9-1-1: How, When and Where

Grade Level: 1st-3rd

Duration: 1-2 hours (can be broken up across multiple days if desired). This lesson plan is meant to be adaptable. You can choose to do in one session or spread the lessons out over multiple days. We have also noted when an activity is optional, and suggested alternatives for certain activities.

Objective: Students will learn **When** they should call 9-1-1, **How** to call 9-1-1, and be able to explain **Where** the emergency is when calling 9-1-1.

What You'll Need: Most items you will need for this lesson are provided in the box. Items that are needed that have not been included are: writing utensils and scissors.

Note: 9-1-1 is spoken as nine-one-one, because a nine, a one and a one are the numbers that you dial on your phone.



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Estimated Time	Teacher Instruction	Materials
5 min	 Introduction Last night, a blue Penguin came and delivered a box that is going to help us with our next lesson. His name was Emery, and he said that he wanted to make sure that all you kids got this very important lesson all about 9-1-1! Who knows what 9-1-1 is? ANSWER: 9-1-1 is a phone number that you can call to get help in an emergency 	
20 min	 Teach "when" to call 9-1-1 Let's start by learning about the people who will come to help you in an emergency. Who are some of those people? ANSWER: Fire fighter, police officer, medic Optional Activity Great! Now on this matching worksheet, Emery, who loves to dress up, is pretending to be a first responder. Can you match each Emery Responder to his matching vehicle? [Give kids time to match, then walk through what each responder and their vehicle is]: Emery is dressed as a Fire Fighter and a Fire Fighter drives a fire truck Emery is dressed as a Police Officer and a Police Officer drives a Police Car Smery is dressed as a Medic and a Medic drives an ambulance Now, each type of responder helps with different kinds of emergencies. Let's see if you can match the first responder to the type of emergency they help with. 	Student Activity 1: Matching Responders to Vehicles worksheet
	[Give kids time to match, then talk through what each responder and emergency is]: • In this picture there is a house on fire and who	

Estimated Time	Teacher Instruction	Materials
	 Feacher Instruction helps when a house is on fire? (kids respond) That's right a Fire Fighter. In this picture a person is breaking into a car, who would help when someone is breaking into a car? (kids respond) Yes, the police. In this picture there is someone who has fallen to the ground and is not breathing, and who helps when someone is sick and not breathing? (kids respond) That's right a Medic. In this picture there are two cars that have crashed into each, and it looks like it is a bad crash. What do you guys think, who might be needed to help here? (kids respond) This one is tricky, it could be that police, firefighters, and medics are needed. The good news is that 9-1-1 is the number to call to get help from any or all of them. So, any time you have a police, medical or fire emergency you can call 9-1-1 to get help. But 9-1-1 is only for emergencies so let's play a little game to see if you can tell what an 	Materials
	emergency is.	

Estimated Time	Teacher Instruction
	Emergency vs. Non-Emergency [Take the two signs included in your Emery box and tape them up on opposite walls].
	In this game, I will describe a situation. • If you think the situation is an emergency and you should call 9-1-1, you will move to the side of the room where Emery is calling 9-1-1.
	• If you think it's not an emergency and you shouldn't call 9-1-1, move to the side of the room where Emery is saying this is not 9-1-1. [NOTE: you could instead have kids point to the signs, or raise their hands if they would call 9-1-1 and put their hands in their lap if they wouldn't call 911.]
	 Great, let's get started! Do you call 9-1-1 when 1. When your power is out? [Not 9-1-1] 2. You see a fire at a neighbor's house? [Emergency] 3. Someone you don't know is trying to make you get into their car? [Emergency] 4. You are locked out of your house? [Not 9-1-1] 5. Someone stole your bicycle yesterday? [Not 9-1-1] 6. You want to make a prank call? [Not 9-1-1] 7. A stranger is trying to get inside your house? [Emergency] 8. Your cat is stuck in a very tall tree? [Not 9-1-1]
	 9. Your grandma is not breathing and will not wake up? [Emergency] 10. You find someone's wallet on the ground? [Not 9-1-1]
	Awesome, great job! Now remember, 9-1-1 is only for emergencies. There may have been some of those examples that you thought that you needed the police so you would call 9-1-1. But police can help with things that are not an emergency, and you would need to look up their non-emergency phone number.
	If you are not sure if something is an emergency, it is OK to call 9-1-1.
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Student Activity 3: Emergency and

Emergency and Not an Emergency movement game

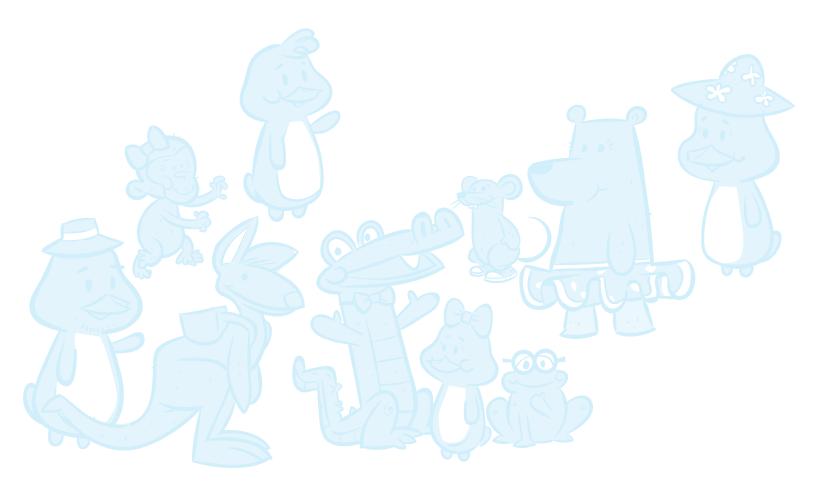
Estimated Time	Teacher Instruction	Materials
10 min	Teach "how" to call 9-1-1	Student Activity 4:
	Dialing Are you ready to practice calling 9-1-1?	Dialing Pad
	You are all going to practice calling 9-1-1 on your very own paper phone! We practice on a piece of paper because you never dial 9-1-1 on a real phone unless you have a real emergency.	
	If you want to call 9-1-1 from a smartphone like Emery here <i>[show dial pad]</i> there are a few things you have to do:	
	 Once you get to the dial pad, dial 9 then 1 then 1 again [showing the kids] 	
	 Then, press the green call button 	
	Remember, you can call 9-1-1 from any phone [Have the kids practice with you: Dial 9 then 1, then 1 again and the green call button]	
	Now getting to the dial pad on a cell phone will be different for each phone so ask your parents to show you how to use the phones in your home. On cell phones you need to know how to use the emergency mode to access the key pad.	e t
	Questions asked on a call: If you ever do need to call 9-1-1 here is how that phone call will go.	
2	• When the 9-1-1 call taker answers, they will say "9-1-1, What's your Emergency?"	
	• If you are able tostate your emergency in English.	
	Next they will ask where the emergency is.	
1 interest	 If at any time you need an interpreter, ask for the language you needin English. 	
UI	Example: There is a fire, I speak Punjabi.	

	 Getting an interpreter on the phone can take time, so if you can speak in English please do so, but interpreters are available if you cannot. The call taker will ask you other questions like your name, the phone number you are calling from and other details about the emergency. Try and answer the questions to the best of your ability. And if you don't know the answer, it's OK to say I don't know don't make things up. Always Remember: Stay on the line until the call taker says it's okay to 	
	your name, the phone number you are calling from and other details about the emergency. Try and answer the questions to the best of your ability. And if you don't know the answer, it's OK to say I don't know don't make things up. Always Remember:	
	 Stay on the line until the call taker says it's okay to 	
	hang up	
	Be calm and speak loud and clear	Student Activity 5:
	Role Play	Role Playing Cards
	• OK, let's try it out. I'm going to pretend like I'm a 9-1- 1 call taker and I want you to report the emergency that I show you on this card. Who wants to go first? [kid is chosen and then teacher reveals the first card to show a house fire]	
	Sample Role Play TEACHER: 9-1-1 What is your emergency? LITTLE JOHNNY: There's a fire TEACHER: Where is the fire happening? What is the address?	XP 4
	[Flip to the next card, which shows a sign out front of a building that says 123 Main Street.]	
	LITTLE JOHNNY: The sign says 123 Main Street. TEACHER: And your name and phone number that you're calling from?	
	LITTLE JOHNNY: My name is Little Johnny. And [have kid make up a number]	
- + 5	TEACHER: OK, stay on the line please until the fire	
. Huns	department shows up. LITTLE JOHNNY: OK	
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Estimated Time	Teacher Instruction	Materials
5 min	Teaching "where" the emergency is Now, you saw that [Little Johnny] had to give the 9-1-1 call taker an address. It's really important for the call taker to know where the emergency is so they can send help as quickly as possible.	
	So, if you call 9-1-1, make sure you're able to say where the emergency is. Now let's look at a few more emergencies and how you might say where they are occurring. [Continue on the flip chart with pictures and clues from Emery's All Stars to get across these points]:	
	Where Role Play TEACHER: Who wants to try reporting the next emergency? [kid is chosen and then teacher reveals the car crash picture]	
	TEACHER: What would you do if you saw this? LITTLE SALLY: Call 9-1-1 TEACHER: 9-1-1 What is your emergency? LITTLE SALLY: There's a car crash TEACHER: Where is this happening? What is the address?	
	[Flip to the next card, which shows two different locations.]	
	TEACHER: What if it had happened outside on the street in front of the school? [point to the school picture] LITTLE SALLY: In front of [say school name] TEACHER: Great job [Sally], now what if it was happening here [point to picture of house] in front of your house? Do you all know your address?	
	1. It is very important to memorize your home address	
	2. Pay attention to your location when you go somewhere. Look for signs, like the name of your favorite park, of the name of your favorite restaurant, and near the road you can look for street signs.	
	3. In the items that you will be taking home there is a sheet to write your home address and phone number and post it where everyone can see it.	

Estimated Time	Teacher Instruction	Materials
30 min	Teaching about accidental dialing Now are you all ready to go on an adventure with Emery. Well, this is a story called Emery's Birthday Party! <i>[Read book]</i>	Student Activity 6: Emery's Birthday Party Storybook
30 min	<section-header><section-header><text><text><list-item><list-item><list-item><list-item><list-item><list-item><list-item></list-item></list-item></list-item></list-item></list-item></list-item></list-item></text></text></section-header></section-header>	<text></text>

Estimated Time	Teacher Instruction	Materials
5 min	 Wrap Up & Take-Home Materials Did we have fun with Emery today? [Kids respond] And did we learn something about what to do in an emergency? [Kids respond] Can somebody tell me what to do if they see a big car crash? KIDS ANSWER: call 9-1-1 Alright, good job! 	Take home materials: Emery Bags
	To make sure we all remember the how, when and where of calling 9-1-1, you each get a bag to take home to your parents with a card they can put on the fridge or close to the phone this will teach them about the right way to call 9-1-1.	
	It also has an added a surprise for you! A coloring book so you can have more fun with Emery and continue practicing all the important things you learned about 9-1-1 today.	
	Great job everyone!	
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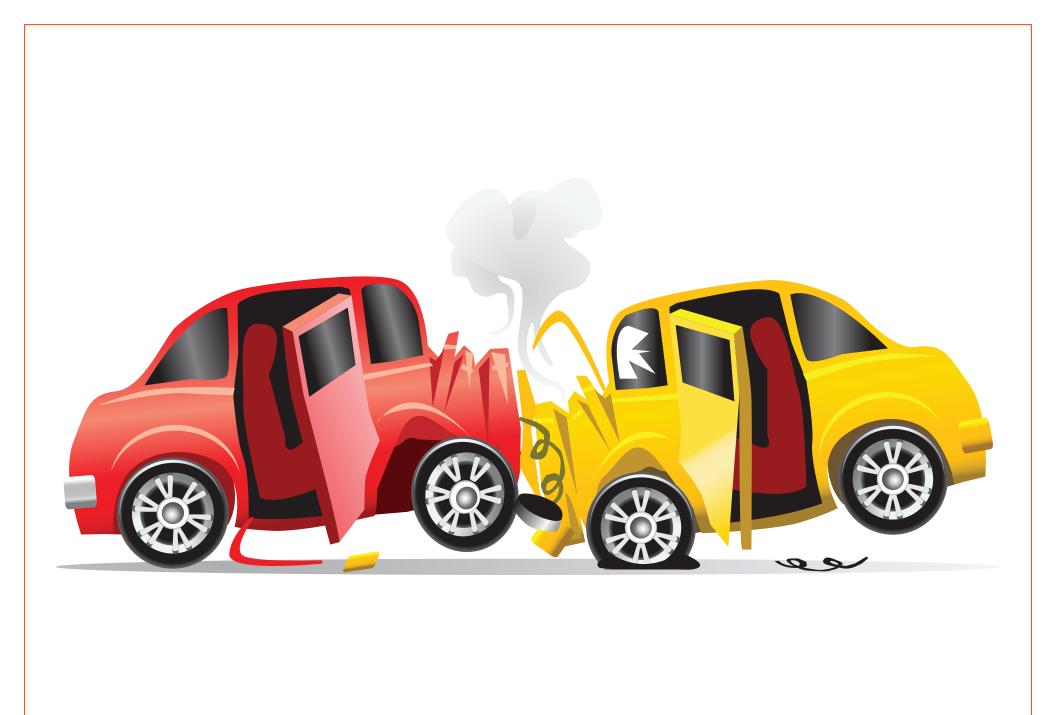














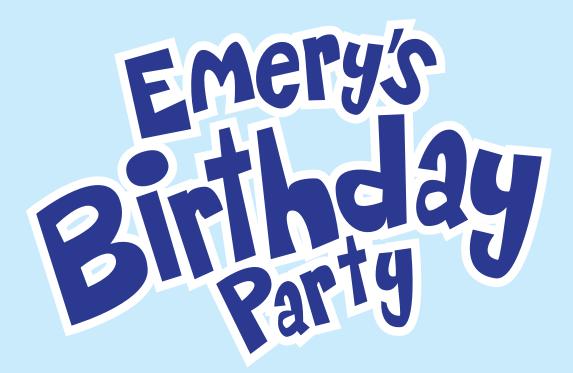
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Note to Teachers/Parents

This storybook is intended to teach children about 9-1-1.

Please review this book with your students/children, then take a few minutes to explain how to dial 9-1-1 on a phone. Children should know the *how, when* and *where* of calling 9-1-1.

- HOW. Teach your children how to dial 9-1-1. Include accessing the key pad, dialing the number and hitting the "talk" or "send" button.
- WHEN. Discuss the right and wrong times to call 9-1-1. What is an emergency and what is not? If it's not an emergency, who can they go to for help?
- WHERE. In case of an emergency, children should know their home address. Children should also know how to describe where they are when they are not at home. For example, discuss places they are the most likely to be at, like their school or favorite park. If they don't know their exact location, look for clues such as street signs and landmarks.

For additional materials to teach children about 9-1-1, please visit Emery's page: kingcounty.gov/911.







Today is Emery's birthday and his party is at the park. There are swings, slides, and monkey bars, a jungle gym and a tetherball. And even a lake to swim when it's warm. His mom is at the grill, cooking sardines for lunch. His dad made him a fish-shaped cake and his sister made lemon punch.

> A piñata is hanging from the treetop. It is stuffed with candies and lollipops.

Now it is time to play the games. Lucas the frog wins the silly sack race. Ben the kangaroo is the fastest in the maze. Manny the mouse takes first place at the beanbag toss. Josie the bear is the strongest at tug-of-war. Victoria the monkey is the queen of the jump rope but when it comes to hopscotch, Oliver the croc is the boss!

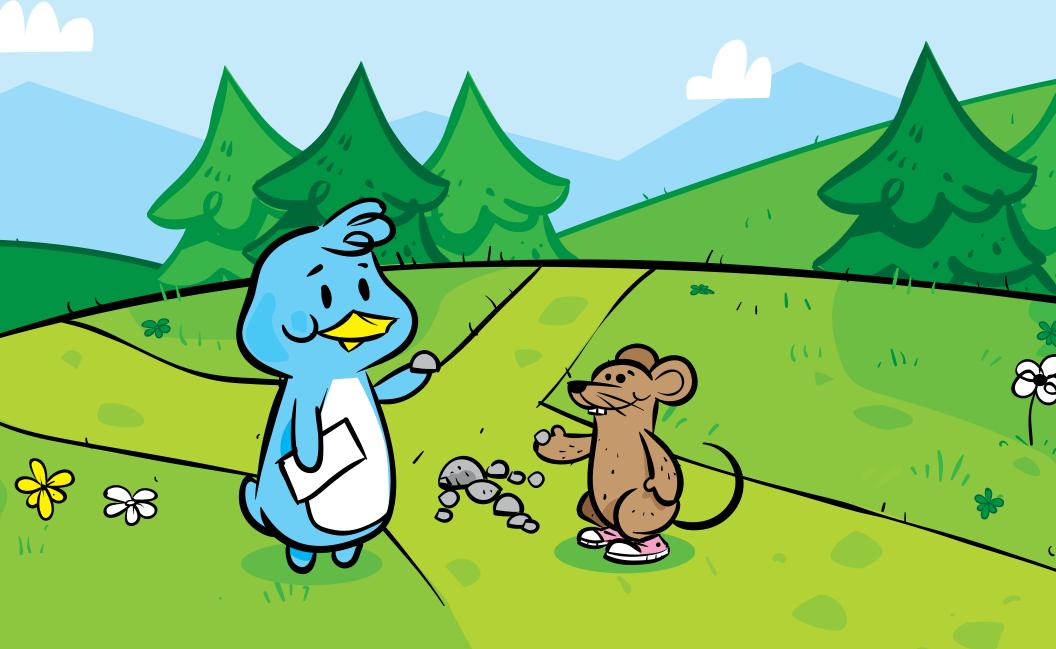


Emery's favorite game is the scavenger hunt. He is good with directions and great at finding stuff.

"I don't like that game," cries Manny the mouse. "I always get lost." "Do not worry," Emery says. "Stay by my side. I will be the guide."

"I'll be the photographer!" says Lucas the frog. He borrowed his mother's old phone. "Good idea," says Emery. "Now here are the rules: pay close attention and always know where you are. Never get off the trail, no matter what."

The treasure bags are handed out with a list of items to be found: a pinch of sand, twigs and pebbles; leaves, pinecones and flowers. "To the lake!" Emery says. "Follow me!"



Off they go to the scavenger hunt, hopping and jumping and monkeying around. When suddenly the path splits into two, Manny is not sure what to do. "Where do we go?" he asks. "To the left!" says Emery. "Let's leave a mark so we can find our way back." As they move along, Emery points out the landmarks. "Look at that sign, what does it say?" "To the lake," says Josie. "That's right! Can you spell the name? "Lake T-U-L-A-R-E" says Oliver. "Good job! And what about that post, what does it mean?" "It means that we are at mile number three!" says Lucas.

> "Perfect! Remember those signs. We need to know our exact location. In case of an emergency, we can describe it without hesitation."

To the Lake

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They soon find pebbles, the pinecones and twigs. There are plenty of wild flowers and crunchy, dry leaves. There is only one item left on their list: the pinch of sand, which they know they will find at the beach. "Come on everybody," says Josie the bear. "Move your tails! We are almost there!" Beyond the bend is the lake. There is sand everywhere! "Take a photo," Josie says. "What a beautiful place." Lucas gets the phone but, Oh No! It is locked – it needs a password! He pushes buttons on the screen. "Yikes!" he exclaims, alarmed. "I accidently dialed 9-1-1!"

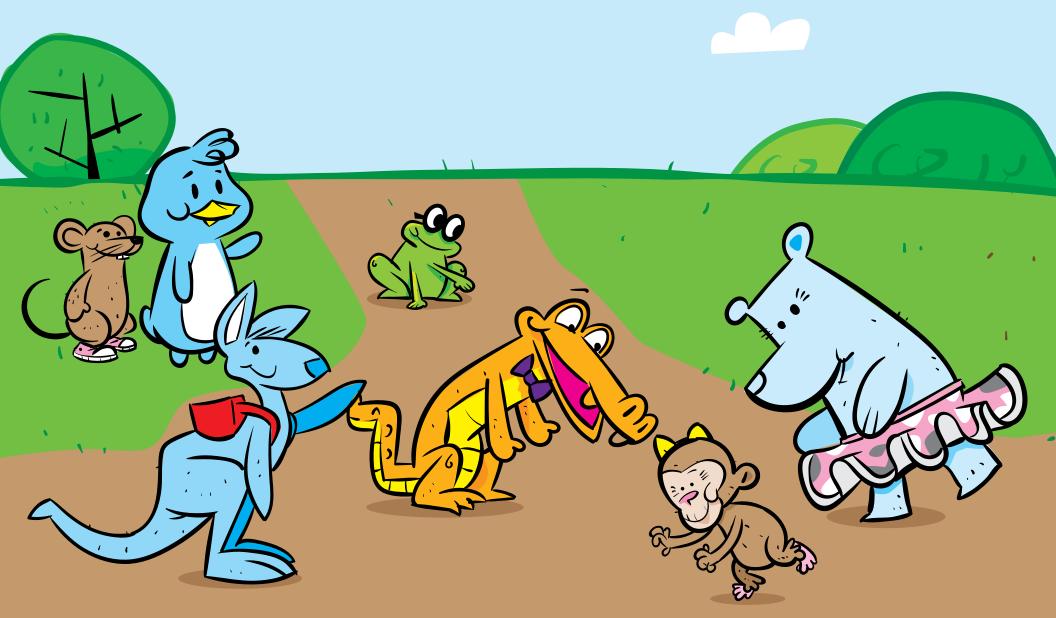


"9-1-1. What is your emergency?" asks the call taker. But Lucas can't talk – he is completely tongue-tied! He is about to hang up when Emery stops him. "Please give me the phone," he says, and Lucas does.

> "My friend dialed by mistake." Emery explains. "There is no emergency." "That's quite alright," says the call taker. "We all make mistakes. Are you sure you are OK?" "Yes. We are fine. Thank you." "Good. Thank you for staying on the line."

"You see how it's done?" Emery tells his friends. "If you dial 9-1-1 you don't hang up, even if you dialed by mistake. I learned that when my little sister accidently called 9-1-1. The officers came to the door! Everyone was alarmed for no reason at all."

"OK. Now we know," says Lucas the frog. "But the phone is still locked!" "Forget about the pictures," says Emery laughing. "Let's find our sand and finish the hunt."



They run to the beach and gather their pinch of sand. Everyone is a winner of the
scavenger hunt. Now it is time to head back for lunch. "I am hungry!" says Victoria.
"I want my cake and punch," as she jumps and jumps.

"Manny, will you be our guide on the way back?" asks Emery. "I can try," says Manny. "I can give it my best shot." "Everyone follow Manny!" says Emery and off they go. Manny stays focused looking for landmarks. He is a very good guide and in no time at all they get back to the playground.

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They run to the table – it is time for the birthday song! Emery blows out the candles while everyone sings along.

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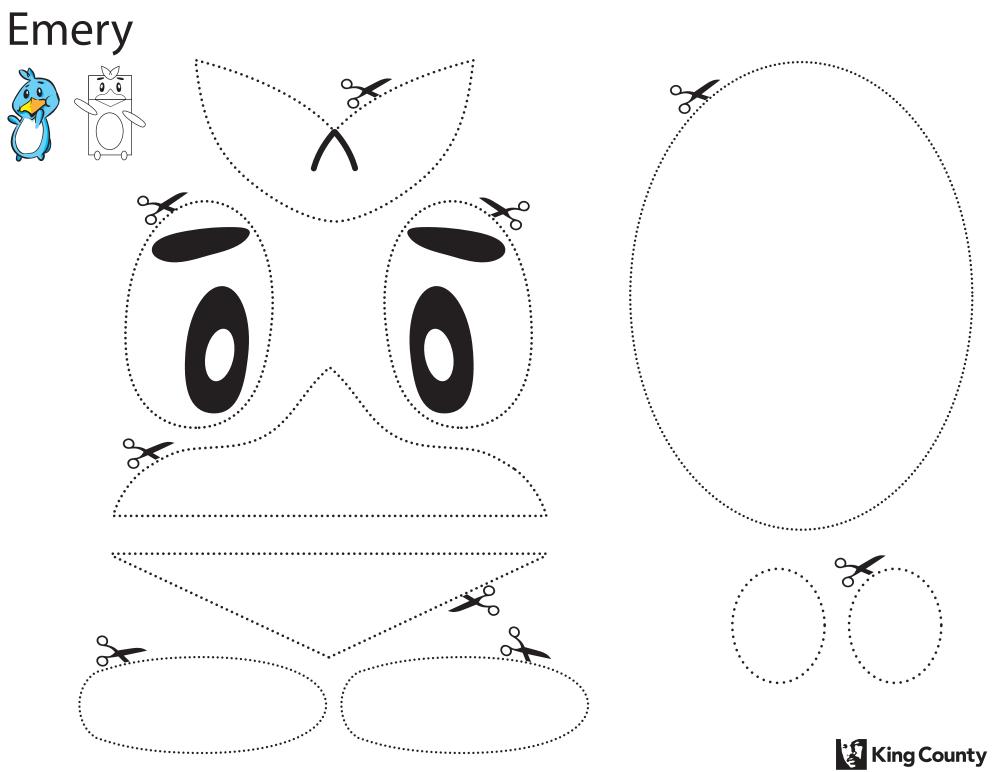


The cake is delicious – they could eat it all day long. And Emery is so happy – that was the BEST birthday fun.

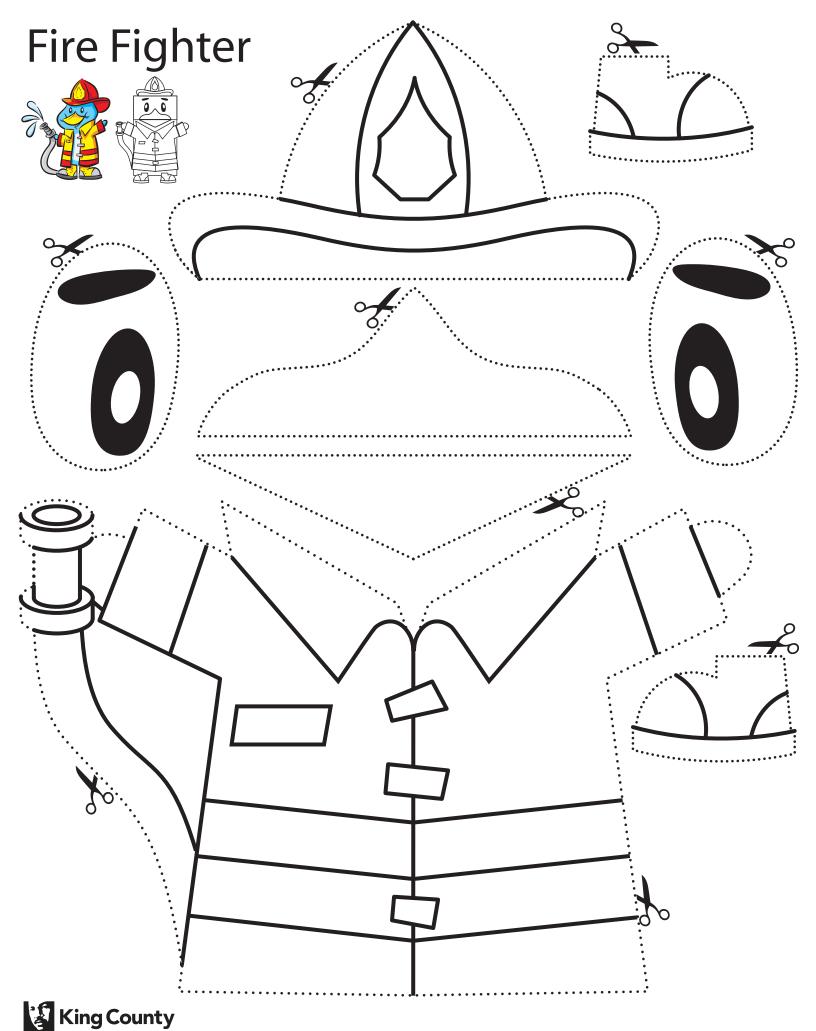


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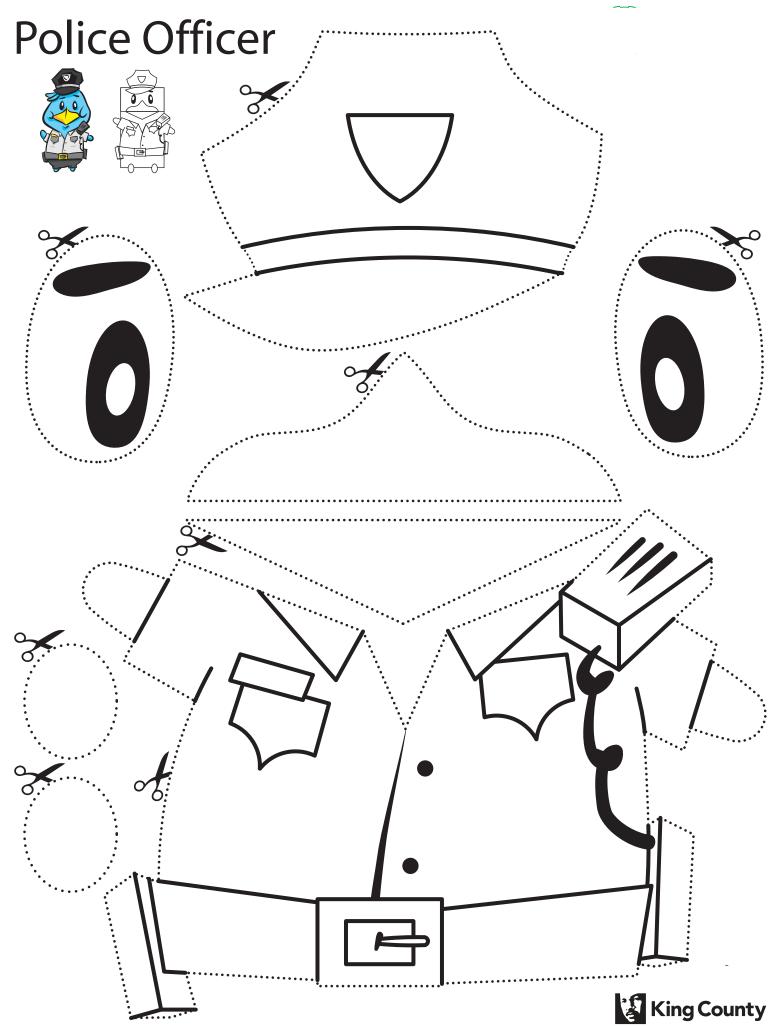
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