

Keeping kids safe!

Morky's Safety Mission

Educator, parent and carer guide



Information for educators, parents and carers

All children should learn about personal safety. This includes being able to recognise body clues, react in an unsafe situation and report to an adult who can help. Personal safety education aims to provide children with the knowledge and skills needed should they, or someone they know, require them.

Teaching personal safety to children is more than just one talk, it's an ongoing conversation that continues over time as a child grows up. This board game has been designed with the intention of recapping personal safety messages in a fun, child-friendly way and provides opportunities to reinforce prior learning. This board game can be used in the classroom or at home as a tool to support effective personal safety conversations with children.

Pre-activity chat

Before you begin, inform the children taking part that this activity is about personal safety because everyone has the right to feel safe. Share these important rules for the session:

1. Be nice, respectful, and kind to each other
2. Try to join in but it's okay if you want to 'pass' a question or challenge
3. You are welcome to ask your teacher, parent, or carer questions during the activity

If the game is being used in the classroom, remind children:

- If you have a private story to tell, talk to an adult after the session
- Children are all different, including their family structures, and it is important to value this diversity.

Instructions

Equipment

To **make the game** you will need:

- Printer and paper
- Scissors
- Glue or sticky tape

To **play the game** you will need:

- 1 game board - provided
- 1 set of **CHALLENGE** cards - provided
- 1 set of **SAFE** cards - provided
- 1 marker **FOR EACH** player – use your own or print
- 1 dice - use your own or print

Assembly Instructions

1. Print the game board provided on A3 paper or stick two A4 pages together
2. Print and cut out the **CHALLENGE** cards
3. Print and cut out the **SAFE** cards
4. Find or make a marker **FOR EACH** player – you could use coins or buttons or print the markers provided
5. Find or make a dice – use your own, or print and assemble the dice provided using glue or sticky tape
6. Shuffle the **SAFE** cards then place them onto the large square marked **SAFE** cards on the game board
7. Shuffle the **CHALLENGE** cards then place them onto the large rectangle marked **CHALLENGE** cards on the game board

How to play

1. Each player chooses a marker and places it on the **GET RED, RED READY** space.
2. Each player has a turn at rolling the dice. The player who rolls the highest number goes first.
3. Players continue to take turns to roll the dice and move forward, space by space, according to the number rolled on the dice.
4. If a player lands on a space marked **SAFE** card, they should remain on that space and collect one **SAFE** card from the top of the pile. They can look at it, but they should not let any other player see it. The player should keep that card next to them – face down. Players should try to keep track of which **SAFE** letters they have. They can look at and check their own cards when they need to. If a player collects multiples of the same letter this is part of the 'luck' of the draw. They can put unwanted **SAFE** cards to one side if they wish. Duplicate letters should be used when a player is asked to give, swap, or return a **SAFE** card.
5. If a player lands on a space marked **CHALLENGE** card, they should ask another player to take one **CHALLENGE** card from the top of the pile and read out the challenge or the question for them. If the player who landed on the space either completes the challenge, or answers the question correctly, they move ahead one space. If they answer incorrectly, or choose to pass, they should remain on the same space. After the player has provided their answer, the full, correct answer should be read out.
6. Players should keep taking turns rolling the dice, moving around the board, picking up cards and responding to challenges as instructed.
7. Each time a player lands on, or passes the **GET RED, RED READY** space, they should collect one **SAFE** card from the top of the pile. They can look at it, but they should not let any other player see it. The player should keep that card next to them face down.
8. When a player rolls a six, they should play that turn by moving forward six spaces and accepting the **CHALLENGE** cards or picking up a **SAFE** card (if they land on one of these spaces), then roll the dice again and take another turn.
9. The aim is to collect **SAFE** cards, until one player has ALL four letters of the word **SAFE**.
10. The winner is the first player to collect the letters of the word **SAFE**. In order to win the game, they should yell out '**I'm SAFE**' and reveal the cards spelling the word **SAFE**.