

PLAYING THESE ONLINE GAMES WITH YOUR CHILD

Learning through play is effective for young children.

Deaf children Australia has developed these five short games to help children understand and connect with key safety messages. These games have been designed for pre-school and prep age children - both hearing and DHH.

What to wear at the beach, river, lake

How important it is to find a lifeguard before entering the water

Always swim between the flags

Hazards found in Open Water

Creature hazards

The Puggles Open water set of resources includes over 15 colourful posters featuring these messages. Download them and pin up around home or your clubrooms and changerooms!

puggles

**OPEN
WATER.**

**Deaf
Children
Australia.**

deafchildrenaustralia.org.au

WATER SAFETY



HERE ARE
SOME HELPFUL
NOTES TO
CONSIDER
WHEN PLAYING
THESE GAMES
WITH A DEAF
OR HARD OF
HEARING
CHILD.

GAME
ONE

Drag and drop each item in the squares to dress the little bear. The game is complete when all the correct items are on or with the bear.

LEARNING
GOALS

This game is designed to teach children about the essential items needed for a safe and enjoyable day near the water. The core learning objectives are:

UV Protection: Understanding the importance of using a rashie, sunscreen, sunglasses, and a hat to protect their bodies from the sun's harmful UV rays.

Safety and Comfort: Recognizing the value of sand/reef shoes for foot protection, a water bottle for hydration, and a towel for drying off and staying warm.

Critical Thinking: Identifying items that are not necessary or helpful for a day at the beach or river.

SUGGESTED PLAY

To get the most out of this game, you can guide children through the following activities:

Item Identification: Ask children to point out the items they believe are important to bring and explain their reasoning. This encourages them to think critically about each object's purpose.

Why Not? Direct their attention to the items that are not needed and ask them to explain why those items wouldn't be useful. This reinforces the core learning points by highlighting the contrast between essential and non-essential items.

Pack Your Own Bag: Encourage children to "pack" their own virtual bag with the correct items from the game.

Beyond the Game: Expand the activity by asking children to suggest other items they might want to bring, such as a beach umbrella, a flotation device, or snacks. This prompts them to think more broadly about what makes a fun and safe trip to the water.

These activities will help children build a strong foundation of water safety knowledge in a fun and interactive way.

GAME
TWO

It is critical children only swim under adult supervision when by the beach, lake, dam or river. When at the beach - finding a Lifeguard is also important. Just Drag and drop the penguins around the beach scene until you reveal Kiri the Lifeguard! Click on her to complete.

LEARNING
GOALS

This activity is designed to teach children about the importance of water safety and the critical role of lifeguards. The learning objectives are:

Adult Supervision: Emphasize that all swimming, playing, and paddling activities at beaches, lakes, dams, or rivers must always be supervised by an adult. This is especially crucial for children who are deaf or hard of hearing, as they may have removed their hearing aids and have limited auditory awareness of their surroundings.

Vigilance: Highlight the fact that drowning can occur in a matter of minutes and in very shallow water. This underscores the need for constant and careful supervision from an adult.

Role of a Lifeguard: Introduce children to the role of a lifeguard and the significance of their presence. They should understand that a lifeguard's presence indicates a designated swimming area is considered safe.

Lifeguard Responsibilities: Familiarize children with the key responsibilities of a lifeguard, including accident prevention, supervision, and rescue. This builds an understanding of why these Lifeguards are so important for public safety at the water.

SUGGESTED PLAY

To effectively facilitate this game, use the following prompts and actions:

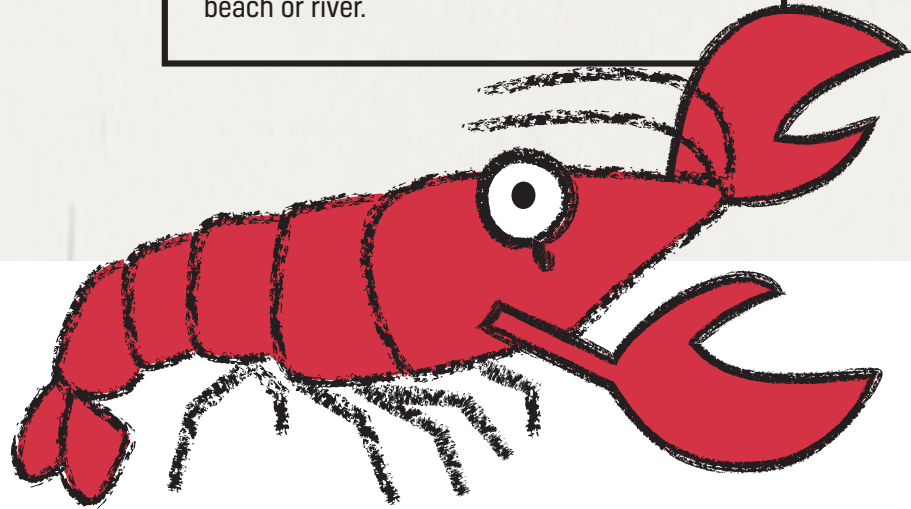
Introduce the Lifeguard: Begin by pointing out the distinct colours of Kiri the Penguin's lifeguard uniform. This helps children visually identify a lifeguard in the future.

Safety First: Ask the child a critical thinking question: "Do you think it's safe to swim if you can't see the lifeguard?" This prompts them to connect the lifeguard's presence with their own safety.

Reveal and Discover: Work together to move the penguins on the screen until you reveal Kiri the Penguin. This interactive element makes the learning process engaging.

Complete the Task: Once Kiri is found, have the child click on her to complete the game. This provides a clear sense of accomplishment and reinforces the goal of the activity.

This game will help children understand the fundamental rules of water safety and recognize lifeguards as key figures in keeping them safe near the water.



GAME THREE

Swimming between the yellow and red flags has become a universal norm on Australian beaches. However, sometimes if the water looks super calm and flat, gentle waves and an empty beach the appeal of entering the water is strong. There are many hazards that are still present even in this situation. The lifeguards will have carefully observed the beach, the tide the rips and waves to ascertain when best for people to swim. They are the experts.

LEARNING GOALS

This activity is designed to teach children about the importance of swimming between the flags on Australian beaches. The key learning objectives are:

- Understanding the what the flags mean:** Children will learn that the red and yellow flags mark the safest and most visible swimming area on a beach.
- Recognizing lifeguard Presence:** They will understand that these flags indicate where Lifeguards are actively patrolling, ready to respond to an emergency.
- Awareness of Hidden Dangers:** The activity highlights that even seemingly calm water can have hidden dangers, such as rip currents, weeds, muddy ledges, strong tides. Children will learn that the flags are placed in areas where these dangers are minimal.
- Enhanced Safety:** The game reinforces that swimming between the flags ensures they are visible to lifeguards, which is critical for a quick rescue.

SUGGESTED PLAY

To effectively guide this game, use the following prompts and actions:

- Introduce the Flags:** Begin by pointing out the red and yellow flags in the game. Ask the child, "What do these flags mean?" and "Why do you think it's important to swim here?"
- Discuss the Risks:** Encourage a conversation about what could happen if they swim outside of the flags. Ask questions like, "What kinds of dangers might be in the water even if the waves look small?" This helps them think critically about unseen hazards.
- Interactive Gameplay:** Instruct the child to click between the flags as the crabs move. This simple, repetitive action reinforces the main learning goal—staying within the designated safe zone.
- Complete the Task:** Guide the child to move all three crabs into the safe area between the flags to complete the game. This provides a clear sense of accomplishment and reinforces the lesson.

GAME FOUR

This game highlights some of the physical hazards found in an open water environment. It is critical a child is aware of any hazards they may encounter as there may not be a lifeguard present.

LEARNING GOALS

This game teaches children to identify common water hazards and understand the importance of adult supervision. The primary learning objectives are:

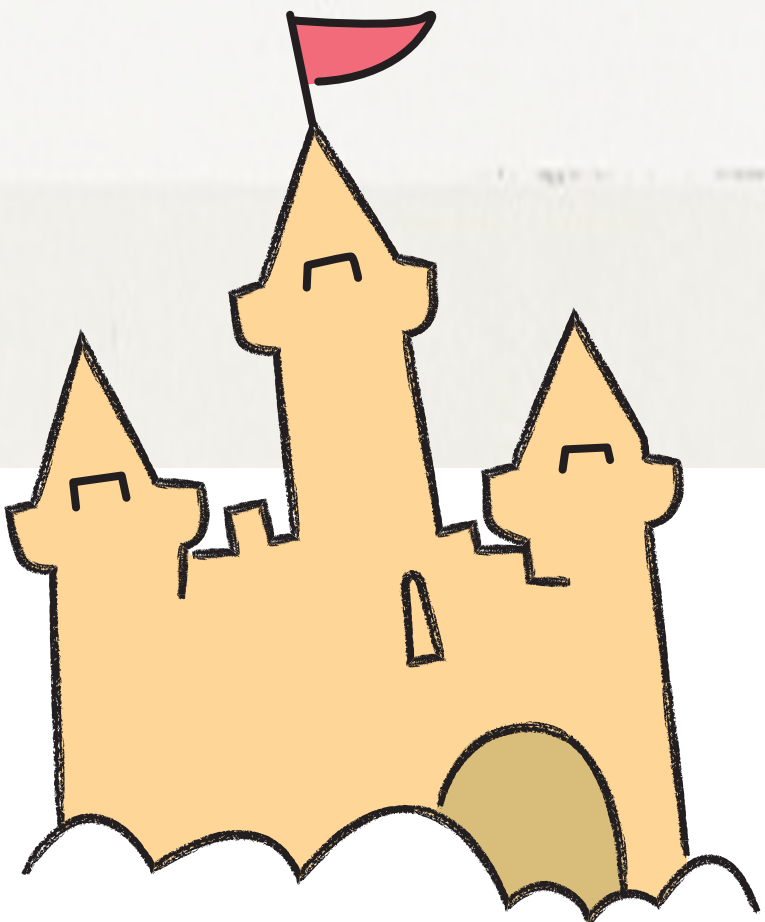
- Hazard Identification:** Children will learn to recognize specific dangers in open water environments:
- Rocks:** Visible rocks indicate potential for injury.
- Sticks and Branches:** These can be hidden underwater and pose a risk of entanglement.
- Night Swimming:** They will learn that swimming at night, dusk, or dawn is unsafe because hazards are not visible.
- The Importance of Supervision:** The game emphasizes that it is never safe to swim without an adult present. The presence of a lifeguard is a key indicator of a safe swimming area.

Critical Thinking: Children will be encouraged to think about why certain situations are dangerous and what other potential hazards might exist.

SUGGESTED PLAY

To get the most out of this game, you can guide children through the following activities:

- Analyse Each Scenario:** For each scene, invite the child to identify the hazards present. Ask them, "Why is this dangerous?" and "What else is missing from this scene that would make it safe?" (e.g., an adult or a lifeguard).
- Encourage Broader Thinking:** Prompt children to think beyond the immediate scene. Ask, "What other dangers might you find at the water's edge?" This encourages them to consider hazards like rubbish, broken glass, or marine life.
- Use the "Yes/No" Feature:** Guide the child to click "Yes" only in the final scenario where it is safe to swim (clear water, adult, and lifeguard present) and "No" for the unsafe scenarios. This simple action reinforces the correct safety decisions.



GAME FIVE

This game accentuates the need for children to avoid touching ANY creatures on the sea shore, in the sea, on the riverbank or in the river or lake.

There are other hazards to consider but the simple message here is DON'T TOUCH and AVOID all creatures.

IN THE OCEAN

- **Stinging Creatures:** Box jellyfish, bluebottles, and other jellyfish can cause severe pain and require immediate medical attention, especially for box jellyfish stings.
- **Venomous Animals:** Blue-ringed octopuses, cone snails, stonefish, and lionfish can inflict serious harm through bites or stings.
- **Sharks:** While often feared, large predators like great white sharks and bull sharks can pose a threat, though most encounters involve smaller species.
- **Other Hazards:** Fire coral can cause burning sensations and rashes, while venomous starfish (like the crown-of-thorns) and sea urchins can inflict painful injuries with their spines.

IN FRESHWATER

Toxic Algal Blooms:

In freshwater lakes and rivers, certain types of blue-green algae can produce toxins, leading to rashes and allergic reactions.

Crocodiles and Sharks:

Large predators, such as the Nile crocodile and even species of bull sharks, can be found in freshwater systems and are opportunistic hunters.

LEARNING GOALS

This game teaches children a crucial water safety rule: Look, but don't touch. The learning goals are to help children understand that:

All Creatures Are Off-Limits: Children should never touch any creature they see in or near the water, whether it's in the ocean, a river, or a lake. Even seemingly harmless creatures can be dangerous.

Recognizing Hazards: They will learn that dangerous creatures aren't always easy to spot. This includes venomous marine life (like blue-ringed octopuses, jellyfish, and stonefish), as well as larger predators like crocodiles and sharks.

Understanding the "Why": The game will help them understand that touching these creatures can lead to painful stings, bites, or injuries that may require immediate medical attention.

Safety is a Choice: By navigating the character away from the creatures, children practice the behaviour of avoiding contact and staying on a safe path.

SUGGESTED PLAY

To effectively guide this game, use the following prompts and actions:

- **Introduce the Rule:** Begin by stating the simple, clear rule: "Don't touch any creatures you see in or near the water."
- **Point and Discuss:** Before starting, point to some of the creatures on the screen and ask the child what they are. Discuss why they might be dangerous, even if they look interesting.
- **Navigate the Path:** Guide the child to track a path for the little bear, carefully avoiding all the creatures. This is a practical application of the lesson.
- **Acknowledge Mistakes:** If the bear touches a creature and says "Owww," use this as a teachable moment. Say, "See? That's why we don't touch them. What could have happened if that was a real creature?"
- **Complete the Challenge:** Work together to complete both scenarios by reaching the flag without touching any creatures. This reinforces the learned behaviour and provides a sense of accomplishment.

