

## week 57: "home alone"

**Home is a place where we all feel safe – but sometimes dangerous things are left lying around and can cause accidents and people to get hurt. How ready are you to face danger? <sup>1</sup>**

### **Games:**

1. **Circle:** Emergency Kit

*Be prepared for any emergency in the home!*

*Games module: page 22*

2. **Revision:** Obstacles

*Games module: page 43 – each obstacle can represent a danger in the home and the Cubs need to try and miss them!*

3. **Relay:** Safety Quiz

*Games module: page 50 – ensure you focus on safety in the home!*

4. **Active/Circle:** Emergency telephone

Cubs in a large circle, telephone in the centre of the circle. Number the Cubs from one to six. The Scouter reads out an emergency message requiring one of the emergency services (e.g. police, fire, ambulance) and calls a number. The first Cub with that number runs around the circle, back through the gap, picks up the telephone, dials the correct number and asks for the correct emergency service. If correct, a point for the Six. *(Use this game in conjunction with the Activity: String Telephones)*

5. **Wide:** Home Safety Stations

Cubs are exposed to many small appliances daily in the home. The following small equipment stations will highlight safety features that Cubs should be aware of at home. It should also increase their awareness of hazards such as:

Broken or frayed cords  
Too many appliances for one outlet  
Extension cords that are too light for the load  
Using appliances near water  
Broken or misused appliances  
Appliances left unattended.

These safety rules should be emphasized before going to the visit the stations:

Protect cords and plugs from damage  
Unplug appliances when not in use  
Do not use electrical appliances in, or near, water  
Keep appliances clean and free of dirt and grease  
Install electrical outlet covers in the home  
Metallic objects should not be inserted into outlets  
Keep extension cords away from small children or pets who might chew on it  
Never touch electrical appliances with wet hands or while standing in water

Keep pot handles turned away from the side of the stove.

At the stations, ask your Cubs to identify the danger. How would they fix the problem?

Station #1: An extension cord with two extension cords plugged into it. (*Do not plug in!*)  
Solution?

Station #2: A curling iron or hair dryer beside water. Solution?

Station #3: An iron with a knot in the cord. Solution?

Station #4: A pot full of hot water with the handle hanging over the table edge.  
Solution?

Station #5: An appliance with a frayed cord. Solution?

Station #6: A toaster with a knife sticking out of it plugged into an extension cord.  
Solution?

Station #7: A classroom appliance (film projector, tape recorder, etc.) sitting on top of the electrical cord. Solution?

### **Sense Training:**

#### 1. **Sight:** Spot the Problem

Before the meeting begins, prepare a trail of hazards. Set up pictures or the real thing of dangerous things around the hall/designated area. Let the Cubs walk around and see if they can spot the problem and report back after a certain amount of time. Have some 'red herrings' set up as well, i.e. things that are fine and see what they come up with. Some examples may be: frayed electrical cord (or a electrical cord that is fine), bottle marked 'Poison', threadbare carpet with a hole (can trip), pot with the handle sticking out instead of turned away, broken glass, pills lying around, etc.

#### 2. **Sight:** Find the picture.

Place a small picture of something they need to remember if they are home alone – e.g. lock the door, etc. (for example) somewhere. The Cubs walk around and when they find the picture, they need to tell you (whisper) and sit down quietly without letting any of the other Cubs know where the picture is. Follow this game with a brief chat about what to do and what not to do when alone at home.

*Kevin was left Home Alone one Christmas .... And look what he got up to!*

### **Yarn:**

#### Home Alone!

*This is a summary of the movie: read and tell in your own words.*

The McCallister family prepares to spend Christmas with Peter and Frank's brother Rob in Paris, gathering at Peter and Kate's home in a suburb of Chicago the night before their flight. Eight-year-old Kevin, their youngest son, finds himself the subject of ridicule from his siblings and cousins. After getting into an argument with his older brother Buzz, he is sent to the third floor bedroom of the house, where he wishes his family would disappear. During the night, a power outage resets the alarm clocks and causes the family to oversleep. In the confusion and rush to reach the airport on time, Kevin is left behind and the family does not realize it until they are already airborne. Once in Paris, his mother and father desperately try to book a flight home.

Meanwhile, Kevin wakes up to find the house empty and is overjoyed to find that his wish came true. He takes Buzz's life savings, practices shooting with Buzz's BB gun, jumps on the bed, watches a gangster film, and eats a large amount of junk food. However, he finds himself scared by the appearance of the Chicago Police Department called by his parents to check on

him, his next door neighbour "Old Man" Marley, who was rumoured to have murdered his family many years earlier, and the appearance of The Wet Bandits, Harry Lyme and Marv Merchants, who are breaking into other vacant houses on the block.

On Christmas Eve, Kevin overhears Harry and Marv discussing plans for breaking into his house that night. After conversing with a Santa Claus impersonator and watching a local choir perform in a church, he comes across Marley. The two of them talk, and he learns that Marley is in fact a very nice man and the rumours about him are not true. He tells Kevin he is watching the choir because his granddaughter is in it, and he never gets to see her because he and his son have not spoken in years after a big argument they had. Kevin advises him to reconcile with his son.

After leaving the church, Kevin heads home and sets up various booby traps inside the house. Harry and Marv break in. After the two spring every trap in the house, Kevin flees to the second floor of the house and dials 911. They chase him out of the house and he flees to the vacant neighbouring home. The Wet Bandits catch him when he runs to the top of the stairs and hang him on a coat hook on the door. Marley has sneaked up behind them and knocks them out with a snow shovel and takes Kevin home. Shortly after, the two burglars are arrested.

Kevin wakes up the next morning and is disappointed to see that his family is still gone. He then hears Kate silently enter the house, calling for him. He goes downstairs and the two of them meet and reconcile. Immediately after, the rest of the McCallisters, having travelled directly from Paris to Chicago, arrive. Kevin keeps about his encounter with Harry and Marv. <sup>1</sup>

**Alternate yarn:** Safety in the Home (*Yarns module: page 33*)

### **Craft/Activity:**

#### 1. **Activity:** String Telephones

Web site: <http://www.sciencekids.co.nz/projects/stringphone.html>

Make a string phone by punching a hole in the bottom of two tin cans or yoghurt cups or match boxes. Put a long piece of string through both holes. Knot both ends, so the string will not slip through the holes. Pull the string tight and speak into one can while a friend holds the other can near his/her ear to listen.

**Activity:** Make a board game

The Gold Wolf advancement requires the Cubs to come up with a home safety game or activity. Look at this site for a variety of blank boards to make into a home safety game. The Cubs can work in pairs to come up with ideas to get home safety awareness across to the other Cubs. Can print on A4 or A3.

<http://www.timvandevall.com/templates/blank-board-game-template/>  
<http://www.donnayoung.org/homeschooling/games/game-boards.html>

Other ideas for games and worksheets can be found at:

<http://www.homesafetygame.com/teacherspage.htm>

#### 2. **Handcraft:** Emergency Telephone Numbers

Make an Emergency Telephone Number list to keep handy at home.



Once the Cubs have decorated their peg, write "EMERGENCY" on the peg. Stick a magnet on the back of the peg so that it can be stuck up on a fridge. Give each Cub a list of emergency numbers to be placed in the peg and the put on the fridge. The Cubs can write the numbers themselves – just make sure they are legible! The above pegs are made using some origami paper stuck on a wooden clothes peg using double sided tape and magnetic strip attached to the back.

### **Singing/Play Acting:**

#### 1. **Singing:** Cub Hymn

*(Now that we know all about keeping safe, let's let everyone know how proud we are to be safe cubs!)*

*Singing Module: page 32*

#### 2. **Playacting:** Safety Rhymes with Actions

Cubs stand in a circle and mime the actions as the Scouter reads the rhymes:

- Jane thought the bleach was ginger pop ... she's been sick all night and cannot stop!
- Is it a pill or is it a sweet? Martin thought he would have a treat.
- Toys, toys everywhere, in the hall and on the stair. Grandad came down with such a jolt, and did a double somersault.
- Someone polished under the mat, poor Grandma, she'll limp forever after that.
- The garden shears were bright and shiny, Pat's fingers are sore and sorry.
- My name is John, but now alas, I'm known to all as four fingered Jack.
- Mum used a stool to reach up high, she tumbled down and broke her thigh.
- I was playing in my night attire, there was no guard in front of the fire.
- Jim played with matches the other day, he did not know it was dangerous play.
- Bob scored a goal in the road, it's too late to learn the Highway Code.

*Taken from the Australian Publication "Home Safety, Road Safety, Water Safety"*

### **Advancement covered:**

#### **Silver Wolf:**

*Aptitude Challenge (Home Safety):* Know the common causes of accidents in the home.

*Aptitude Challenge (Personal Safety):* Know what to do when you are alone at home.

#### **Gold Wolf:**

*Aptitude Challenge (Home Safety):* Tell others about home safety by making up an activity or game.

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<sup>1</sup>Home Alone: Written and produced by: John Hughes; directed by: Chris Columbus;  
Released by: initially a Warner Brothers production when 20<sup>th</sup> Century Fox took over the project