

The Granny Game



By Linda Strachan
Illustrated by Jean Cairns

We are the SAFE-T-CREW



Jamie



Isla



Sophie



Lewis



Max

We are the
SAFE-T-CREW



Looking out for me and YOU



We use our powers of observation



To check for danger in a situation

One! Two!



Safe-T-Crew

It was the summer holidays and Jamie's family had arrived at their holiday cottage by the seaside.



"When will Sophie get here, Mum?" Jamie asked, as he carried another large box into the cottage. His best friend Sophie and her family were coming to stay in the other half of Primrose Cottage.

"They have to go and collect Sophie's granny first. I'm sure they'll be here soon. Baby Lia needs a sleep, can you and your brother help Dad bring in the last of our things? I'm sure Sophie will be here by the time we've had a bite of lunch."

After lunch Sophie and her family had still not arrived so Jamie and Max went to take their

dog Chewey out for a walk on the beach. When they got back Sophie's mum's car was turning into the driveway. Chewey pulled at his lead, he was so excited to see Sophie and the twins. Jamie held on tightly so that Chewey didn't run out in front of their car.

"Hi, Jamie!" Sophie ran over to play with Chewey who was wagging his tail and nuzzling at Sophie's pockets. "Hello, Chewey, you silly dog. No, I've not got any biscuits for you today."

"I thought you were never going to get here, Sophie." Jamie told her. "We've been here for ages and ages."

"We had to go and get Granny, she takes a while to get ready because she's almost completely blind. Mum had to help her find her clothes and get packed."

"Jamie and I took Chewey down to the beach," Max told her.

"Is it far away?"

Jamie shook his head. "No, it's just down that lane. We came back because it was starting to rain."

The sun had disappeared behind heavy, thick clouds and large drops of rain plopped on the dusty path leaving dark smudges in the earth. They all ran into the house, just in time.

Sophie's twin brother and sister, Lewis and Isla, were peering out of the window at the pouring rain.

"What are we going to do now?" Isla grumbled. "I wanted to go to the beach."

"We could play the Granny Game," Sophie suggested.

"Yes!" Isla and Lewis shouted together.

Max was confused. "What's that?"

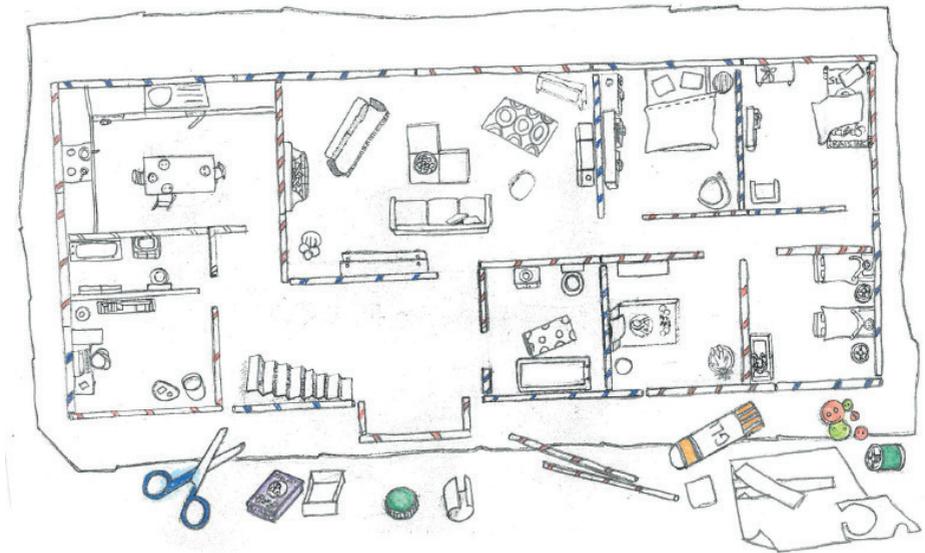
"Granny's almost blind. She's fine in her own house because she knows where everything is, but here she might trip over things or bump into open cupboards or drawers. She's also a bit deaf so she doesn't always hear things. We need to make sure the cottage is safe for her. We had to do it in our house so we called it the Granny Game. We see who can find the most things Granny needs to watch out for, and then we see who can invent the best thing to help Granny."

Jamie loved making things. "What kinds of things did you invent, Sophie?"

Sophie thought for a moment. "The one I liked best was when I made a plan of the house that Granny could use."

"But I thought she couldn't see very well," Jamie frowned. "How could she see the plan?"

"It was a collage, a picture with bumpy bits," Isla told him. "We stuck things on it, like straws for walls, so that she could feel the map with her fingers."



"Sounds like a great game, Sophie."

"You could all try and think of things that might be dangerous in the cottage," Sophie's mum suggested. "You might like to invent things that will help keep us all safe. Not just Granny, but baby Lia and everyone else, too!"

"I will come up with a special prize for the best idea," said Jamie's dad. "But first you have to look go all around the cottage looking for anything thing that might be dangerous for Sophie's Granny or baby Lia, but also things that might cause a problem for any of us."

"I love the Granny Game!" Isla did a little dance around the room. "I'm going to win the prize."

Sophie started handing everyone paper and pens. "First we need to think of all the things that could be dangerous."

Max made a face. "I don't like writing things down."

"You like drawing pictures, don't you, Max?" Jamie grinned at him. He knew his little brother loved drawing. "You could draw cartoon pictures like these."

Jamie did a quick drawing.



"We need to go all over the cottage and make sure we don't forget anything. Let's see who can find the most things!" Sophie ran towards the stairs. "I'm starting upstairs."

Jamie took his new stopwatch out of his pocket. "Wait a minute, Sophie. I'll set my stopwatch for 5 minutes and after that everyone has to stop and come back down here. Ready.... Steady...GO!"

Everyone ran off to different parts of the cottage. Sophie and Isla went upstairs, Jamie started in the living room as Max and Lewis headed for the kitchen. Soon they were all busy making notes and drawing pictures of all the hazards they could find.

Sophie ran into the bathroom and started noting things down on her list.

- The fire needs a fireguard
- matches for the log fire - need to be put safely away
- Toys on the floor - granny could trip over
- baby Lia crawling - granny could trip over her too
- hot cup of tea on the coffee table
- Window blind has a long cord - granny could trip over it - or someone could play with it and choke themselves - it should be tied up
- The stairs don't have a stairgate
- Toys left on the stairs
- Too many plugs in one socket
- Wobbly cupboard that Lia could pull down herself.

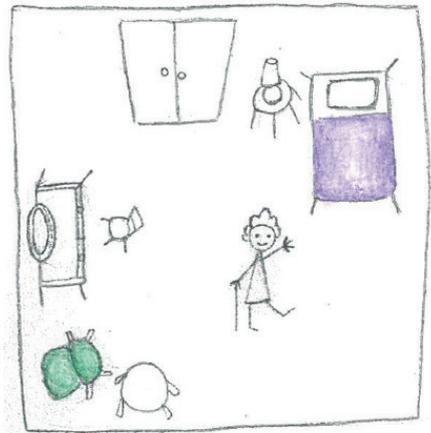
Meanwhile Isla was in the bedroom. She saw Granny's pills on the dressing table and made a note.

* Medicines have to be put in a cupboard so that they are safely out of the way.

* Mum's hair straighteners need to be in their special case when they have been used, until they cool down.

Isla drew a plan of where the furniture was in the bedroom so that Granny would not bump into things.

Lewis and Max were down in the kitchen. "There are loads of things here, Max. I can write some of them down and you can make drawings of the others."



Max spotted a drawer that someone had left sitting open. "I'll draw this first," he said. "Granny could walk right into that drawer."

"I've spotted three other things for my list!" Lewis was soon writing them down on his notepad.

* Sharp knives - Granny could cut herself or younger children could reach them.

* Iron and ironing board left out - The iron could be hot, and it is heavy so it could fall on Lia or on Granny's foot.

* The pot on the cooker - The handle is pointing out so it could be tipped over.

* A magazine on the floor - Someone could slip on it.

Max finished his drawing and started another.

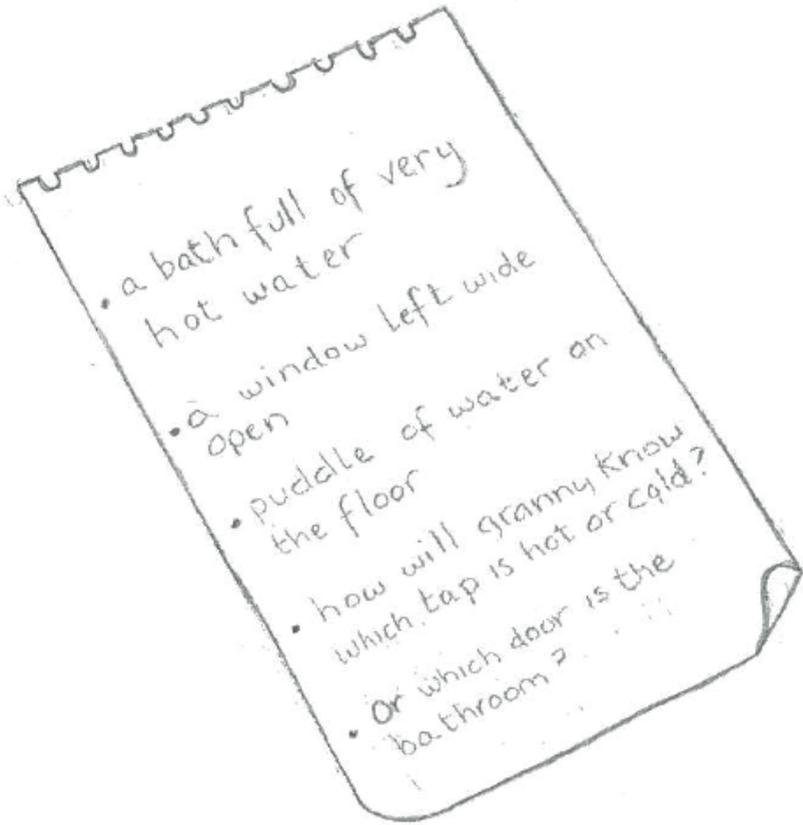
"What's that?" asked Lewis.

"It's baby Lia trying to get the bottle of bleach in the cupboard."

Max had drawn a kitchen cupboard with the door open showing bottles of bleach, dishwasher tablets and liquidabs inside. Baby Lia was sitting in front of the cupboard.

Jamie was busy in the living room when his mum came in. "How are you getting on, Jamie?" she asked. "Looks like you've found a lot of things."

"Yes, I've already got 10 things on my list!"
Jamie grinned.



Jamie's stopwatch beeped. "Time's up, everyone!"

Sophie and Isla came downstairs. Isla was waving her list in the air. "I've got a list and a drawing!"

Max and Lewis ran in from the kitchen. "We've found lots of things on our lists, too."

They put all the lists and drawings on the table.

Jamie's dad came in to see how they were getting on. "I am very impressed. You've been looking carefully at everything! Now that you know what the hazards are, can you think of ways to make the place safe for Granny, Lia and everybody?"

They all looked at the lists on the table.

"We could stick a shower cap on the bathroom door so that Granny could recognise which room it was," Jamie said.

"That's a good idea, Jamie."

Isla put her hand up, like at school. "We could put elastic bands on all the hot taps so that Granny would know which were hot or cold!"

"That's an excellent idea, Isla!" Jamie's mum came in holding a tray. "Here's some juice for you all."

"We could put the table in front of the wobbly cupboard," Lewis suggested. "So that it can't fall over on top of anyone."

Soon everyone was coming up with different ideas for making things safe around the cottage.

"These are such great ideas that I don't know which should win the prize," Jamie's dad said. "In fact I think you have all been so clever that you will all win a prize!"

"What is the prize?" asked Isla?

"Here are the prizes!" Sophie's mum came in from the kitchen with a plate of yummy cupcakes and a large bag. "Everyone gets a cupcake and a lucky dip from the prize bag!"

Soon they were all enjoying their cupcakes and juice. The prize bag had lots of fun things inside and everyone was delighted.

"Let's make the plan of the cottage first," Jamie said. "I think that is the best idea of all! And we could mark all the hazards on it, too."

Sophie's mum gave them a large sheet of paper and a craft box full of coloured paper, glue,

scissors, straws and all kinds of bits and pieces. She set it down on the table in the middle of the living room. "You can look about the house for plastic containers or cardboard packaging, like egg boxes, which could be useful for making up your plan, but remember to ask first to make sure it is something you can use!"



Everyone helped and soon they had an amazing plan of Primrose Cottage. Granny was delighted.

Produced as part of the Go Safe Scotland resource which aims to provide every primary school child in Scotland with consistent, age appropriate safety messages

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