



Flash™

True story

My name is Leonie and I'm 7 years old. My little brother Thomas is 4 years old. When my Mom has to work, my Grandma Gemma takes care of us. I like going over to her place because she makes us food from her old country. One night when Grandma Gemma was babysitting us, we had an adventure we're sure to remember!



Grandma Gemma was cooking our favourite snack in a frying pan on the stove: plantains fried in oil. Thomas and I were in the living room when the telephone rang. Grandma answered the phone and we heard her laughing. Suddenly, the smoke alarm began to beep. I started to smell something burning. Thomas put his hands over his ears. He couldn't move and began to cry. I realized that he was very frightened and did not know what to do. But I knew what to do! We had practised an emergency fire drill at school with my class.

Without losing a second, I took my little brother's hand and we left the living room. Grandma came to us out of breath. There was smoke in the hallway. Remembering the exercise we did in class, I told them that "we have to crawl on our hands and knees". Quickly, we followed Grandma Gemma to the door. She pulled

the fire alarm for the building and everyone hurried outside. Then we all went to the meeting place at the neighbours and immediately called the firefighters.

When the fire was out, the firefighters came over to see us. They congratulated us for remaining calm and for remembering what to do in a fire. "You know! The smoke alarm probably saved your lives!" they said to Grandma Gemma. She told them that she had just recently installed a new one because the other one was too old. I didn't know that a smoke alarm could get old!

Wait til I tell my friends at school about my adventure. They'll never believe me! Maybe I'll write it down instead...



Safety tips

- 1 Stay away from hot things that can burn!
- 2 Crawl low under smoke!
- 3 Recognize the sound of the smoke alarm and get out!

Here are eight key fire safety tips

1 Stay away from hot things that can burn!



2 Tell a grown-up if you find a lighter or matches!



3 Stop, drop and roll if your clothes catch fire!



4 Cool a burn with cold water and tell a grown-up!



5 Crawl low under smoke!



6 Recognize the sound of the smoke alarm and get out!



7 Practise using an escape plan!



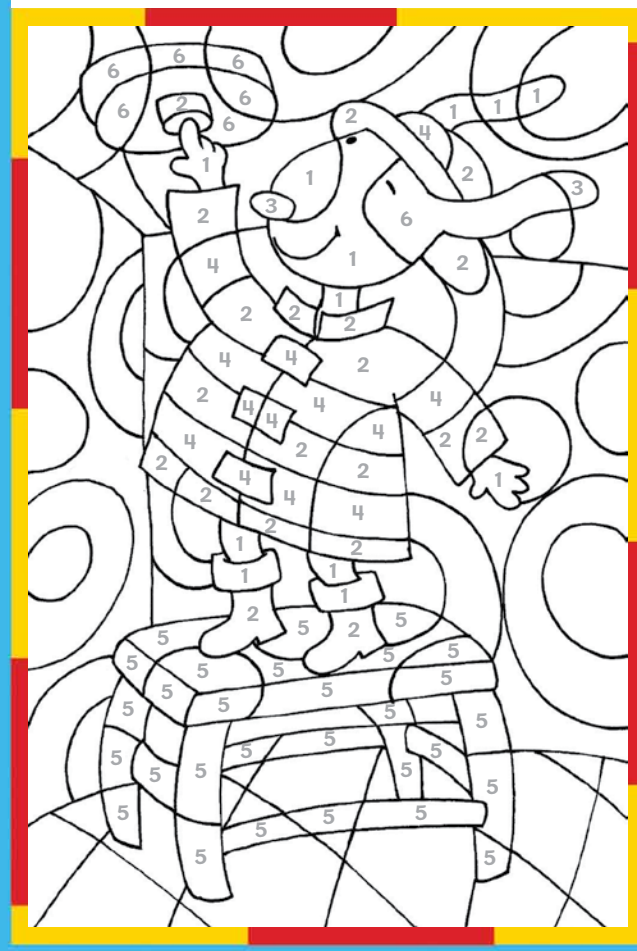
8 Consider firefighters your friends!



What is Chief doing?

To find out, use the following legend to colour the drawing.

- | | |
|-----------|------------|
| 1 = white | 4 = yellow |
| 2 = red | 5 = orange |
| 3 = black | 6 = grey |



Join in with your whole family for The Great Evacuation!

- It's easy:
- Ask your parents to test your smoke alarms
 - Draw up your evacuation plan
 - Practice getting out of the house and getting to the meeting place



ville.montreal.qc.ca/sim/en

Flash™ is produced by Service de sécurité incendie de Montréal. Flash™ is also available in PDF on the following websites:

ville.montreal.qc.ca/sim/en/kids-section

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Chief's friends

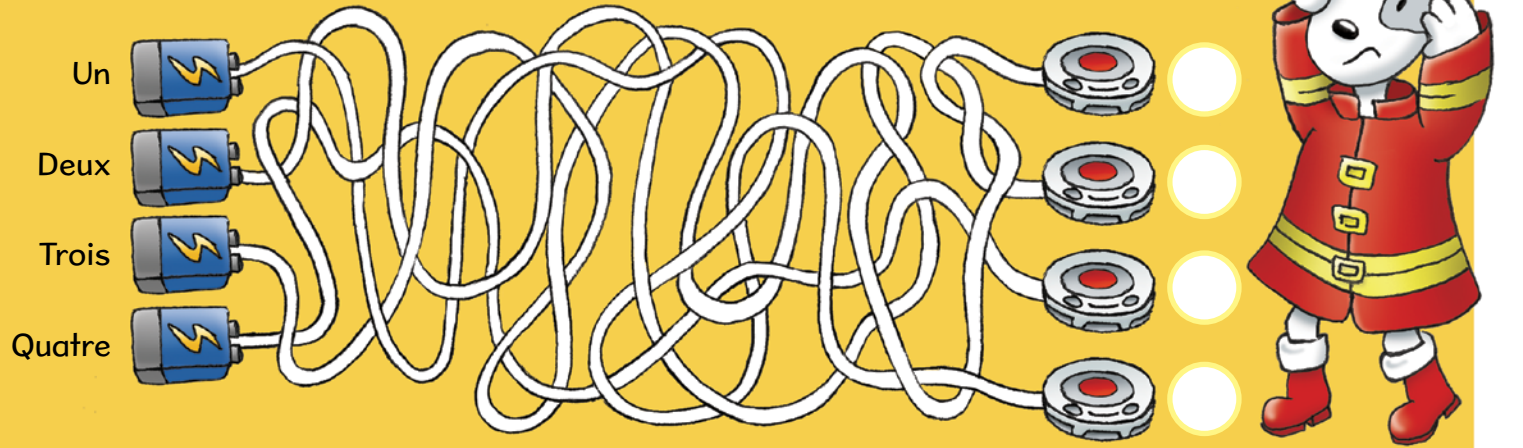


Logo Saint-Constant/Sainte-Catherine

La Fondation des pompiers du Québec pour les grands brûlés

Change the battery

Help **Chief** change the smoke alarm battery.
Use a different colouring pencil to trace each wire to the smoke alarm.
Then write the corresponding number beside the smoke alarm.



Word search

Circle the letters of the words below. The letters that have not been circled will help you solve the mystery word.

- | | | | |
|--------|-------|--------|---------|
| HOT | STOP | ESCAPE | CRAWL |
| FAMILY | DROP | WATER | STATION |
| FIRE | ROLL | DANGER | |
| ALARM | SMOKE | SIREN | |

Chief is:



C	R	E	G	N	A	D	A
R	E	R	L	W	A	R	C
R	S	I	O	F	Y	O	S
E	T	F	U	L	S	P	M
T	O	H	I	I	L	L	O
A	P	M	R	A	L	A	K
W	A	E	P	A	C	S	E
F	N	O	I	T	A	T	S

Answer: careful

Hot things!
Fire! Fire!

You'll find **Chief's** songs on the following web site:
• ville.montreal.qc.ca/sim/en/my-songs



The house game



Start

Material necessary: 1 dice, 2 playing pieces

Number of players: 2

Place the playing pieces on "Start".
Each player takes turns throwing the dice and moving ahead the number of spaces indicated on the dice.

To win: the first person to land on the final square with the exact roll of the dice wins the game.

How to play:
When you land on a square, determine if the image shows a safe or unsafe situation.
If the image shows an unsafe situation, find the corresponding picture that represents the safe situation and move your playing piece to that square.

