



LIFE

SAVERS

SPEND A DAY WITH
12 REAL-LIFE
EMERGENCY SERVICE
HEROES



ERYL
NASH

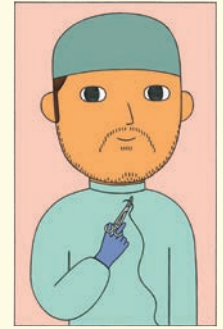
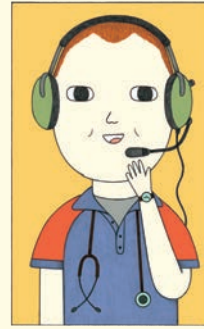
ANA
ALBERO

LEARNING RESOURCES

BY EVA JOHN

WHAT IT TAKES TO SAVE A LIFE

IN THIS BOOK, YOU CAN MEET 12 REAL-LIFE EMERGENCY SERVICE HEROES AND DISCOVER ALL THE THINGS THEY NEED TO SAVE A LIFE.



ARE YOU READY TO DISCOVER HOW EMERGENCY SERVICE WORKERS MAKE A DIFFERENCE?



The people in this book work on special things every day and this book has been created so you can celebrate and find out more about them.

Imagine doing an exciting, interesting job where you also get to help other people, animals or the planet.

These learning resources have been compiled to encourage further investigation into the every day lives of emergency service workers through a variety of fun and engaging exercises.

TALK FOR THOUGHT

See if you can name all the items featured in the cover illustrations and say what you think they are used for.



TALK FOR THOUGHT

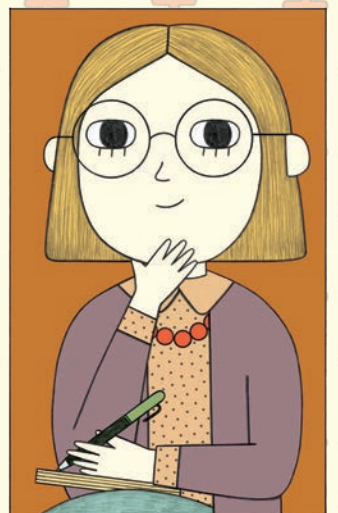
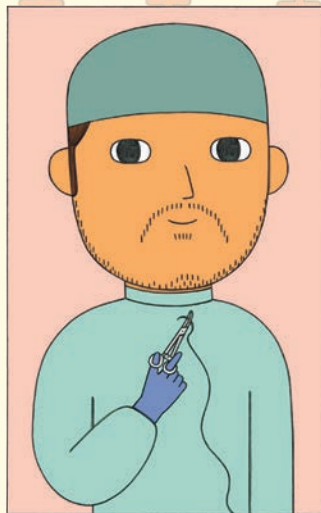
Before you look at the contents of the book.

Create a list and suggest jobs you think would fit under the heading:

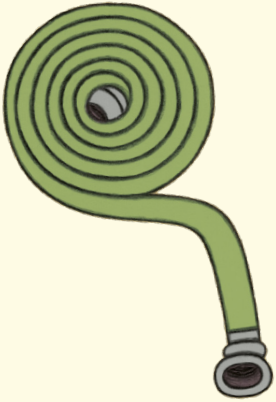
LIFE SAVERS



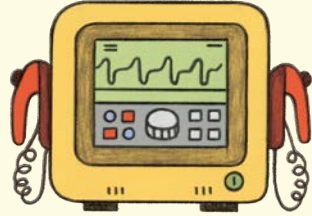
LIFE SAVER PERSON CARDS



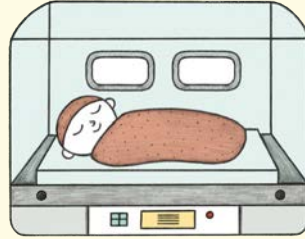
MOST IMPORTANT PIECE OF KIT CARDS



HIGH-PRESSURE HOSE



DEFIBRILLATOR



INCUBATOR



ICE AXE

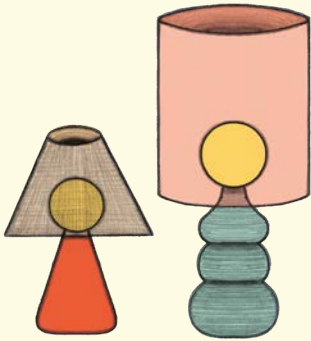
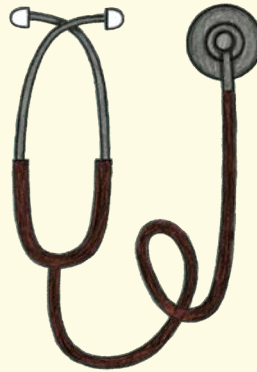


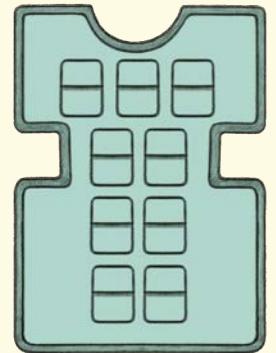
TABLE LAMP



RADIO



VETERINARY STETHOSCOPE



ACTIVE-WARMING BLANKET



TRAUMA BEAR



ORGANIZATION'S VEST



MICROSCOPE



SUTURE NEEDLE

ACTIVITIES

MATCHING CARD GAME

Match the most important piece of kit cards with the life saver person cards

MIME THE JOB

Select one of the character cards keeping it hidden from everyone else. Mime and act out the sort of activities that life-saver might be involved in and see if others can guess which one you selected

ROLE-PLAY

You can do this activity with a friend. See what kind of props you have available and act out a scene together where you are playing the role of a life saver.

Before you start, have a think about the setting and the sort of things you might have to say to the person you are helping

CREATE YOUR OWN CARD GAME

Think about other kinds of life savers who are not featured in the book

Create your own cards using the blank template on the next page showing these other life savers

E.g. cave rescue, coastguards, RNLI crew, social workers, rescue dogs, sniffer dogs, guide dogs...

INTERVIEW

Find out about local heroes that live in your area

Prepare questions for them that you could ask in person, by letter or online

USE YOUR IMAGINATION

Create your own 'worry-eater' that can gobble up all of your troubles

You could choose a toy you already have, or model one from junk you find around the house



FINAL THOUGHTS

What sort of job would you like when you are older?

What sort of qualities and attributes do you think you will need?

How can you get experience and or evidence in the meantime to show your commitment to your chosen vocation?