smart sparx firefighter tip

Firefighter Steve says, "When travelling in the car, always wear your seatbelt."

When Firefighters get called to fires or road crash rescues, they have to drive very fast to get there quickly. They switch on the flashing lights and activate the siren to let everyone know they're on their way and to let everyone know they should move to the side of the road to let them through.

But most importantly of all, they always wear their seatbelts to keep them safe, no matter how quickly they have to get ready and leave the fire station, they never forget.

You should always wear your seatbelt too, firefighters don't want to have to go to a car crash and find you have been hurt because you forgot to put on your seat belt!

Here are some good car games for you to try.

Counting Birds:

Count the birds you see on your side of the car. If you pass a tree full of lots of birds, you'd better count fast! If you pass a smelly old dead animal on your side of the car, you lose all your birds, but only if the opposing team calls "your birds are buried!" This game gets interesting when distraction tactics are used to either cause your opponent to miss birds or miss a dead animal. A wild horse or a jumping kangaroo can count as a bonus. The team with the most birds wins.

Adapted from momsminivan. For some more great car games go to: http://www.momsminivan.com/bigkids.html

Spot the Letters:

Spot a license plate with letters on it, call out the first three letters and then everyone tries to come up with a different phrase using the letters in the order they appear as the first letter of each word. For instance KEW could be "kittens eating watermelon" or "kiss every wallaby."

When you can't think of any more sentences look for another license plate.

What Animal Am I?

One player chooses an animal, the other players then ask questions in turn to see if they can guess what the animal is.

To make this game trickier an egg timer or watch can be used to limit the question time or questions can be limited to a specified number per player.