*Explanatory leaflet : dangers of the house game*

**Use context:** schools, public events, beginning of first aid rainings

**Public :** from 6 years old

**Objectives :**

* Make people aware of the dangers at home
* Introduce prevention measures

**Duration :** between 10 and 30 minutes depending on ages and diverse discussions that occurs

**Number of people :** from one to four people by « house »

**Support et material :**

* To print :
* House map
* 7 pictograms to cut (print various sheets in order to all the participants can have sufficient models)
* Scissors

Practical tips : Stick on a cardboard theses documents to re-use the material.

**How to proceed :**

The house have different rooms and different situations (including one picture on the bottom to insist on the pedagogical aspect).

Start from a simple question : « In your opinion, which is the place when accidents occur more often, house or on the road?” The answer is the house because, according to statistics, there is more injured people due to domestic accidents than road accidents.

Then, you have to show the map of the house and be sure than participants know all the places as living room, bathroom etc. You can present the different pictograms and they have to guess what accident/injury occurs in each room.

Pictograms represent :

|  |  |
| --- | --- |
| Bleeding |  |
| Burn |  |
| Head injury, fracture |  |
| Unconsciousness |  |
| Poisoning, drug intoxication |  |
| Electrification |  |
| Drowning |  |

Use the table for identify the danger by room.

|  |  |  |
| --- | --- | --- |
| Room | Danger due to | Pictogram/injury |
| Kitchen | * Fire * Gas * Cleaning products/   food   * Dishes/ knives | * Burn * Poisoning * Bleeding |
| Bathroom | * Water/electricity | * Electrification * Unconsciousness * Drowning |
| Bedroom | * Carpet * Medicine * Toy | * Head injury, fracture * Drug intoxication |
| Living room | * Carpet * Nuts | * Head injury, fracture |
| Passage | * Bulky objects * Plugs | * Head injury * Electrification |
| Garden  Swimming pool | * Barbecue * Dishes/knives/tools | * Burn * Bleeding |

Each participant places pictograms on the room where a danger/injury is identified. We can correct collectively and ask to justify the choices.

**Variants :**

* Before placing the pictograms, they can tell a danger situation that they live in a room and tell the advices given.
* For the older, it’s possible to impose a time-limit
* Art of mime : a participant mime a situation that occurs in a room and the others have to recognize it.