

## Safe T Squad (3-5) There's a Law for That

### Learning Objectives

#### Students will:

1. understand the importance of safety rules.
2. listen critically to interpret and evaluate.
3. participate in class discussion
4. write safety rules

### TEKS:

**SS:** 3.17C, 4.21B, 4.23B, 5.24B, 5.26B

**ELAR:** 3.1CD, 3.12AB; 4.1D, 4.12B, 5.1D5.12B

**Health:** 3.2ABFG, 5.9C

### Materials Needed:

Snake Game image, Safety Sign image, Martian Vehicle Mishaps handout, Our Town Map image, *Safe T Squad* book or PowerPoint, paper for Martian laws and students safety signs

**Resources:** DRSR Children's Books website, DRSR Lessons website

**Vocabulary:** law, traffic signs, pedestrian

### Teaching Strategy:

#### Teaching Tips:

- The *Safe T Squad* book or PowerPoint can be used as a shared and modeled reading learning experience.
1. Introduce the lesson by asking students if they've ever played a game. Have students share games they've played.
  2. Project the Snake Game image and have students share what they see. Ask questions such as:
    - What do you see on this game board?
    - How is this similar to games you've played?
    - What do all games have in common?
    - Why do you think the rules are printed on the game board?
    - Why is it important to follow game rules?

**Background on the Snake Game Image:** (Created between 1840-1860 – Library of Congress) Hand-colored wood engraving showing a game board with red, gold, and blue spaces, numbered between 1 and 122; on the board are illustrations that are numbered and correspond

to the blue “starred” spaces, which are action spots, the player landing on one follows the instructions given with the corresponding illustration, and moves accordingly. At the beginning of the game is a portrait of George Washington and at the end, a rustic looking homestead identified as the “home of the Washington family”.

3. Make an anchor chart and have students share rules they follow at home, school, and community.

| Home | School | Community |
|------|--------|-----------|
|      |        |           |

4. Ask students what they think the difference is between a rule and a law. Ask questions such as:
  - Why do we have laws?
  - What would happen if we didn't have laws?
  - What laws do you have to follow?

The main **difference between rules and laws** is the consequences accompanying them. While each is developed a sense of order, fair play, and safety, the weight of a **law** is much heavier than the weight of a **rule**. **Laws** are like the **legal** version of **rules**.

5. Ask students to think about what kind of laws people have to follow on a daily basis. (traffic laws, pedestrian laws, bicycle laws, street signs, etc.) With a shoulder partner list all the laws they can think of.
6. Have student partners share laws. Discuss with students some of the laws to deepen student understanding.
7. Read aloud the *Safe T Squad* book or show the PowerPoint. Discuss the safety laws students hear in the book.
8. Show the Traffic Sign image. See which images students know. Ask questions such as:
  - Why do we have traffic signs?
  - What might happen if you didn't obey traffic signs?
  - Is it a law to obey traffic signs?
9. With a partner have students write 5 **If-Then** statements about traffic signs. For example, if you were driving in a car and didn't stop at a stop sign, then you might crash into another car.
10. Project the Our Town Map image or print copies of it for students to look at. Have students find safe and unsafe situations. Students can name the situations by the coordinates and then explain them.
11. Ask students why it's important to have safety laws.



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12. Give each student a Martian Vehicle Mishaps handout. Share with students that you have a challenge for them.

Mars is now habitable and many people have abandoned the United States to colonize the Red Planet. The colonists have been working on building towns and cities under a dome, which provides oxygen and temperature regulation for the people living there.

Roads have been paved throughout towns and cities. The colonists or Martians have a variety of vehicles to travel from town to town. There are flying cars, hover boards, jet-propelled backpacks, and Segway scooters (2-wheeled, motorized personal vehicles) traveling throughout the towns and cities. May accidents happen because there are no current laws for these vehicles.

Your team is a part of the Martian Council who decides on the laws for the new towns and cities. As a team, you must decide on **10 traffic safety laws** for these new vehicles on Mars. You will also design **3 new traffic safety signs** for the Martians to obey.

Good luck and may the M-Force be with you! (Martian-Force)

13. Have student groups share their laws. Ask questions to deepen student learning.
14. Have students reflect on the learning by responding to a 3-2-1
  - 3 facts they learned about safety laws
  - 2 things they find interesting
  - 1 question they have



# SNAKE GAME

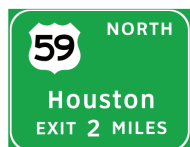
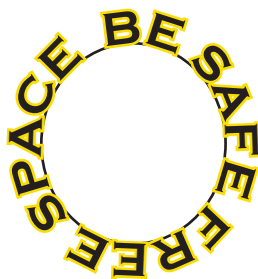
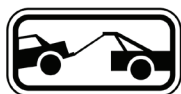
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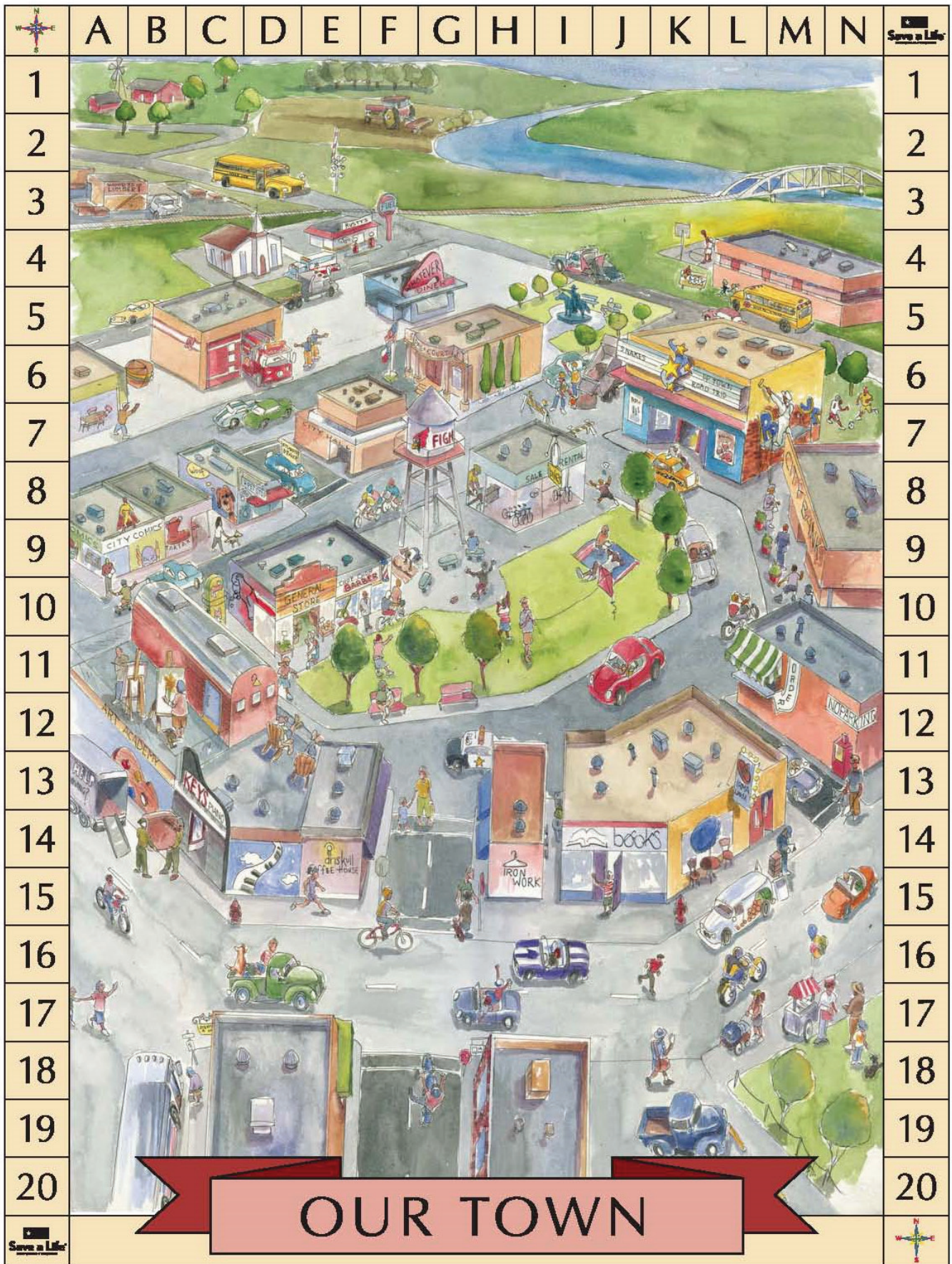
The Game is played with Two Dice or a Ten & Five, and any Number of Persons may play at it. From No. 1, to the finish, each Player brings the Paper forward according to the Particular Directions; and if it brings the Paper on a Blue Number, look at the Direction and corresponding Figure -- if the Paper shows over 100, there is to be entered back as many as there are shown over, with one extra dice, when at 110.

**POINTS.**  
 No. 1. Winner, give the Paper back to 10.  
 No. 110. Must not finish; give the Paper back to 10.  
 No. 115. Must not finish; give the Paper back to 10.  
 No. 122. Must not finish; give the Paper back to 10.

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 2. George Washington  
 3. Liberty Bell  
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 122. George Washington

# Be Safe Signs







# Martian Vehicle Mishaps

Mars is now habitable and many people have abandoned the United States to colonize the Red Planet. The colonists have been working on building towns and cities under a dome, which provides oxygen and temperature regulation for the people living there.

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Use the space below to jot down your thoughts and ideas:

