

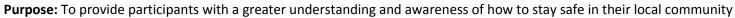
Living in Safety and Stability











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Participant learning objectives:

- 1. Increase understanding of Road Safety and how distractions can impair decision making
- 2. Increase situational awareness of local communities and identify symbols/ areas of importance
- 3. Increase understanding of statistics and increase awareness of support services which can provide help for young people

CONTENT	METHODS/ RESOURCES	APPROX. TIME
	Slides 29-67 can assist with this session.	
Staying Safe in the Community	Resources:	75 minutes
- Quiz	Pens / Markers	
	Quiz Answer Sheets	
	Prizes (optional)	
	Spilt the group into small groups of approx. 4 people. When nominating people for	
	challenges, ensure everyone in the team gets a turn!	
	Quiz Round 1: Road Safety	
	Go through the questions at a pace that is suitable for the group. Answers are provided in the notes section. After each round, explore the answers as a group, probing why they picked the answers they did, why it is important etc.	THINKING
		who

Challenge Round One:

Resources:

Jigsaw, Speaker, Mp3

Each group must nominate 1 member to solve the puzzle within a set time period. We recommend 2 minutes per group. Count how many jigsaw pieces are in the correct position. On screen puzzles can be accessed online for free if you do not have access to jigsaws. While each person completes the task, play some distracting background music or recordings, to help illustrate the sounds and challenges that people may face when driving with noisy or distracting passengers.

Quiz Round 2: Guess the Symbol

Go through the questions at a pace that is suitable for the group. Answers are provided in the notes section. When exploring the answers as a group, ask group participants where these symbols might be found in the community. Ask them are they alerting us to danger or directing us to help. You can ask participants to think of other common symbols found in the community.

Tip: If preferred, you can take screenshots of local amenities, community assets, places that may influence young people's safety and stability, influential people etc. Young people have to guess who/ what/ where/ why that place or person exists. This is particular to your local area.

Challenge Round Two: Musical Statues

Resources:

Chairs, Speaker, Mp3

Nominate 2 members per team.

Set out chairs back-to-back for each person nominated for the activity, minus one.

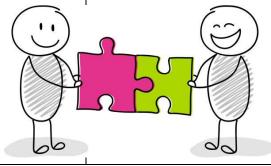
Play music and instruct participants that once the music stops, they must find a chair.

The person without a chair is out. Continue the process

until there are two people remaining with only one chair.

The winning team, who get 20 points,

is represented by the person who gets the last remaining chair!



	Quiz Round 3 – Support Services Go through the questions at a pace that is suitable for the group. Answers are provided in the notes section. After the round, explore the answers as a group, probing why these support services are important to young people, times when they might feel that they need them etc.	
	Challenge Round Three: Cup Ping Pong Resources: Plastic Cups, Ping Pongs Balls X 10 per player, Long table(s) (approx. eight feet) Nominate 1 player per team to stand at either side of the table. Provide each player with 10 ping pong balls. Place six cups at each end of the table (an equal distance apart from the edge). Inform players that they have 10 opportunities to throw as many ping pong balls as possible into the opposite team's cups. For every successful throw into a cup, the player gets 10 points for their team. Maximum number of points a team can win in this challenge is 100. Tip: If you have enough resources, set up several tables so each group can go simultaneously.	
Check-Out/ Evaluation	Resources: Informal evaluation ideas Choose an activity from the list provided.	10 minutes

Community Safety Quiz

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Team Name: ______

Round 1	Daying 2
Round 1	Round 2
1	1
1. 2.	1. 2.
2.	
3. 4. 5.	3.
4.	4.
5.	5.
6.	6.
7 .	7.
8. 9. 10.	8.
9.	9.
10.	10.
Round 3	Scores
1.	Round 1 –
1. 2. 3.	Challenge 1 -
3.	Round 2 –
	Challenge 2 -
4. 5. 6. 7.	Round 3 –
6.	Challenge 3 –
7.	
8.	Total points:
8. 9.	
10.	