

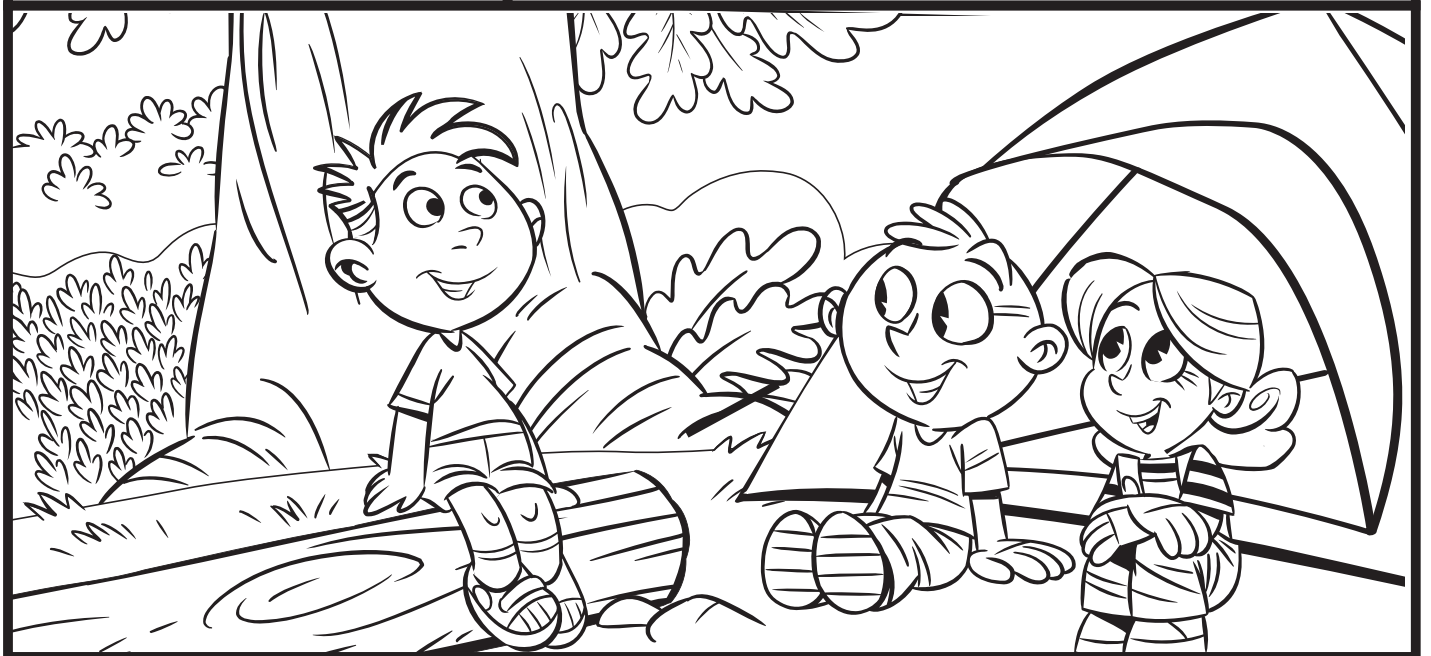
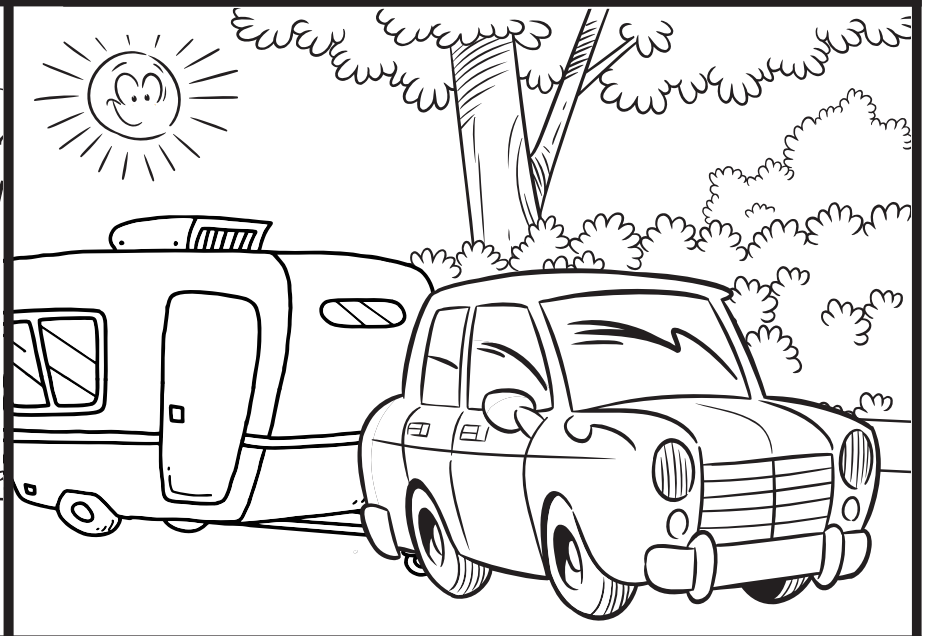
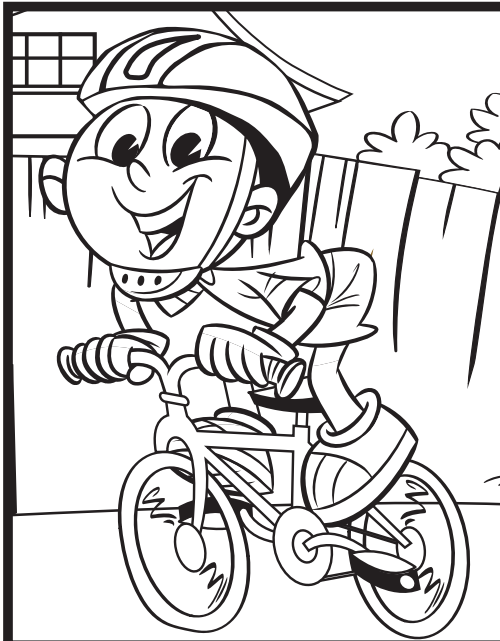
SUMMER SAFETY ACTIVITY BOOK



BROUGHT TO YOU BY

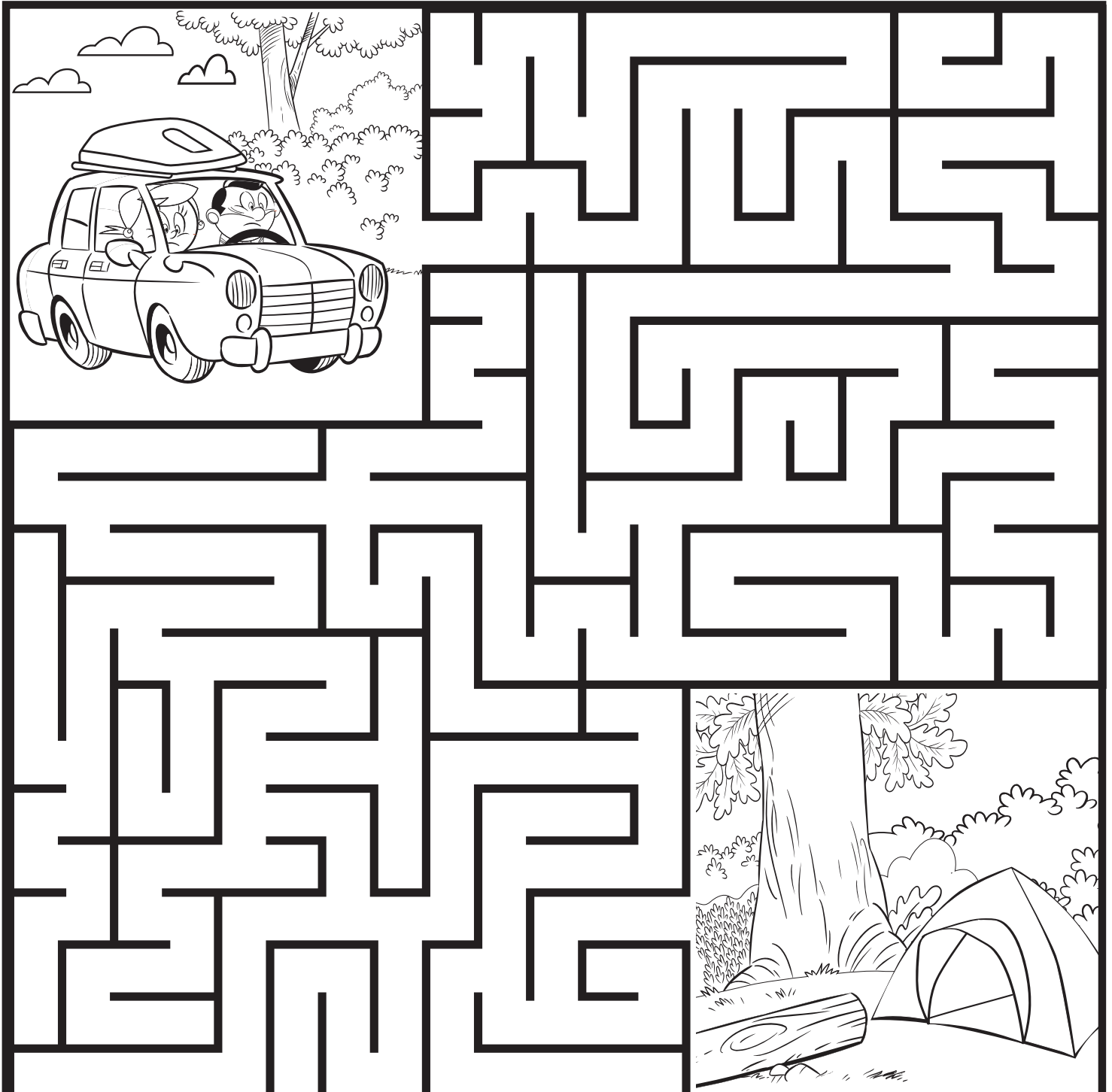
 **SAFESTART**[®]

SUMMER HOLIDAYS
BRING ALL SORTS OF
FUN ACTIVITIES LIKE
TRAVELING, CAMPING,
SWIMMING AND BIKE
RIDING!

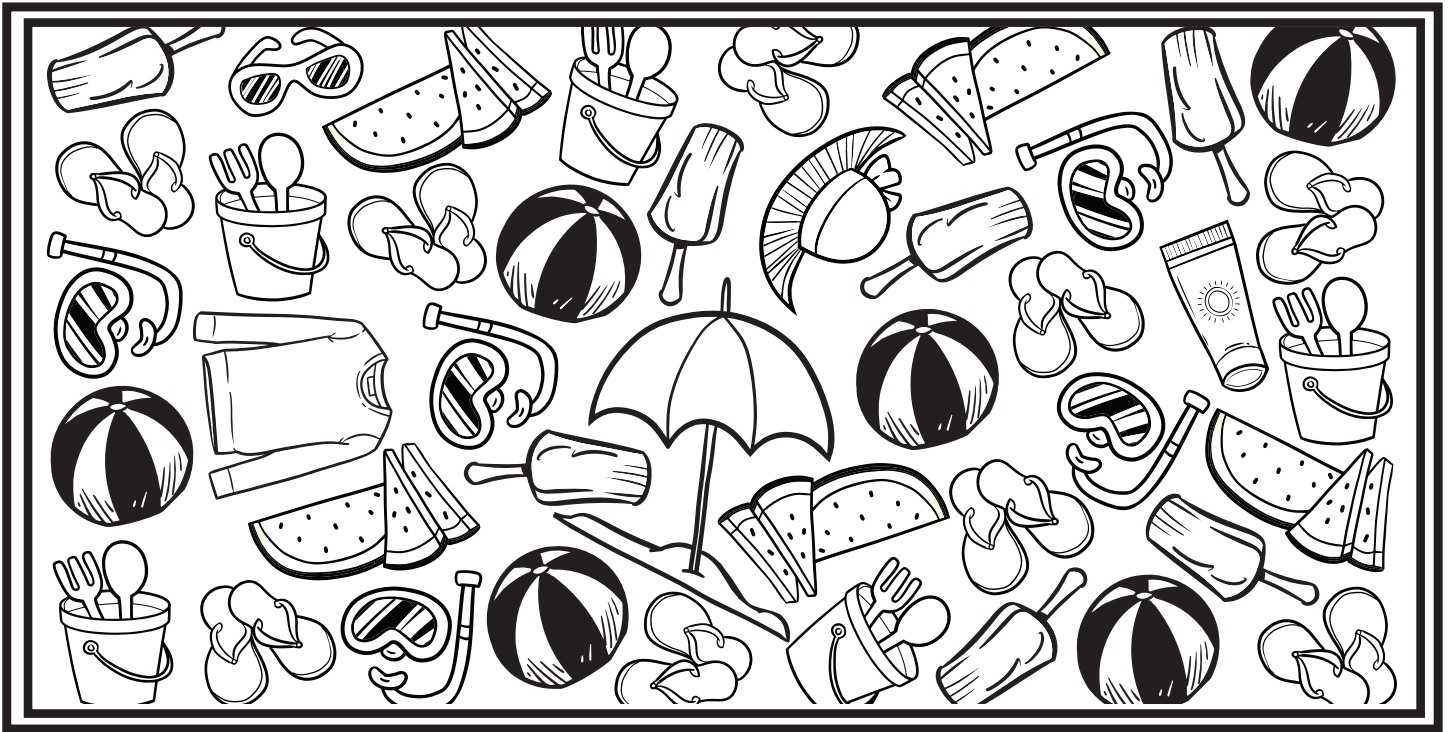


TRAVELING CAN BE STRESSFUL FOR YOUR PARENTS, SO TRY NOT TO DISTRACT THEM WHEN THEY'RE DRIVING.

THIS FAMILY IS LOST ON THEIR WAY TO THE CAMPSITE. CAN YOU HELP THEM FIND THE WAY?



THE SUN CAN EASILY BURN OUR SKIN AND HURT OUR EYES, SO PEOPLE NEED TO PROTECT THEMSELVES WHEN THEY SPEND TIME IN DIRECT SUNLIGHT. CAN YOU FIND THE ITEMS THAT CAN HELP WITH THAT?



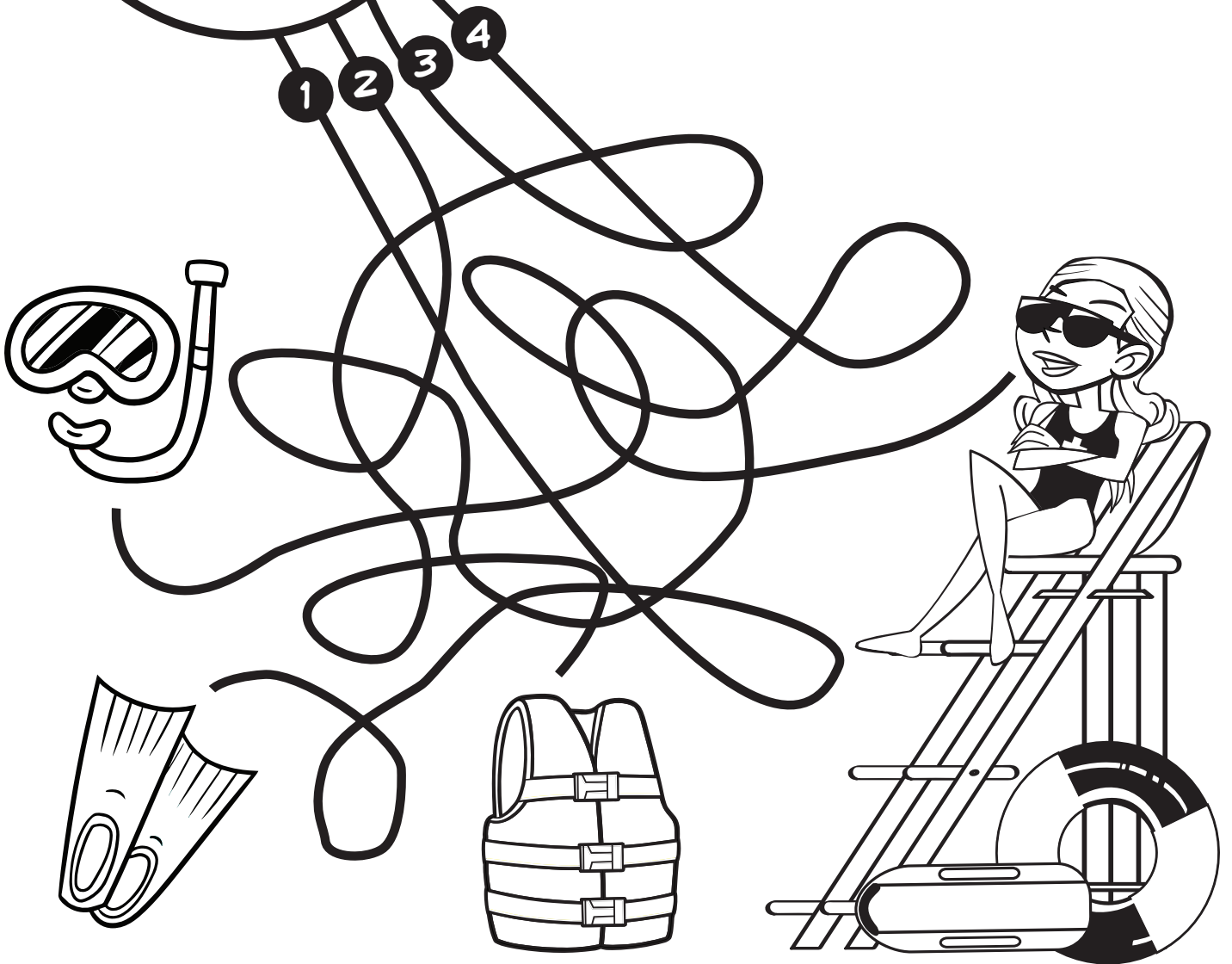
CAN YOU FIND THE ITEMS YOU NEED TO PACK YOUR BAG?

- HAT
- SUNGLASSES
- SHORTS
- SANDALS
- TSHIRT
- SOCKS
- WATER
- SUNSCREEN
- SNACK
- SWIMWEAR
- FLASHLIGHT
- BOOK



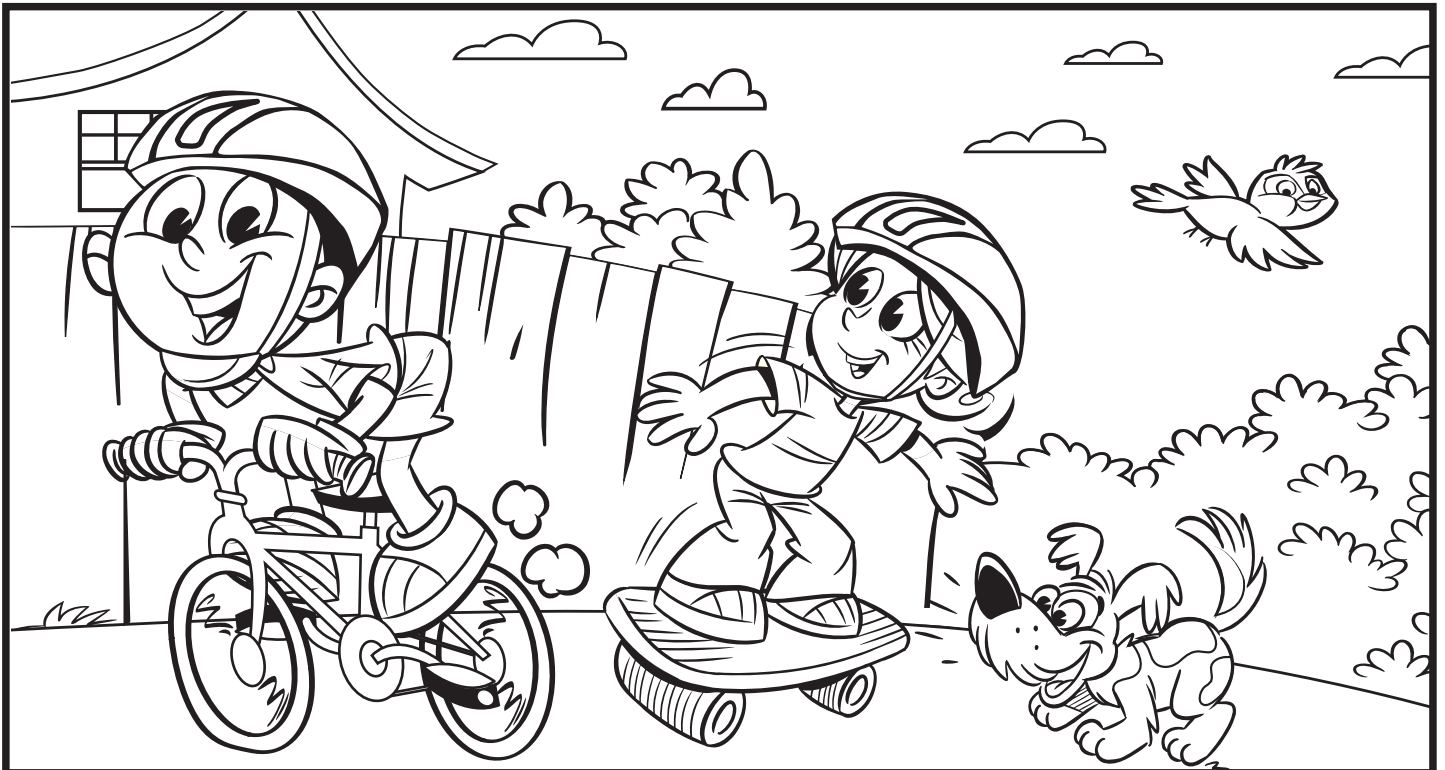
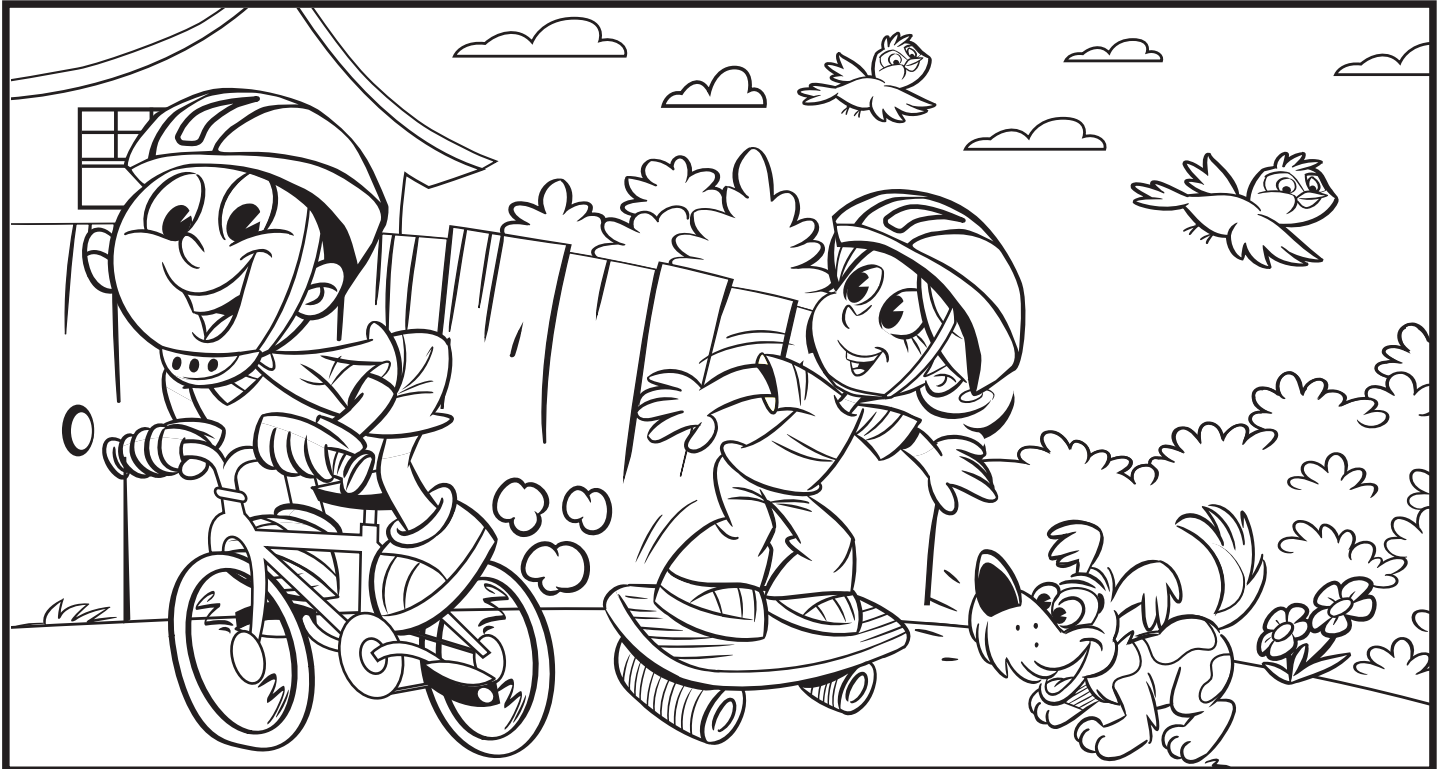
SWIMMING IS GREAT BUT IT CAN BE VERY DANGEROUS. YOU SHOULD NEVER DO IT ALONE AND ALWAYS MAKE SURE A GROWN-UP IS WATCHING BEFORE YOU JUMP IN THE WATER.

THIS BOY REALLY WANTS TO GO SWIMMING. SHOW HIM THE WAY TO THE LIFEGUARD SO HE CAN ASK IF IT'S SAFE TO ENTER THE WATER.



RIDING YOUR BIKE, SKATEBOARD OR SCOOTER IS FUN! BUT YOU MUST REMEMBER TO ALWAYS WEAR A HELMET AND DO WHAT YOUR PARENTS TELL YOU TO STAY SAFE.

CAN YOU SPOT THE 5 DIFFERENCES BETWEEN THESE TWO PICTURES?



THESE SIGNS WARN OF DANGERS AND HELP PEOPLE ON VACATION DO THE RIGHT THING.

CAN YOU MATCH THE SIGNS TO THEIR MEANINGS?

___ NO SWIMMING

___ NO MUSHROOM PICKING

___ BEARS PRESENT

___ FALLING ROCKS

___ CAUTION: SNAKES

___ COYOTES PRESENT

___ NO OPEN FIRES

___ NO LITTERING



WHEN TRAVELING TO NEW PLACES, IT'S IMPORTANT TO READ THE ROAD SIGNS. THEY CAN TELL YOU IMPORTANT INFORMATION. ASK YOUR PARENTS WHAT SIGNS YOU SHOULD BE ON THE LOOKOUT FOR TO HELP REACH YOUR DESTINATION.

SOMETIMES IT'S EASY TO MISREAD A SIGN BECAUSE ONE LETTER CAN MAKE A BIG DIFFERENCE IN A WORD. WHAT LETTER DO YOU NEED TO PUT IN EACH OF THE WORD CROSSES TO MAKE 4 DIFFERENT WORDS?

EXAMPLE

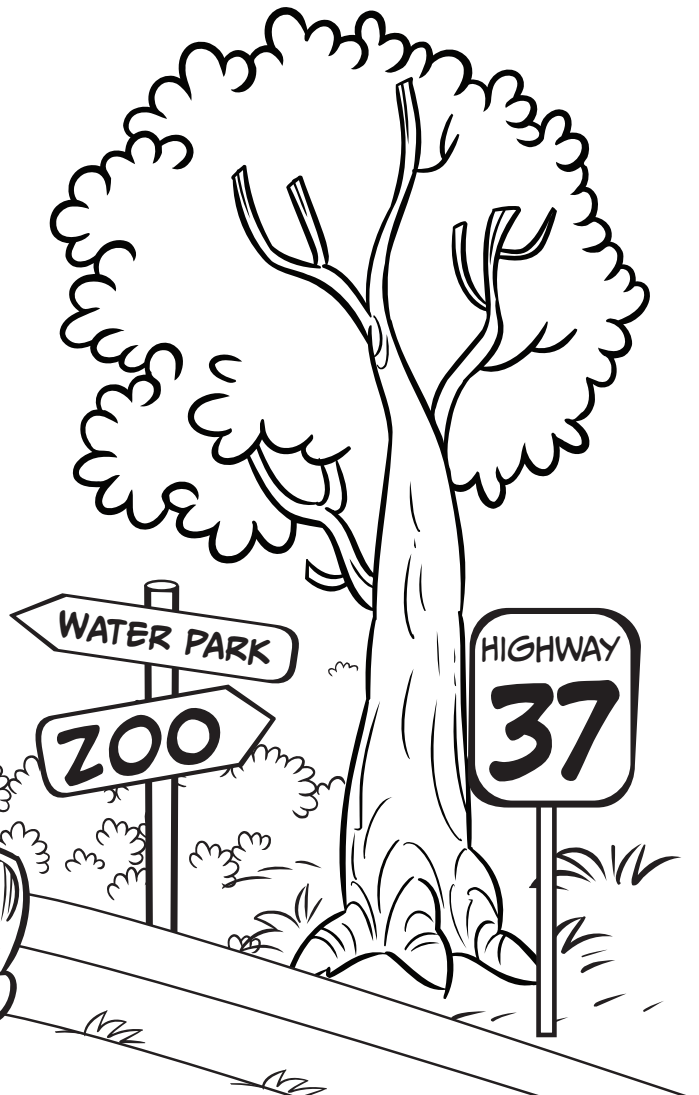
FIS — (H) — OTDOG
 BENC — (H) — IKING

RU — () — ET
 SU — () — EW

TEN — () — RAVEL
 BOA — () — AN

GOL — () — ETCH
 LEA — () — RESH

CLIM — () — EACH
 CRUM — () — IKE






























WHEN TRAVELING SOMEWHERE NEW, IT'S EASY TO GET LOST. CARRY WITH YOU THE ADDRESS OF THE PLACE YOU'RE STAYING AT AND DON'T WANDER OFF ON YOUR OWN. IN CASE YOU GET LOST, DO YOU KNOW YOUR PARENTS' NAMES AND PHONE NUMBERS?


WRITE THEIR NAMES AND PHONE NUMBERS HERE:

TRY TO FIND YOUR WAY TO THE RIGHT HOTEL BY FOLLOWING THE DIRECTIONS BELOW.

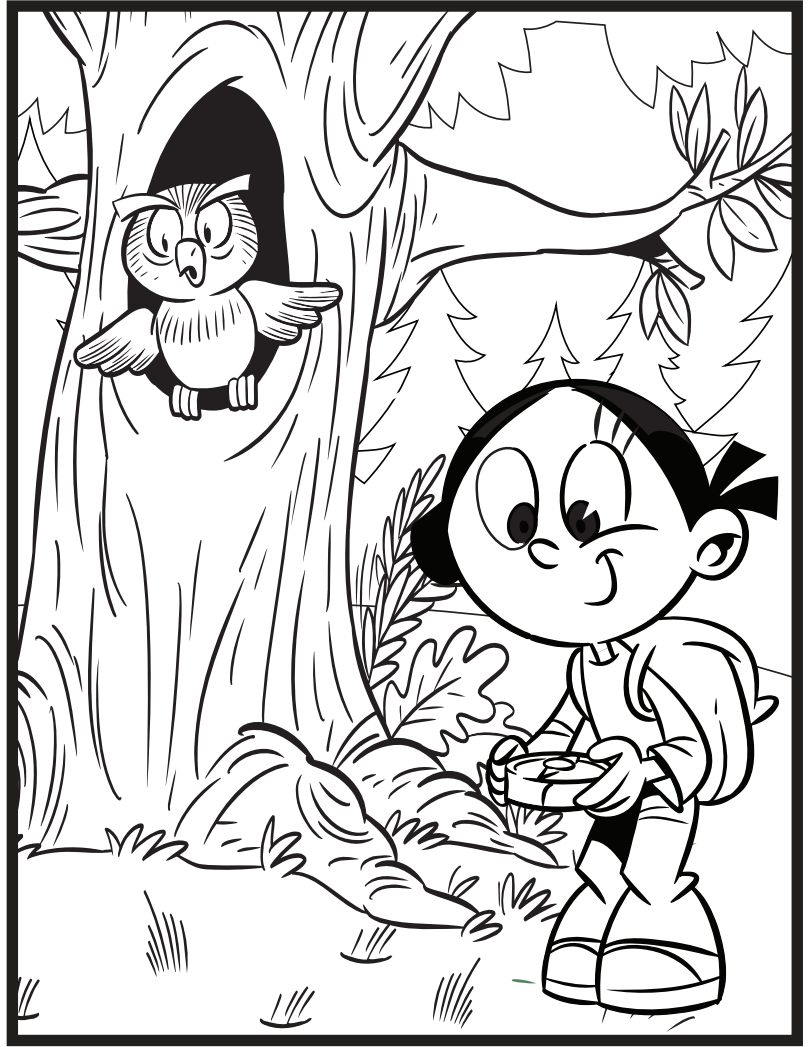
MOVE IN ONE DIRECTION UNTIL YOU GET ONTO A SQUARE WITH AN OBSTACLE. THEN, FOLLOW THE NEW DIRECTION.

- ➡ MOVE TO THE RIGHT AT A TRAFFIC CONE
- ⬆ MOVE UP AT A STOP SIGN
- ⬅ MOVE TO THE LEFT AT A CAFE
- ⬇ MOVE DOWN AT A STOP LIGHT

START ↓								
								
								
								
								
								
								
								



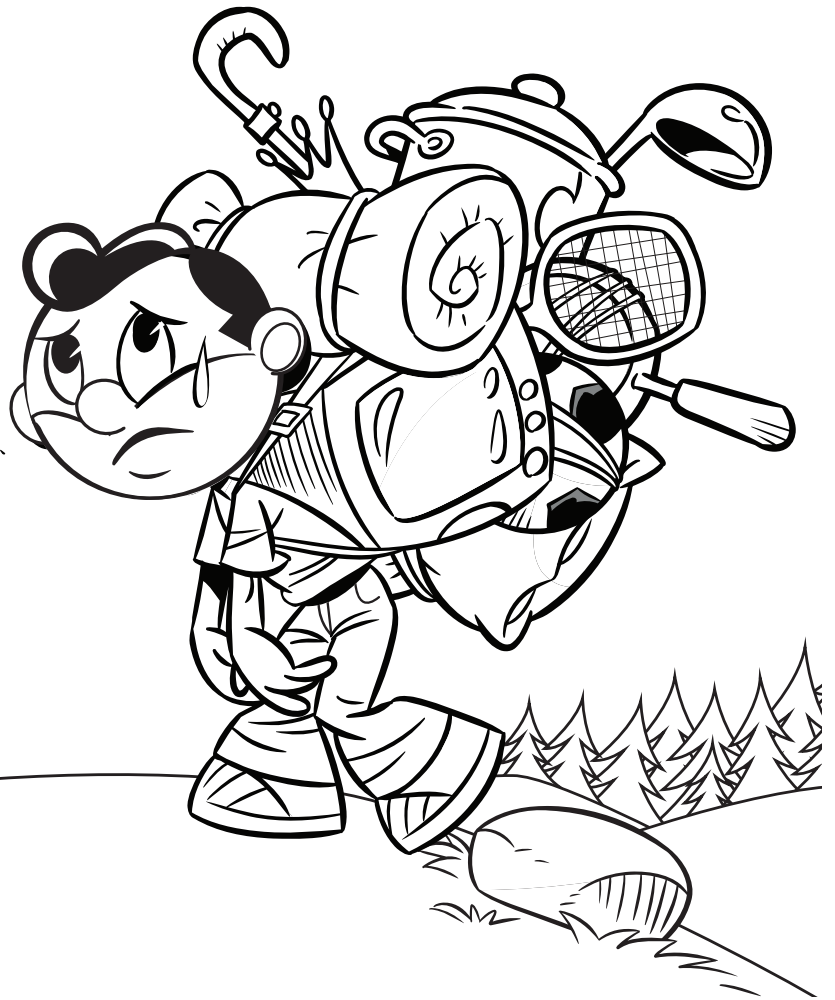
SOMETIMES, WHEN YOU GO THROUGH A FOREST, GO CAMPING OR EVEN WHEN YOU PLAY IN THE YARD, A TICK CAN BITE YOU AND MAKE YOU SICK. SO REMEMBER TO USE BUG SPRAY. AFTER YOU'VE BEEN OUT PLAYING IN THE GRASS OR IN THE FOREST, YOU SHOULD ALWAYS HAVE YOUR PARENTS CHECK YOU FOR TICKS.



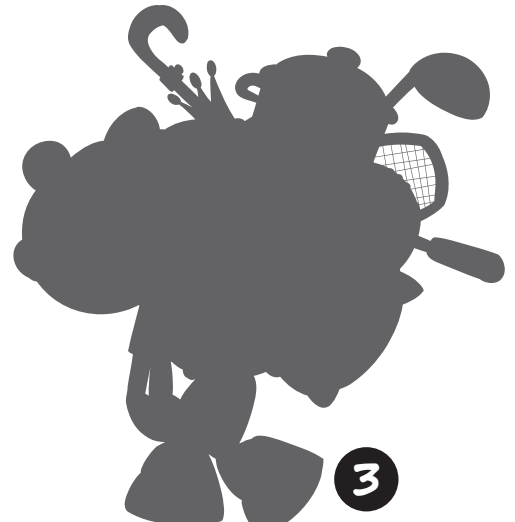
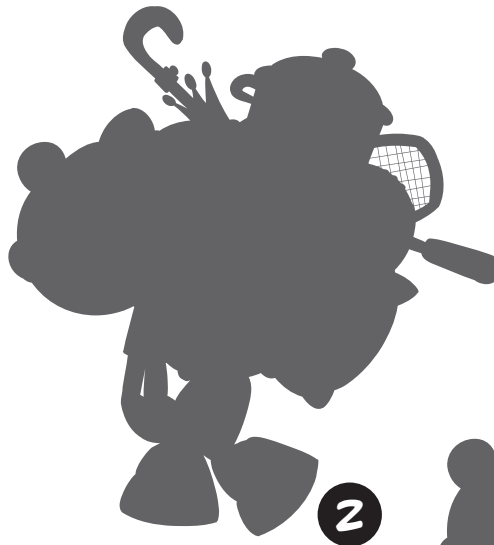
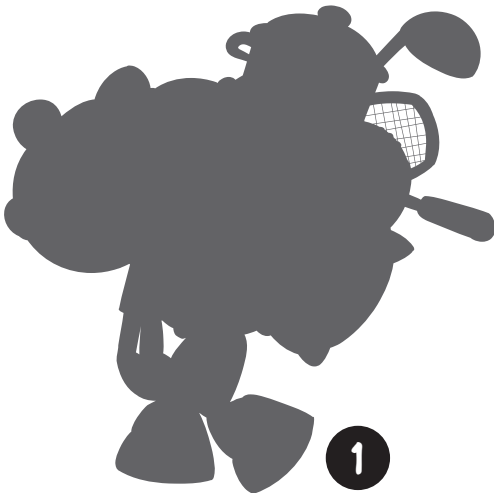
CAN YOU SPOT THE TICKS IN THIS IMAGE?



PEOPLE SOMETIMES HURT THEIR BACK WHEN LIFTING HEAVY LUGGAGE. REMIND YOUR PARENTS TO ASK FOR HELP WHEN SOMETHING IS TOO HEAVY AND NEVER TRY LIFTING BIG THINGS YOURSELF.



CAN YOU SPOT WHICH SHADOW MATCHES THE IMAGE OF THE PARENT ABOVE?



FILL THE EMPTY SPACES BELOW.

THIS SUMMER, I TRAVELED TO _____.

IT'S A REALLY _____ PLACE.

WE SAW _____

AND WE OFTEN _____.

WE ATE A LOT OF _____.

BUT THERE WERE MANY DANGERS THERE.

FOR EXAMPLE, _____ THAT WAS

THERE, COULD HAVE CAUSED _____.

AND WE WERE LUCKY WHEN _____

BECAUSE _____.

I REALLY ENJOYED _____

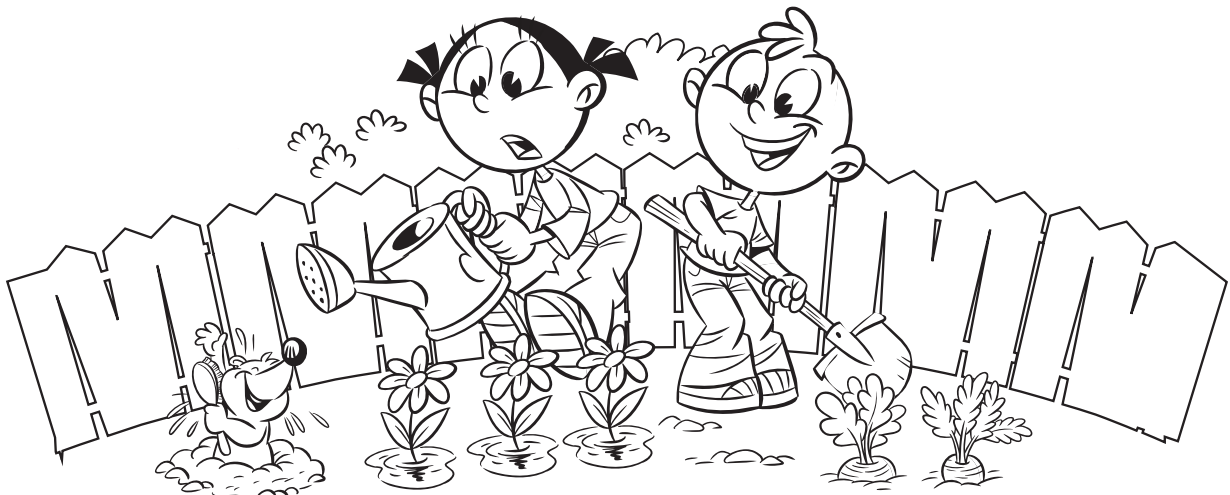
BECAUSE _____.

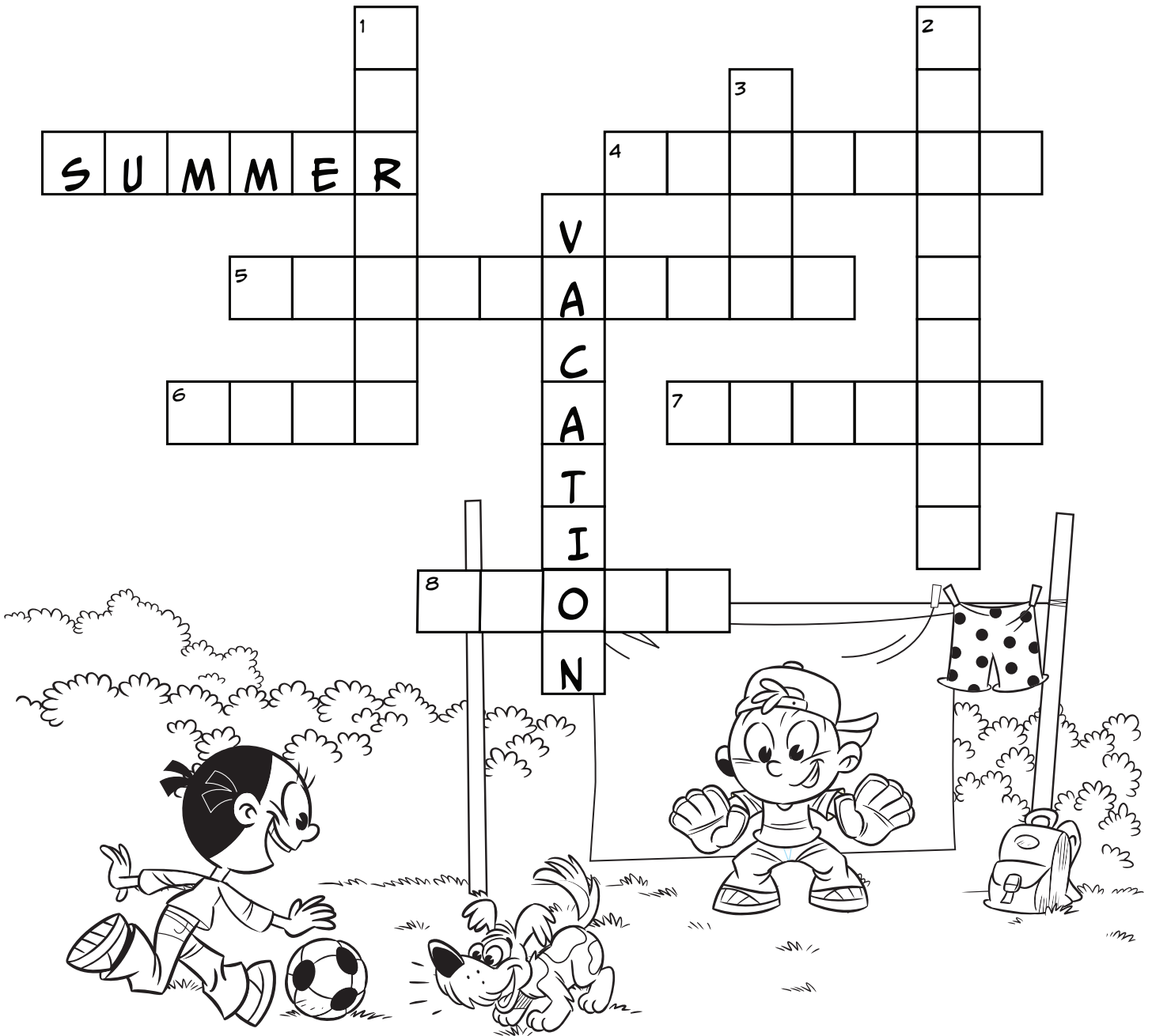
WHEN WE WERE THERE, I SAW _____

AND I HEARD _____.

WHAT I LIKED THE MOST WAS _____.

MAYBE NEXT YEAR WE CAN GO TO _____.





DOWN

1. WHEN GOING TO A NEW PLACE, STAY CLOSE TO YOUR _____ AND DON'T GO ANYWHERE ON YOUR OWN
2. REMEMBER TO USE _____ BEFORE YOU PLAY IN THE SUN
3. THIS SIGN MEANS THAT OPEN _____ IS NOT ALLOWED IN THE AREA



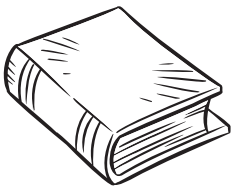
ACROSS

4. DON'T DISTRACT YOUR PARENTS WHEN THEY'RE _____
5. _____ WILL HELP YOU WHEN THE SUN IS VERY BRIGHT
6. PEOPLE CAN HURT THEIR BACKS WHEN THEY LIFT HEAVY _____
7. ALWAYS WEAR A _____ WHEN YOU'RE BIKING
8. IT'S IMPORTANT TO REMEMBER YOUR PARENTS' NAMES AND _____ NUMBERS

HERE ARE SOME MORE GAMES YOU CAN PLAY TO MAKE LONG CAR RIDES MORE FUN.

GOING ON A PICNIC

ONE PLAYER STARTS THE GAME BY SAYING, "I'M GOING ON A PICNIC AND I'M GOING TO BRING..." AND THEN THEY LIST AN ITEM. THE NEXT PERSON SAYS, "I'M GOING ON A PICNIC AND I'M GOING TO BRING..." AND THEN THEY LIST THE FIRST PERSON'S ITEM BEFORE ADDING THEIR OWN. THE LIST GROWS AND THE LAST PERSON TO REMEMBER ALL THE ITEMS CORRECTLY IS THE WINNER. YOU CAN ALSO HAVE EACH PERSON NAME AN ITEM STARTING WITH THE NEXT LETTER OF THE ALPHABET, MAKING IT EASIER TO REMEMBER.



STORY

ONE PERSON SAYS A WORD OR A SENTENCE THAT BEGINS A STORY. PLAYERS TAKE TURNS ADDING ONE WORD OR ONE SENTENCE AT A TIME TO THE STORY AND SEE WHERE IT CAN END UP.

AROUND THE WORLD

IT'S IMPORTANT TO BE ON THE LOOKOUT FOR DANGEROUS THINGS. BUT BEING OBSERVANT CAN ALSO HELP YOU HAVE SOME FUN. SEE HOW MANY LICENSE PLATES FROM DISTANT PLACES YOU CAN SPOT. WRITE THEM DOWN OR MARK THEM OFF ON A MAP.

SOUND EFFECTS STORY

ONE PLAYER BEGINS A SHORT STORY, BUT REPLACES KEY THINGS AND ACTIONS WITH SOUNDS. FOR EXAMPLE, "A (WOOF WOOF) WAS LYING ON THE COUCH AND (MUNCH MUNCH) ON A BONE WHEN A (MEOW) CAME ALONG." THE SECOND PLAYER THEN CONTINUES THE STORY, "THE (MEOW) THEN (HISS) AT THE (WOOF WOOF) TO GET HIM OFF THE COUCH." EACH PLAYER SHOULD TRY AND MAKE THE STORY MORE AND MORE INVENTIVE.



I SPY



ONE PERSON SAYS "I SPY WITH MY LITTLE EYE SOMETHING..." AND ENDS WITH A DESCRIPTIVE CLUE, SUCH AS "THAT'S BLACK" OR "BEGINNING WITH S." THE OTHER PLAYERS TAKE TURNS ASKING YES OR NO QUESTIONS UNTIL THEY CAN GUESS WHAT THE ITEM IS. IDEALLY, THE ITEM SHOULD BE SOMETHING THAT ALL THE OTHER PLAYERS CAN SEE UNTIL THEY CAN COMPLETE A ROUND. A MOTEL YOU DROVE PAST TWO MILES AGO WOULD MAKE IT TOO HARD.

IMAGINARY HIDE AND SEEK

PICK A PLACE INSIDE YOUR HOUSE AND IMAGINE THAT YOU'RE HIDING THERE. IT CAN BE AS SILLY OR AS REALISTIC AS YOU WANT, SO YOU COULD HIDE UNDER THE BED OR INSIDE A TIN OF BEANS. EVERYONE ELSE CAN ASK YOU QUESTIONS THAT YOU CAN ONLY ANSWER WITH "YES" AND "NO". WHEN SOMEONE GUESSES YOUR HIDING PLACE, IT'S THEIR TURN TO HIDE.



NAMES GAME

AGREE ON A LETTER. EVERYONE THEN TAKES A TURN TO COME UP WITH A NAME THAT STARTS WITH THAT LETTER. WHEN YOU HESITATE FOR TOO LONG OR CAN'T THINK OF ANYTHING, YOU'RE OUT. THE LAST PERSON STANDING IS THE WINNER. THIS GAME ALSO WORKS FOR NAMING PLANTS, OBJECTS, FOODS, ETC.

LICENSE PLATES GAMES

LICENSE PLATES CAN PROVIDE YOU WITH SOME GOOD WORD GAMES. FOR EXAMPLE, WHEN YOU SPOT A LICENSE PLATE WITH SOME LETTERS ON IT, TRY COMING UP WITH FUNNY MESSAGES THAT MATCH IT. QBP COULD STAND FOR: QUICKLY BURY PASTA!



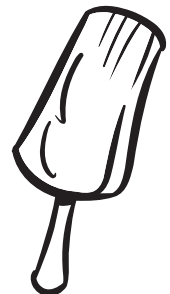
FOR A MORE CHALLENGING GAME, TRY VANITY PLATES GAME WHERE PLAYERS FIND WHOLE SENTENCES IN THE ENTIRE PLATE. FOR EXAMPLE M I LB COULD STAND FOR: AM I LATE? RATRAA COULD STAND FOR: RAT RACE.

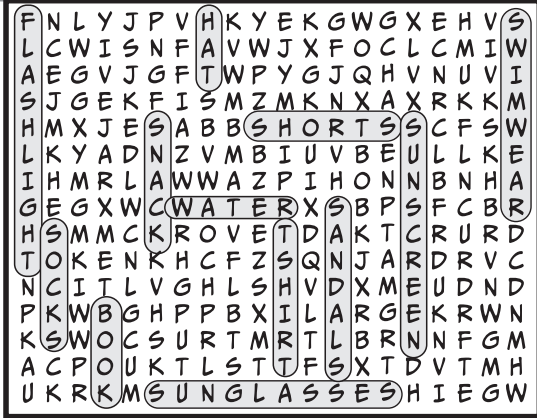
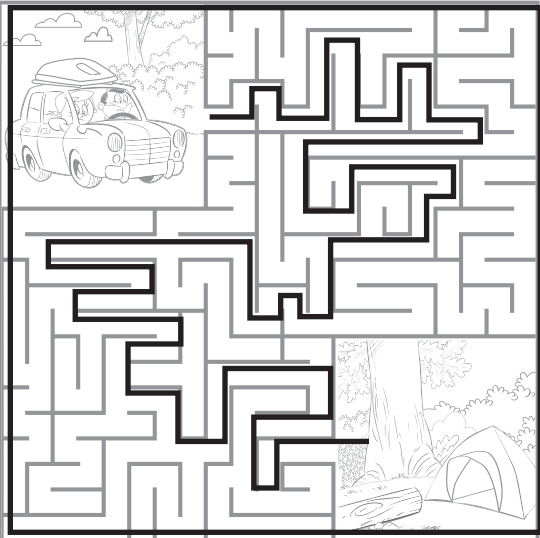
COUNT THE LIKES

COUNT THE NUMBER OF TIMES PEOPLE AROUND YOU SAY "LIKE" OR "UH". DON'T TELL THEM AHEAD OF TIME AND GIVE YOURSELF 15 MINUTES. THAT SHOULD BE MORE THAN ENOUGH TIME TO GET A PRETTY HIGH SCORE.

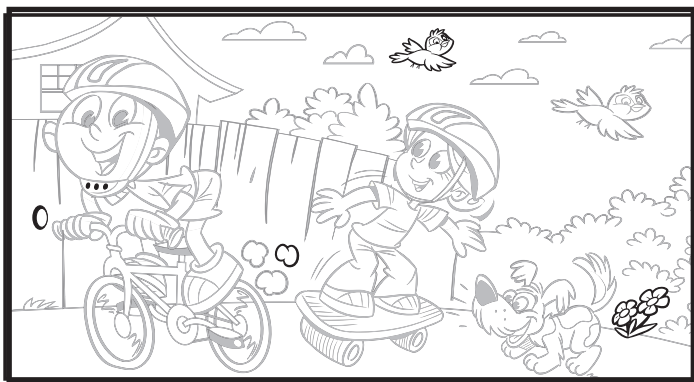
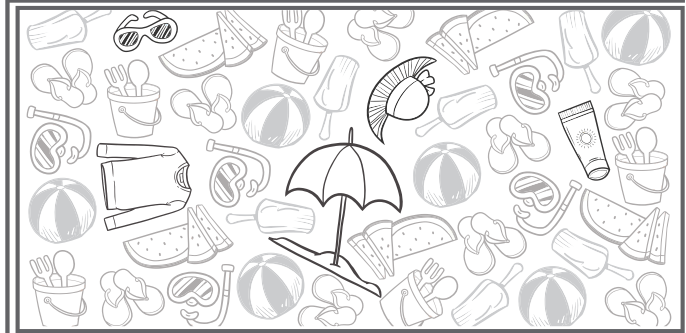
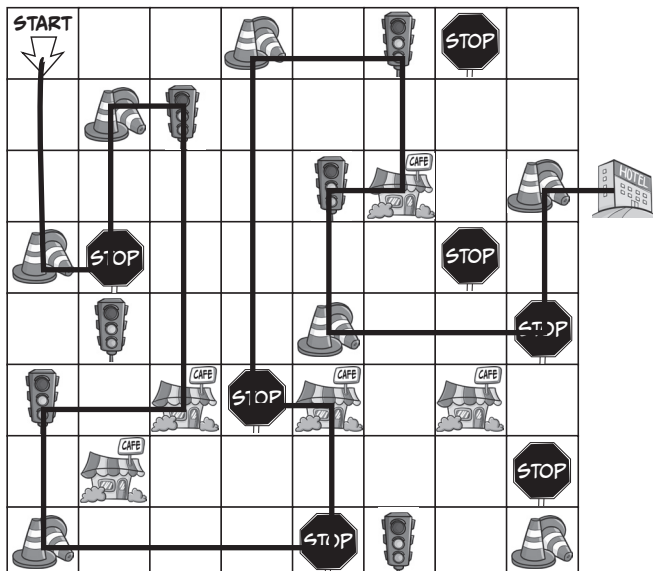
CATEGORIES

AGREE ON A CATEGORY (E.G., ICE-CREAM FLAVORS, POPULAR SONG TITLES, COUNTRIES) AND EVERYONE TAKES TURNS NAMING SOMETHING IN THAT CATEGORY UNTIL ONE PERSON REMAINS. THE WINNER THEN PICKS ANOTHER CATEGORY. FOR A MORE CHALLENGING VERSION, PLAYERS HAVE TO THINK OF AN OBJECT THAT STARTS WITH THE NEXT LETTER IN THE ALPHABET. FOR EXAMPLE, IN THE CATEGORY OF DESSERTS, THE FIRST PERSON SAYS: APPLE PIE. THE NEXT PERSON SAYS: BROWNIES, ETC.





- 4-NO SWIMMING
- 8-NO PICKING MUSHROOMS
- 1-BEARS PRESENT
- 5-ROCKS FALLING
- 3-SNAKES PRESENT
- 7-COYOTES
- 2-NO OPEN FIRES
- 6-NO LITTERING



RU — **N** — ET GOL — **F** — ETCH
 SU — EW LEA — RESH
 TEN — **T** — RAVEL CLIM — **B** — EACH
 BOA — AN CRUM — IKE

