

## **Electric Shock – Teachers Notes**

This game aims to make young children think about the dangers associated with electricity and electrical items.

### **Activity One**                      The game itself

#### Beforehand

Copy all the pictures onto card and shuffle well. One set of cards per group of three players.

Copy the 'shocks' onto bright fluorescent card and cut out enough for about 20 per group.

#### How to play

In groups of three.

Shuffle the cards well and lay them face downwards. Each player takes a turn to pick a card.

When the card has been picked up the group must decide together if it illustrates something that is safe or something that is dangerous to do with electricity.

If it is dangerous that player must collection an 'electric shock'.

If it is safe the player collects nothing.

If a player collects 5 'shocks' then they have been electrocuted and are out of the game!

### **Activity Two**

Rearrange the groups at this point.

Enlarge the Venn Diagram to A3 or alternatively make a larger one on sugar paper.

The group should classify the cards according to whether or not they are safe or dangerous scenarios. If they are not sure they can utilise the 'not sure' area. There must be a group consensus of opinion before the pictures can be placed.

**The lawnmower goes over the cable and cuts it.**



**You never play near the railway.**



**You dry your coat over the electric fire.**



**You fly your kite near the pylons.**



**You put a metal object in the microwave.**



**You never poke anything into a socket.**



**You touch the switch with wet hands.**



**You put too many plugs in the socket.**



**You look inside the TV because it will not work.**



**You touch a bare wire.**



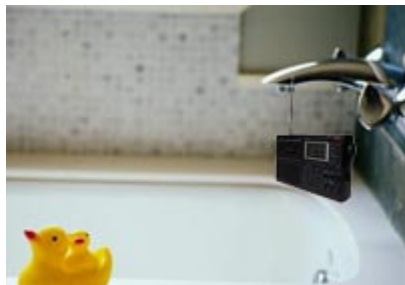
**You leave a cable so someone will trip over.**



**You put the kettle on without any water in it.**



**You take a radio into the bathroom.**



**Your mum helps you put a new battery in your torch.**



**You unplug the iron and put it away after use.**



**You never use appliances with frayed cables.**



**You stop your baby playing with the sockets.**



**You touch the hob and burn yourself.**



The cat chews a cable.



The light switch is coming away from the wall.



You try to fix the radio.



The light is knocked off the table.



The iron is left in an unsafe place.



You keep away when your dad cuts the grass.



SAFE

DANGEROUS!

Not Sure?

