

Emergency Helpers

Early Childhood Emergency Program

Tips for role play and games

DRAMATIC PLAY

Use the flashcards as visual stimulus in a dramatic play along with dress ups to foster more conversations exploring different emergency situations and what children should do. Use an old telephone and/or mobile phone to allow children to practice dialling Zero Zero Zero and what they need to tell the operator.

BLOCK/CONSTRUCTION PLAY

Print the flashcards off, and stick them to blocks and other construction material for the children to explore. Clear contact will help to protect them. Blocks can then represent the vehicles and people in the children's play. They can be used indoors or outdoors on tables, mats or in sandpits.

MEMORY GAMES

Print off multiple copies of the memory card game sheet. This is a way of incorporating the emergency services theme into the natural developmental progression in Early Childhood settings by introducing games with rules.

Some examples include:

- > Snap (card game)
- > Having pictures on a covered tray and then remove one. Children have to guess which picture is missing
- > Turn the cards face down and have the children turn over two cards. The aim could be to find two the same or to extend this, the aim could be to match the emergency service officer to their vehicle or equipment

COLOURING BOOKS

Print off copies of the Ambulance colouring book and see if the children can remember the correct colours for the uniform and car. Having the flash cards displayed in the room can help the children to remember.

An Emergency Services initiative



Ambulance Service
of New South Wales



NSW Fire Brigades



NSW Police Force