

ideas by the Bushel



Here are some activities about Fire Safety Month picked just for you!



Stop, Drop, and Roll: Cut flame shapes out of colored fabric or felt. Explain to your child that if there was ever a fire and the flames got on their clothes they need to **Stop, Drop, and Roll!!** Then, play a game where you put one of the flames on your arm or leg and say, “There is fire on my arm” and then immediately **Stop, Drop, and Roll!** Next, put a flame on your child and let them practice. Make

your moves very exaggerated and roll all around to show your child how to put the flame out!

Fire Song: (Roll your arms) “Hurry, Hurry, drive the firetruck
Hurry, hurry, drive the firetruck, Hurry, hurry drive the firetruck
(Ring the bell) Ring, ding, ding, ding, ding!”
Follow this same pattern but change the words and actions
(Pretend to climb a ladder) “Hurry, Hurry, climb the ladder!
(Pretend to spray a hose) “Hurry, Hurry, spray the water!
(Pretend to drive the truck) “Slowly, slowly back to the station!”

Put out the fire: Get some red plastic cups to represent the flames from a fire. Stack them in a pyramid shape on a table or on the ground. Give your child a squirt bottle or even a hose if you are outside and let them squirt at the cups until they all fall down. Tell your child that they are putting out a fire like a real firefighter!

Meeting Spot: Explain to your child that if there was ever a fire in your house and if they were ever separated from you that they should meet you at a meeting spot outside. Take your child outside and pick a safe spot to meet—maybe under a tree or beside a swing set. Now, tell them that you are going to close your eyes and count to 10 and they need to go hide somewhere. After you finish counting, yell “There’s a fire!” When your child hears that statement, they need to come out of hiding and run to your meeting spot where you will be there waiting on them. If your child is old enough, they can count to 10 and you can hide and then run to meet them at your meeting spot!