish a family fire escape plan and meeting place in the case of a fire emergency.
- Do not look for pets or other belongings during a house fire. Do not go back inside under any circumstances.
- Firefighters will appear quickly. They may be dressed in unusual clothing, but is just for protection.

Activity 2: Fire Safety Matching

Divide students into groups of two. It is okay to have a group of three if necessary. Each partner set will have a pile of cards with fire prevention images on each card. Each image should have a match. The cards will be placed face down on one sideline with the students sitting across on the other sideline. Students will take turns retrieving the cards one at a time. Cards should remain face down until all cards have been collected. Students will then play a matching game until all matches have been turned up. Cards remain face down and partners take turns flipping two cards at a time. If the cards match, they may stay up. If the cards do not match, they must be turned back face down. The teacher may call out various movements that students can use to retrieve the cards. Examples include skipping, galloping, hopping, crab walk, frog jump, and duck walk.

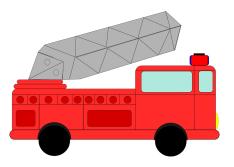


















Lesson Title: Stop, Drop, and Roll

Safety Topic: Fire and Burn Prevention

Grade Level: 3rd-6th

Objective: Students will understand the basics of fire safety and will participate in a stop, drop, and roll ac-

tivity.

Oklahoma Health Education Standard(s):

Standard 1: Students will comprehend concepts related to health promotion and disease prevention to enhance health.

Standard 7: Students will demonstrate the ability to practice health-enhancing behaviors and avoid or reduce health risks.

Equipment:

• 2 pool noodle halves (two different colors)

Quick Facts:

- Smoke detectors beep loudly when smoke is present and chirp when batteries are low. Always replace batteries as quickly as possible.
- In the case of a fire, remember to stay low because smoke rises.
- Always feel a closed door with the back of your hand before reaching for the doorknob. There is most likely a fire on the other side if the door is hot. In this case, look for an alternative exit.
- Remember to sop, drop, and roll if part of your clothing or body catches on fire.
- Establish a family fire escape plan and meeting place in the case of a fire emergency.
- Do not look for pets or other belongings during a house fire. Do not go back inside under any circumstances.
- Firefighters will appear quickly. They may be dressed in unusual clothing, but is just for protection.

Activity: Stop, Drop, and Roll Tag

Two students will be taggers and will use half of a pool noodle as their tagging instrument. One tagger will be a flame and one tagger will be a doctor (each with a different color noodle.) The other students try to avoid the flame while staying within the boundaries. If a tagger touches a student with the flame, that student must stop, drop, and roll one time and then sit down where they were tagged. The "doctor" must come and help the students who are tagged by the "flame" to get back into the game. Once the doctor gives a student sitting down a high-five, he or she may return to the game. Watch out though, if the flame gets the doctor, no one will be saved.

Friendly Review Questions:

- 1. If you have an "Emergency", what phone number do you call? "911"
- 2. Should you call "911" inside a burning house or outside in the fresh air? Outside
- 3. What should you do if you find a lighter? Don't touch and tell an adult immediately.
- **4.** If you see nasty "smoke", what should you do? **Get low and get out of the house. Do not breath the smoke.**
- 5. Where's the best place to hide from smoke and fire? No where! You cannot hide from smoke. It will find you, so stay low and get out of the house fast!
- 6. What do you do if you hear a smoke alarm beeping? Stay low and head outside. It's okay to yell to the adults "Fire, I'm going outside!!"
- 7. What are two very important items you need to discuss with the adults? 1. Exit Plan 2. Location of Meeting Place







Helpful Resources Fire & Burn Prevention

Oklahoma City Fire Department: https://www.okc.gov/departments/fire-life-safety

National Fire Protection Association: http://www.nfpa.org/public-education/by-topic/safety-in-the-home

Oklahoma Firefighters Burn Camp: http://okffburncamp.org/



