



Memory Pairing Activity

Description

The fire and rescue service encourages children to know that playing with matches and lighters can be dangerous. This lesson plan provides an opportunity to learn about keeping safe at home. This memory pairing activity enables the pupil to learn and discuss what are safe and dangerous items in the home. It also provides an opportunity to discuss the differences between hot and cold.

General Information

Session Focus / Theme – Home Fire Safety	Recommended Key Stage / Age – Early Years / 2-4 Years
English Curriculum Focus – PSHE – Keeping Safe	Timing – 10 – 20 Minutes

Preparation

- Resources – Online or printable matching pairs games and/or tablet/computer/smart phone.
- Teacher notes – This lesson focuses on the differences between hot and cold, electrical and non-electrical, safe and dangerous household items. No further technical knowledge is required. For information, between 2012 and 2016 there were over 13,000 UK hospital admissions of children under 5 years old due to contact or exposure to heat sources or hot surfaces, smoke, fire or flames (ONS).

Other Cross-curricular links

Pupils will also use skills in;

- Communication and Language – Listening and attention, understanding and speaking to each other
- Physical development – Moving and handling, health and self-care around everyday objects

Key Vocabulary

Safe Dangerous Hot Cold Tool Toy Different
Similar Same





Pupil Learning Objective

I will be able to match items on the cards which are the same and identify which are hot or not.

Teacher Expectations

By the end of the lesson pupils will;

Know...

The names of everyday objects and where they can likely be found in the home.

Understand...

The importance of and talk about ways to keep healthy and safe at home and with each other.

Be able to...

Explain how to keep safe at home.

Expected Progress

Pupils should be able to explain which items in the home could be a danger to their health and safety, especially in relation to fire and burns. They will work with a partner to play the memory pairs game, taking turns and making connections between matching items. Each pupil should be able to successfully match pairs of items utilising fine motor skills, memory, sequencing and ICT skills, discussing the difference between the pictures and describing the hazards.

Introduction

Introduce the idea of matching a pair by turning cards from the StayWise hazard packs or any other memory matching activity previously played. Ask pupils if they know what the items are on each one of the cards. For example, show the card with a candle on it; ask pupils if they know what the item is used for and if they have any around their home.





Main Activity

What	How
Challenge	Correctly identify the items on the picture cards, and match them. .
Awesome Challenge	Correctly identify the item and its use, and match all of the cards.
Mega Challenge	Correctly match all of the cards. Identify the item and its use; describe its features, similarities and differences to other items, and how it is used in the home. Place items into piles of safe and dangerous for their use.
Colossal Challenge	Correctly match the cards on different occasions. Identify the item and its use; describe its features, similarities and differences to other items, and how it is used in the home. Place items into piles of safe and dangerous for their use. If similar items are dangerous, rank them in order of danger. For example; to a young person, a candle and a light bulb both produce light, but the candle could be more dangerous.

Plenary

Ask the pupils which items were safe for children to play with and which might be dangerous? Identify which items that only adults should use. Have they played games similar to this before? Ask if they can think of different types of candles and when they are used - for example, candles on a birthday cake, or for religious festivals. The book 'The Birthday Cake Mistake' could be read to support this safety theme.

Assessment for Learning

The pupils can be assessed through observation and questioning during their play.

Home Learning

The pupils can take this game home to be played with family members, and the household items identified by the pupil to their parents/carers.



