

FIRE FIGHTING 101

DESCRIPTION OF SESSION

This session introduces Explorers to the basics of firefighting through a web-based Jeopardy-style game format.

CATEGORY

- Exploring: Fire & EMS
- US Department of Education: Law, Public Safety, Corrections & Security; Government & Public Administration

OBJECTIVES

By the end of this session, participants will be able to:

- Share the history of fire service
- Identify at least two firefighting tools
- Describe the steps of emergency communications
- Identify fire behavior
- Explain the purpose of chain of command
- List roles in a fire department

SUPPLIES

- Computer with internet access, projector, and screen
- 2-4 game buzzers, determined by the number of teams participating

PREPARATION

- Connect to the web-based Fire Fighting 101 Jeopardy game by clicking www.playfactile.com/firefightingskills
- The game host should familiarize himself or herself with the web-based Jeopardy game, particularly the scoring process, before starting the game with Explorers.
- OPTIONAL: Secure prizes for the winning team(s)
- Set up room with computer, projector, screen, team tables and team buzzers.

ADVISOR NOTE: Text in italics should be read aloud to participants. As you engage your post in activities each week, please include comments, discussions, and feedback to the group relating to **Character, Leadership, and Ethics**. These are important attributes that make a difference in the success of youth in the workplace and in life.

ACTIVITIES

Reminder: Any time you use an outside source, be sure you follow the content owner's or website's permission requirements and guidelines.

Activity

Fire Fighting 101 Jeopardy game

- Divide Explorers into two to four teams.

- Designate a game host (who will click questions and scores on the web-based game) and a time keeper. Both of these roles should be filled by adult leaders or tenured Explorers.
- Determine whether or not you will allow Explorers to use smartphones to search for answers during the game.
- Explain the following rules of the game:
 1. *Each team should select an announcer. This person will announce their team's final answer for each question.*
 2. *Each team will have 10 seconds to decide on their final answer. Only the announcer's verbal answer will be counted.*
 3. *You ARE/ARE NOT allowed to use your smartphones to research answers during the game.*

ADVISOR NOTE

Some sample questions are below. They are designed to help the participants apply what they have learned to their own interests. You are welcome to use these questions or develop your own questions that relate to your post or specific focus area.

REFLECTION

- | | |
|--------------------------|---|
| Focusing Questions | <ul style="list-style-type: none"> ▪ <i>Do you know anyone who works for a fire service agency? What type of work does this person do?</i> ▪ <i>What did you learn during the game?</i> |
| Analysis Questions | <ul style="list-style-type: none"> ▪ <i>Give an example of fire behavior.</i> |
| Generalization Questions | <ul style="list-style-type: none"> ▪ <i>What can you do now, during your time as a student, to prepare yourself for a career with a fire service agency?</i> |

ADVISOR AND OFFICER REVIEW

After the meeting, address the following:

- Identify what was successful about the meeting.
- Identify what needed improvement.
- Schedule an officer and Advisor planning meeting to prepare for the next post meeting or activity.

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