

SAFE **WATER** SPORTS

**SAFE WATER SPORTS EDUCATIONAL BAG
FOR SAFETY AT SEA AND WATER SPORTS**



EDUCATIONAL BAG

SAFE WATER SPORTS bags “travel” across various schools with the purpose to familiarize children with sea and water related activities and form a conscious and safe relationship through theoretical and experiential education, with the ultimate goal of reducing drownings and water accidents in the future.

The educational material is shared into 2 bags:

BAG NO. 1

Educational Activities

- 19 X A4 laminated cards of safety rules at sea (in blue color)
 - 12 X A4 laminated cards of safety rules in water sports (in orange color)
 - 16 X A4 laminated cards with physics experiments
 - 18 X A4 laminated cards with the Sea Code Behaviour signs (in green color)
 - 14 X A4 laminated cards displaying false behaviors at sea (in yellow color)
 - 10 X A4 laminated cards displaying false behaviors in water sports (in red color)
 - 6 cubes with illustration for storytelling game
 - Memory game with 18 matching pairs – Sea Code Behaviour
 - 1 board game for children up to 8 years of age
 - 1 board game for children of 9+ years of age
 - 1 poster cloth: Find the errors on the beach and the sea
 - 1 poster cloth: Find the errors on the beach, the sea and water sports
 - 2 puzzles for children of 3-6 and 9+ years of age respectively
 - 22 Bingo cards
 - Unscramble the rules cards
 - Children’s book “The Octopus Safe and the Three Seaguards
“written by V. Iliopoulos and published by PATAKI publications
 - Instructions for the Playmobil Beach Representation Game
 - Guidelines Manual for safety rules’ presentation at sea and water sports
- Playmobil:
Playmobil figures, beach accessories, rocks, port’s boat, speedboat, catamaran, water sport center, lifeguard. (all items are shown analytically inside the bag)

BAG NO. 2

Floor beach beach puzzle

20 pieces of puzzle to form a surface of 1.30x2.40m in which both beach and sea are depicted.

The instructor uses the material in the best possible way for each team and encourages students to participate actively throughout the presentation.

Co-ordination – Revision of the educational program:

Zoi Gaiti

Set-up and Design of the educational program:

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Faye Kafetzopoulou

Comic Illustration:

Fotis Giannakopoulos

Sea Code Behaviour

Signs:

Mariniki Bakali

Marilena Gerlemi

BAG NO. 1



BAG NO. 1

1. 19 X A4 laminated cards of safety rules at sea (in blue color)



2. 12 X A4 laminated cards of safety rules in water sports (in orange color)



3. 14 X A4 laminated cards displaying false behaviors at sea (in yellow color)



4. 10 X A4 laminated cards displaying false behaviors in water sports (in red color)



5. 18 X A4 laminated cards with the Sea Code Behaviour signs (in green color)



6. 16 X A4 laminated cards with physics experiments



BAG NO. 1

7. 2 Boards games for children up to 8 years of age and 9+ years of age.



8. 2 poster cloths: 1 poster cloth to find the errors at the beach, the sea and water sports and 1 poster cloth to find the errors at the beach and the sea



9. Memory game
18 matching pairs of signs



10. 6 cubes with illustration for storytelling game regarding safety at sea



11. 2 puzzles: 1 for 6-9
and 1 for 9+ years of age



12. 22 X A4 laminated Bingo cards



BAG NO. 1

13. Playmobil beach representation game: Guidelines game card



14. Unscramble the rules cards
38 cards for sea safety
& 29 cards for sea and water sports safety



14. 22 markers for Bingo game



15. Etiquettes and 2 markers



16. Post-it



18. Guidelines Manual for safety rules' presentation at sea and water sports



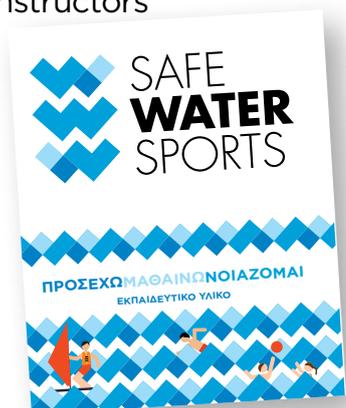
17. Hourglass



19. Sketchbook



20. Contents' Brochure including instructions/ recommendations for the instructors

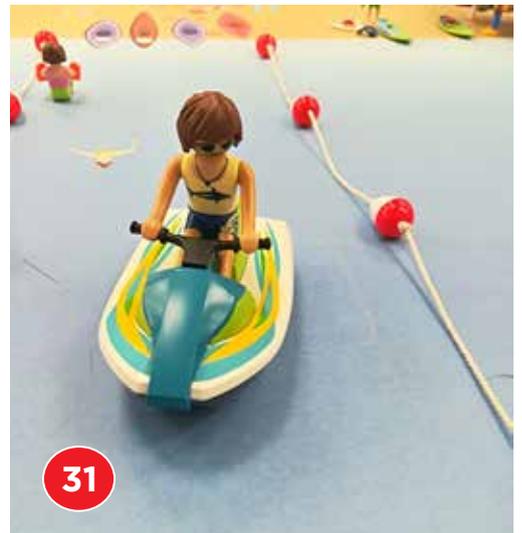
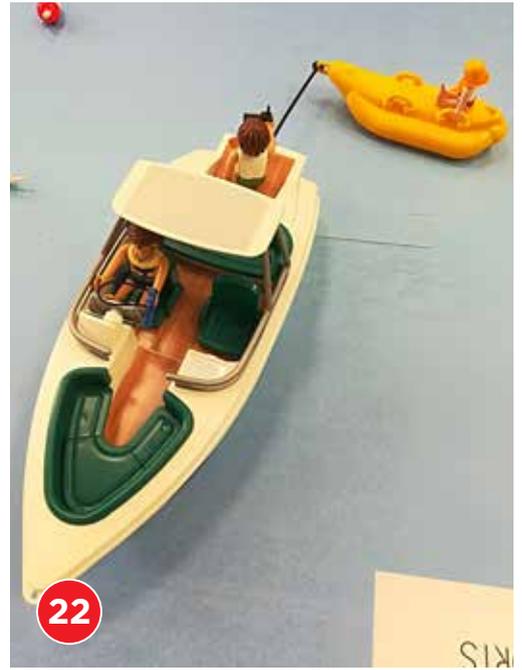


BAG NO. 1

CONTENTS OF PLAYMOBIL BAG



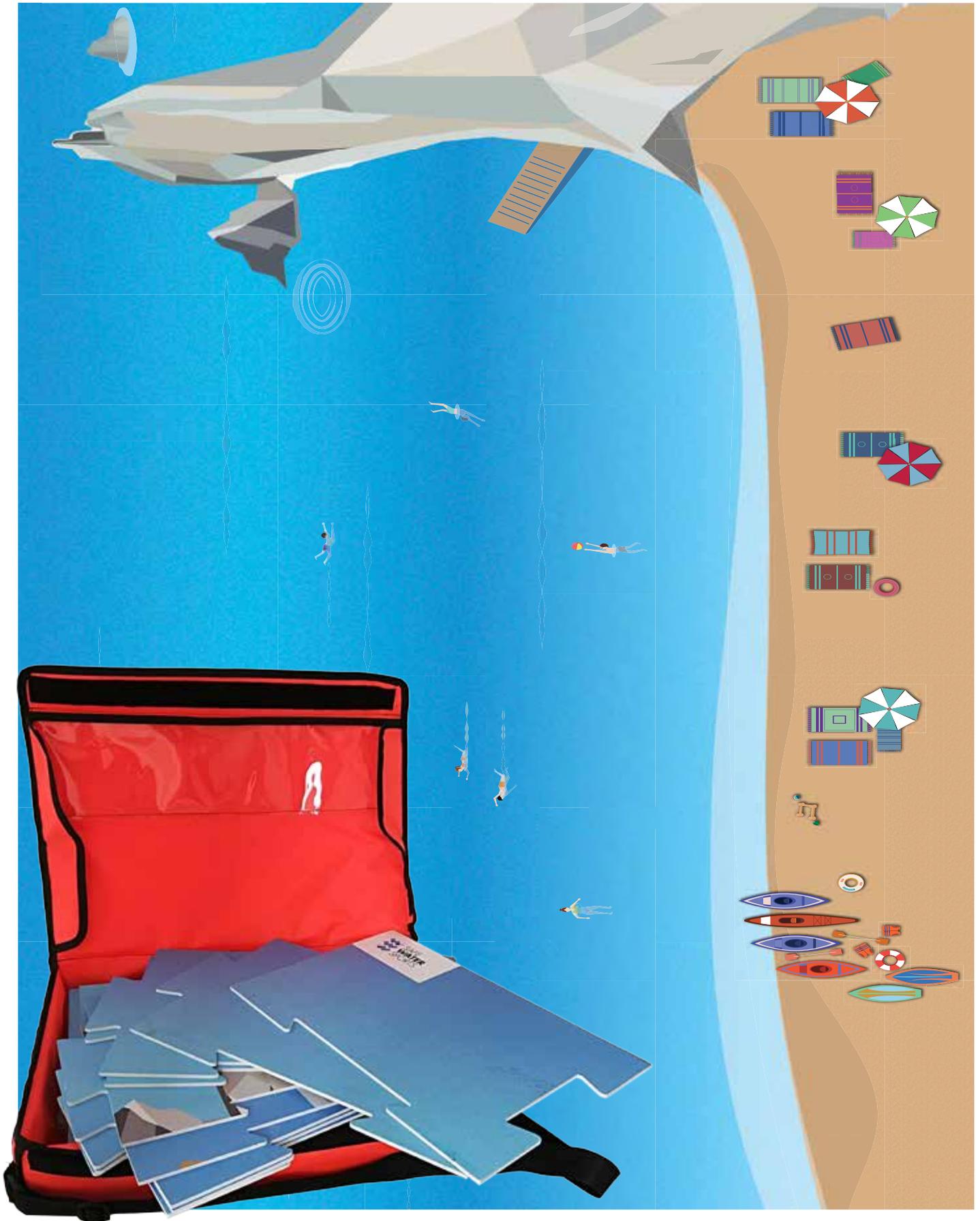
BAG NO. 1



BAG NO. 2

7

Puzzle of beach representation 1.30 X 2.40 m., 20 pieces



RECOMMENDED ACTIVITIES



BEACH REPRESENTATION GAME WITH PLAYMOBIL

The instructor uses the «guidelines game card» (Bag No 1, No 13) in order to be familiarize with the rules he will present, the Playmobil pieces that correspond to each rule and the exact position on the beach puzzle where each Playmobil piece should be placed. First of all, the puzzle of the beach is set up

(the pieces are numbered in an increasing order and are found inside bag No 2).

The instructor places the stable Playmobil pieces on the beach, which are found inside the small bags which have the indication of "0".

Each small bag that includes Playmobil pieces inside of it, has a specific number written on it. At the beginning of each activity, every child gets at least one small bag (depending on the number of children who participate in the activity)

The instructor reads the first rule that is written on the back side of the «guidelines card of the game» and asks from the child who has the small bag with the corresponding number to place the Playmobil piece on the puzzle of the beach as it is shown on the front side of the «guidelines game card».

All rules which are numbered in red color, correspond to a specific Playmobil piece that must be placed in the suggested position as shown on the «guidelines game card».

The rules which are numbered in green color do not correspond to any Playmobil piece and are just explained to the children.

The activity is complete when all Playmobil pieces are placed on the beach.

RECOMMENDED ACTIVITIES

FIND THE ERROR

During this activity, children try to find any errors / dangerous points that exist on the illustrated beach type poster cloth. For any error that is detected by children, they stick a post-it on it.

For children up to 9 years of age, this activity is done through the poster cloth for swimming, while children who are over 12 years of age, both poster cloths are used (swimming and water sports). For a group game, the instructor places the two same cloths next to each other.

Children are separated into two teams

and keep a post-it on their hands (different color should apply to each team). The game takes place in the form of a race. When the game starts, children try to find the errors on the cloth. The team that finds the majority of errors wins.

Attention: The cloth that is related to swimming and the sea contains 11 errors out of 19 pointed errors. On the contrary, the cloth that is related to the beach, sea and water sports contains 16 errors out of 25 pointed errors.



MUSIC CHAIRS

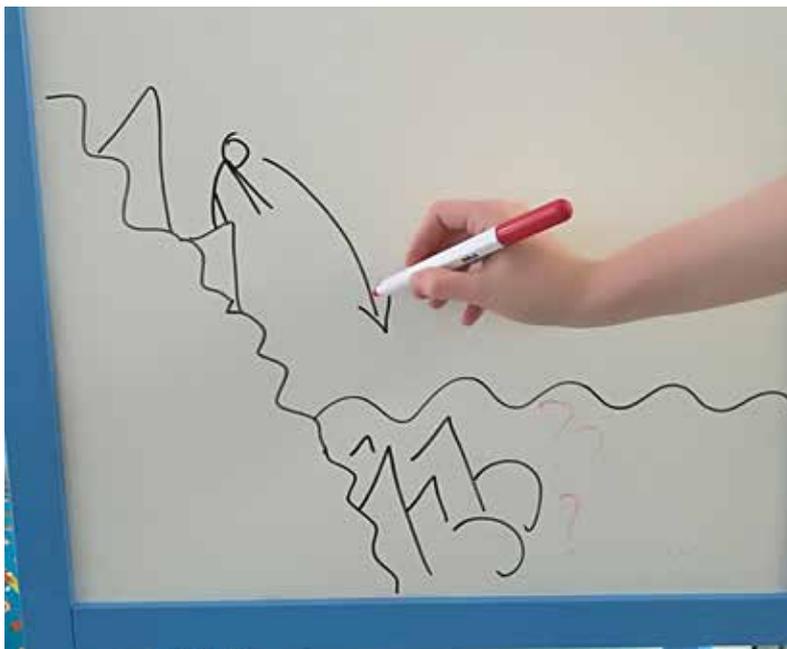
Students play the “music chairs” game by listening to the song named “Water’s safe, water’s fun”. For example, in case there are 18 students in the classroom, the instructor places 17 chairs. When the music starts, students start dancing and when it stops, they have to run in order to find an empty seat. Whoever cannot find an empty chair in order to sit down, he/she is out of the game. During each round, chairs are removed in that way so that there is a winner in the end.



RECOMMENDED ACTIVITIES

PANTO MIMA

The classic game takes over a new form. Children are separated into 2 groups. Each time a child of each team stands up and tries to explain to the rest of the children via expressions, the meaning of the illustrated rule that was given by the instructor. The team that finds most of the rules wins. For children up to 9 years of age, the game is played through the safety rules in swimming while for children who are up to 12 years of age, the game is played through the safety rules in both swimming and water sports. For older children, the cards of Sea Code Behaviour signs can be used instead.



PICTIONARY

Children are separated into 2 teams. The instructor shows (to one child of each group at a time) the words that are written on the back of the rule. The child starts drawing in order to make his team understand the meaning of the rule. The team which finds most of the rules wins. For children up to 9 years of age, the game is played through the safety rules in swimming while for children who are up to 12 years of age, the game is played through the safety rules in both swimming and water sports. For older children, the cards of Sea Code Behaviour signs can be used instead.



CONSTRUCTION

It's time for children to relax by making their own construction such as an octopus by using colored cardboards, foam etc.



RECOMMENDED ACTIVITIES

BOARD GAME

First of all, the instructor gives the cards of the game to the children and they try to rate each card (from -2 to +2 the max), based on the rules they listened to earlier and depending on the safety level factor of what is written on the card (each point written on the card will correspond to a specific position accordingly, either a step ahead or backwards). For instance, if a player pulls a card that specifies a +1 point, then he goes one step ahead). Children write down the points on the cards, they mix the cards and the game starts. Children move forwards or backwards via the dice that is used and the person who arrives first at the island (the end), wins.



MEMORY CARDS

There are 18 matching signs. The instructor opens all cards so that children will be able to notice each one of them for a while and then he turns them upside down. The purpose of the game is to find the right matches. Each child opens two cards. If he finds the right match, then he continues, otherwise he loses his turn and the next child continues. The child, who finds the most matches, wins.

RECOMMENDED ACTIVITIES

BINGO

Every child holds a bingo card which shows 9 signs from the Code of Sea Behaviour. The instructor shows and explains the cards with the signs to the children. Children try to match the rule they listen to with the signs of their cards. In case the specific sign is established on their bingo card, they place an

X with the marker that was initially given to them. The child, who crosses first all of the signs, wins. For older children and adults, in order to make the game more difficult, the cards with the illustrated rules can be used so that children will try to match the rule with the sign of their bingo card.



STORYTELLING GAME WITH CUBES

There are six cubes that are divided into categories. Each child has to throw the cubes and make an imaginative story based on the pictures on the cubes. Each dice has the Octopus Safe on one side that can be used as a joker. In order to maximize game's difficulty level, this activity can be performed in a foreign language too.



UNSCRAMBLE THE RULES

The instructor shows all the cards to the children and then messes them around. Children are asked to mix each card that contains the beginning part of a rule with the right answer. Each card may apply to more than one correct answer. The child, who finds the most right matches, wins.

