

112

DEALING WITH EMERGENCIES

Contact number of Emergency Department, be it police, ambulance or fire department is 112. It is important that this number is used only in case of emergencies.

In order for the appropriate help to be sent out, when calling 112 you have to:

- o State the reason and the emergency why you are calling,
- o Tell who you are,
- o Tell exactly what happened,
- o Tell where the accident has happened (the name of the street and town),
- o Tell how many injured people there are,
- o Let the operator end the call first.

An easy way for the cubs to remember the number might be: 1+1=2

In Case of Fire:

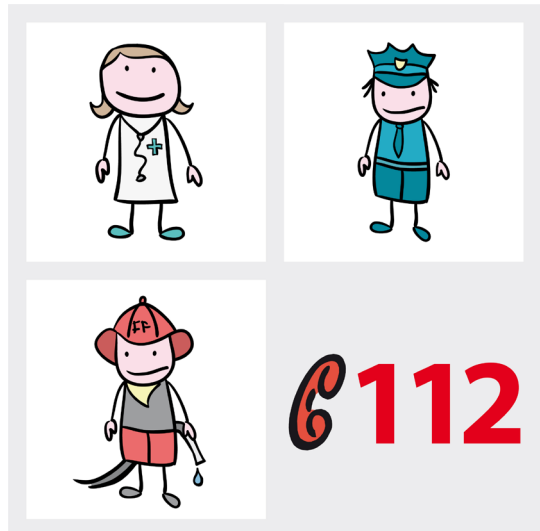
- o See where the Fire Exits are as soon as possible.
- o If you can inform any other persons in the building/area.
- o If there is a lot of smoke, drop to your knees, cover your mouth and nose and crawl out.
- o Switch on the Fire Alarm if there is one.
- o GET OUT OF THE BUILDING fast but calmly.
- o Shut all the doors when possible to slow the fire from spreading.
- o If your clothes are on fire: STOP DROP ROLL
- o Call the Emergency Department at the first possible opportunity.

If lost in a Crowd:

- o Keep Calm.
- o Try to find a policeman or a police station.
- o Talk slowly and clearly to the person who is helping you.
- o When out alone you should always carry some money and an identification card with your name, address, phone numbers etc.

Suggestion:

- o When teaching the Cubs how to deal with emergencies it is essential to get them involved as they will learn more, have more fun and as they say practice makes perfect.



ACTIVITY FACT SHEET

112



Activity: Pack Meeting



Objective: Being Prepared in Case of Emergencies



Time: 2 Hours



Outline: First discuss with the cubs and see what they would do in a case of an emergency. See if anyone of them had already been in such a case. Then explain to them how they should deal with emergencies in the future by demonstrating clearly.

After that a game/role play related to dealing with emergencies can take place. 1 leader is required for every six present. The leader has to take a role of the person answering the emergency number. All checkpoints need to have different scenarios of emergency.

The leader need to explain the scenario to the six. Then every six has to call the emergency and go by the procedure. Have the cubs rotate and give them example 10 minutes to do every scenario. Afterwards the leader will give feedback to each six of what they did good and bad. This can also serve as a short test.



Equipment: Different scenarios for every leader.



Place: Group HQ



Group Size: Pack









3rd Parties: N/A



ACTIVITY FACT SHEET



During the Activity:

-  – Working in teams to give first help to the injured person. In addition, it is important to point out the worth of every single person, and thus the need for everyone to be aware of what to do in order to help oneself and others in case on an emergency.
-  – Going around from one scenario to another, practicing what they learned.
-  – It is of great importance for the cubs to know the number, when to use it, and how to properly use it. Being able to practice what they have learnt first hand, helps the cubs to remember better.
-  – You can give the Cubs some time to create a simulated emergency and role play how they would act in it.
-  – Help the cubs to relate and empathize with the persons involved in the emergency. In addition emphasise on the importance of staying calm and concentrated on what needs to be done instead of panicking.
-  – Being able to help each other, lend a hand when the need arises. Ask the Cubs to think of scenarios in their lives where they can call for help e.g. school, home, scouts, etc.

