

## Teacher Instruction Sheet

### Fire Decision Making Exercise

**This activity aims to outline fire safety issues that need to be considered in a building, whilst allowing students to gain an insight into the process of decision making when faced with an unusual situation.**

For this exercise you will need a PC (if you have speakers turn them on), The Norman Academy School Plan, scrap paper and the decision making sheet. As teacher you will need the score sheet.

#### **CLASSROOM LAYOUT:**

Ideally there will be a PC at the front of the class that acts as a teleprinter and the classroom should be set up to allow group work (groups of 3 ideally). This activity can spark excitement, so make sure students are aware of the codes of conduct and all trip hazards are cleared out of the way.

#### **INTRODUCTION:**

Students enter the classroom and are directed to teams of two or three. The introductory Power Point slide provides a simple outline to the activity:

- The Norman Academy has just opened and you've been appointed as young fire marshals. Your job is to ensure that staff and students are kept safe at all times from the risk of fire.
- As the presentation progresses you will encounter a number of scenarios. As a team you have to decide what you would do. For each decision you will be awarded 0, 5 or 10 points. The maximum number of points is 100.

#### **Activity 1: RISK ASSESSMENT and HAZARD PLANNING**

If you have displayed this on a projector its ideal to turn the projector off, if you have speakers turn them on. The Power Point is set to run for approximately 3 minutes. During this time there is frantic activity as the runners collect the information from the teleprinter (PC). One member of the team annotates the A3 school (Norman Academy) plan with details of the events given in the scenarios. Following each report from the power point, the crisis manager makes an appropriate decision. The teacher assesses each group's performance by awarding them the relevant score according to the score card. This adds an element of competition between the groups, and provides an incentive to make the right decision under pressure.

You can choose to award no points if the group (runner) gets to you with their decision after the next slide and scenario has been presented.

At the end of the activity groups add up their points to see who's won, you can also add points for the quality of annotation added to the plan if appropriate.

#### **Activity 2: DISCUSSION**

At the end of the activity discuss with students the points/score system if you wish and encourage them to come up with 5 fire safety points. These could be identified through discussion or a series of closed questions based on the scenarios.

Suggestions could include:

1. Importance of smoke alarms
2. Smoke alarm maintenance
3. Effective escape routes – at home and other buildings where they spend a lot of time
4. Plan alternative escape routes should their primary route become unavailable
5. Understand the stop drop and roll procedure

## Teachers Score Card

Scenario	A	B	C
1) It's the first day of school and your head teacher has approached you to ask if you'll be the student fire safety marshals. You're really chuffed and meet as a team of 3 to discuss your role. You quickly identify the importance of smoke alarms. Do you agree to test them:	5	10	0
2) The school opens and everyone is very excited. It's the first week and you've been in role for a few days. Do you ...	10	5	0
3) You're in the art room and notice that the teacher has covered the fire door with a display and pulled a drying rack in front of it. In your role as student fire marshal do you...	0	5	10
4) The head teacher comes to find you to discuss an incident in the corridor earlier. 2 students were found playing with the fire extinguisher do you suggest....	0	5	10
5) The head teacher likes the idea of an assembly and asks you as student fire marshals to deliver it. Do you ...	5	10	0
6) Your DT project needs a battery, you see the smoke alarm and know they'll be one in there. You take it out as you'll only need it for a moment – it works. It works so well and your mates are so impressed they all have a go of your buzzer circuit. But the battery runs out, as student fire marshal you're very embarrassed do you...	0	10	5
7) It's year 11's last day and they've been promising a 'mess up day' for ages. A fire alarm goes off do you...	5	0	10
8) As you leave the IT room and turn down the science corridor which is your closest escape route, you notice thick smoke pouring out of the classroom next to the door. Do you...	0	10	5
9) As you look back down the corridor you see that the science teacher's lab coat is on fire and he's running towards you. What do you do?	10	5	0
10) Once outside at the fire assembly point do you ...	10	0	5