

# Hatch Patch Creations

*From Our Home To Yours*

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## Safety Sam's Stranger Safety Family Home Evening Packet



### Contents:

Stranger Safety Lesson

Picture Sheets

Game

Poem

Treat Recipe

\$5.00

# Safety Sam's Stranger Safety Family Home Evening Packet

## Home Evening Outline

- Opening Prayer
- Stranger Poem
- Stranger Safety Lesson
- Stranger Safety Game
- Closing Prayer
- Refreshments

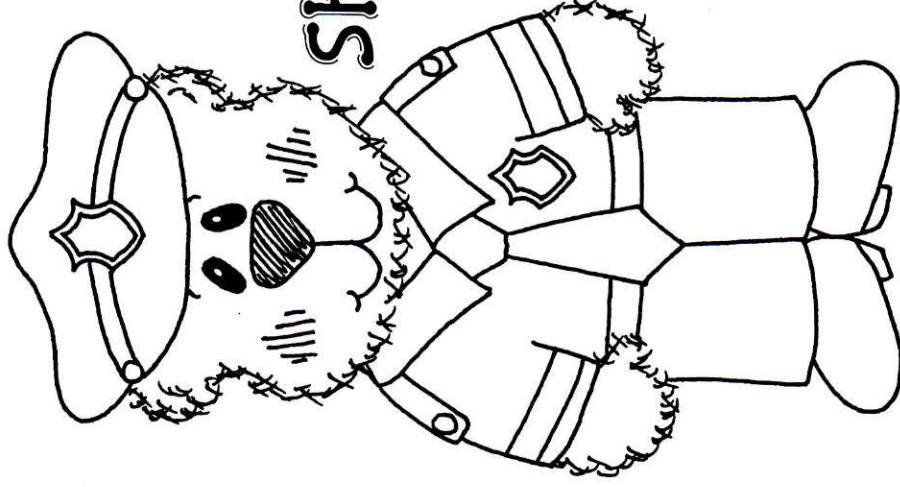
**Stranger Safety Cards:** Color graphics with markers, colored pencils, chalks, etc. Laminate and cut cards in half on the dashed line. Included in the packet is a "Parental Explanation" sheet. This will help you, as a parent, to elaborate on what is already written on the card. **REMEMBER: It is vitally important that we teach our children to be careful, but not to be afraid. We need to remember to inform our children, but not frighten them with details of what might happen to them if they are abducted or exploited. Be sure that your children feel secure enough that they can tell you about anything.**

**Stranger Safety Game: Preparation** - Cut on the dashed line of both game board sheets. Place the two game board sheets side by side, the "START" square, on the left hand side. Line up the sheets so that the squares line up. Tape together on the back side of the sheets. Color the game board as desired and laminate. Color, laminate and cut out the circle game pieces. You will need one die.

**Object** - To be the first player to reach "Home Safe Home."

**Play** - Choose which player will go first and then rotate clockwise. Each player places his game piece on the start. The first player begins by rolling the die and moving the number of spaces indicated on the die. If the space is blank, the player does nothing and play rotates clockwise. If the space has "Safety Sam" on it, the player has to tell the rest of the players one of "Safety Sam's" ten rules. If the player can successfully recite one of the ten rules, the player can trade places with any one of his opponents. Play then rotates clockwise. If the space has a stranger safety scenario on it, the player follows the directions on the space and play then rotates clockwise. The first player to reach the "Home Safe Home" space is the winner.

**NOTE: Be sure to use this game as an opportunity to elaborate on what a child should do in any given circumstance. Discuss your child's fears, and help them to gain confidence by giving them the tools to protect themselves.**



# Safety Sam's Shortbread Cookies

## Ingredients

- 1/2 cup butter
- 1/2 cup shortening
- 3/4 cup sugar
- 1 1/2 tsp. vanilla
- 1/2 tsp. lemon
- 1 egg
- 2 1/2 cups flour
- 1 tsp. baking powder

## Directions

Cream together butter, shortening and sugar until light. Add remaining ingredients and mix thoroughly. Form balls the size of quarters. Place on a greased cookie sheet. Indent each cookie with your thumb and fill indentation with your favorite jam or jelly. Bake at 300 degrees for 20 to 25 minutes.

# Safety Sam's Stranger Safety Packet

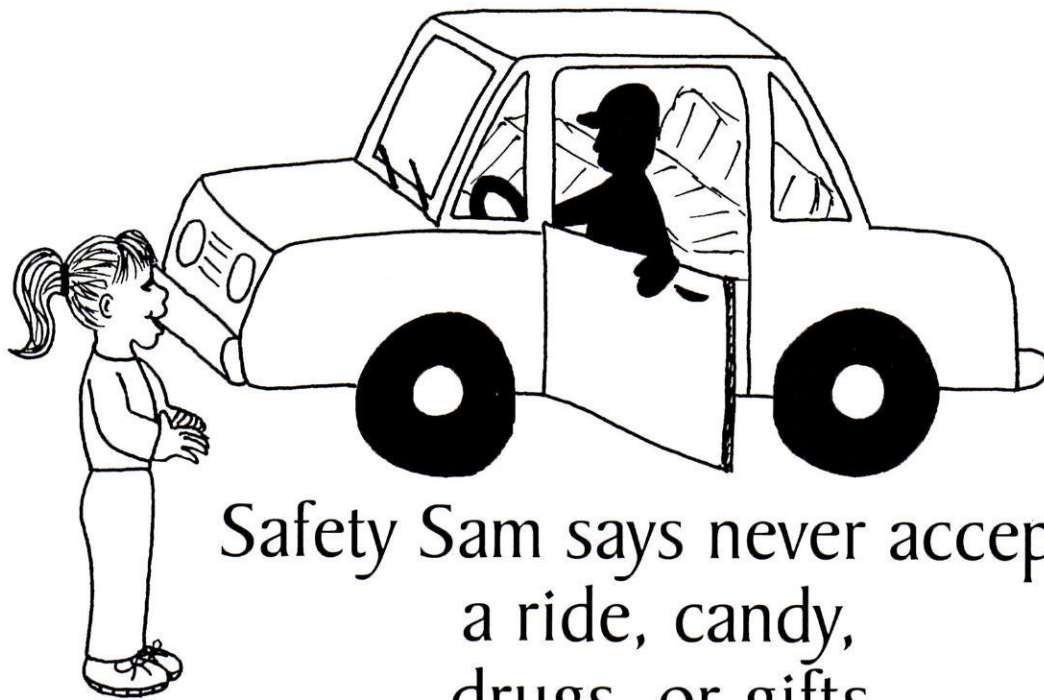
## An Important Note To Mom and Dad . . .

***The most important thing we can do as parents to protect our children from abduction and exploitation is to establish good communication with them.***

- Children who feel that they are being listened to and their needs are being met at home are less likely to become a victim.
- Talk to your children calmly, being careful to inform, not frighten them with details of what might happen if they do not follow Safety Sam's rules.
- It is very important to teach our children about strangers, but unfortunately, many children are abducted by people that they are familiar with. This may be a person that the parents aren't even aware of. This may be a good opportunity for parents to explain to their child that bad people are not always strangers. Stereotyping dress, manners and behavior may give children the wrong impression about what to watch out for.

## Parental Explanation

- Rule #1:** *Make sure that you explain that a child should never get into a car with either a stranger or even someone that the child knows unless the driver of the car knows the families code word.*
- Rule #2:** *Teach your children that when they are alone at home, they should never open the door for anyone. They should tell callers that their parents are busy and can't come to the phone.*
- Rule #3:** *This is a good opportunity to inform your children about trusted homes in your neighborhood. Give your children permission to go to these homes in times of trouble.*
- Rule #4:** *Far to often we instill in our children that they must respect their elders, and they are not allowed to say "No" to an adult. It is very important that we teach our children to respect their elders, but at the same time, if an adult does anything that makes them feel uncomfortable, it is OK to say "No!"*
- Rule #5:** *The swimming suit rule is a good way to teach children where it is appropriate and where it is not appropriate to be touched by someone. Wherever a swimming suit touches a child is where it is not appropriate for anyone to touch them.*
- Rule #6:** *Often times, when a child is being exploited or molested, the perpetrator will tell the child that they must keep this "special secret" from their parents. Inform your children that under no circumstances should a child be asked to keep a "special secret" from their parents.*
- Rule #7:** *Physically show each of your children what it means to be three arm-lengths away from someone.*
- Rule #8:** *As a family, come up with a code word that is to be kept secret between just your family members. In times of an emergency, let your children know that if you send an adult other then yourselves to pick them up, the adult should know the families code word.*
- Rule #9:** *Adults never need the assistance of a child!*
- Rule #10:** *Teach your children where they should go if they become separated from you while in a store, but also explain why it is important for them to not wander off from you.*



# Rule #1

Safety Sam says never accept:  
a ride, candy,  
drugs, or gifts  
from a stranger or even someone  
that you are familiar with!



# Rule #2

Never tell visitors or callers  
that you are home alone.  
Tell them your parents are busy  
and take a message.

# Rule #3

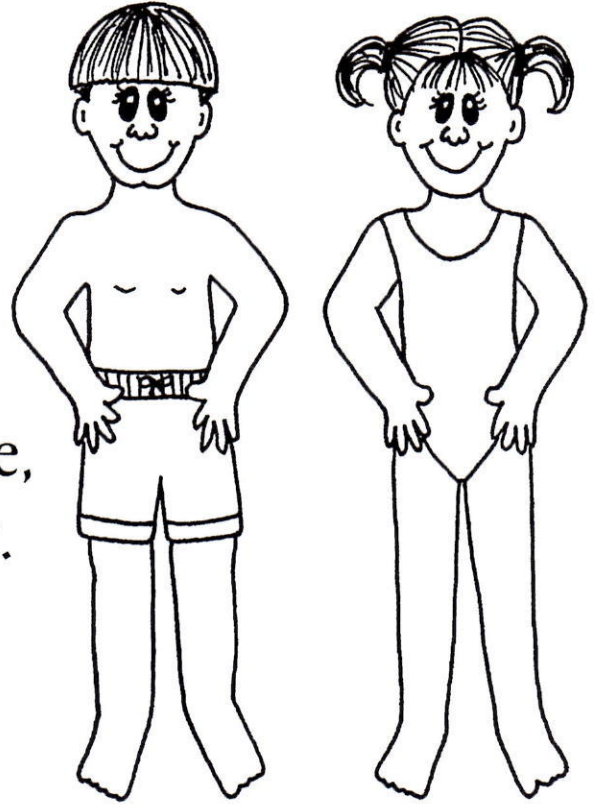
Never let a stranger  
into your house  
and never go into  
a stranger's house.

## Rule #4

It is OK to say "No" to an adult!

## Rule #5

If anyone touches you in a way that makes you feel uncomfortable, say "No!" and tell a trusted adult.



## Rule #6

No "Special Secrets!"

## Rule #7

For your own safety,  
always stay three arm lengths away,



## Rule #8

Have a code word that only you  
and your family know!

# Rule #9



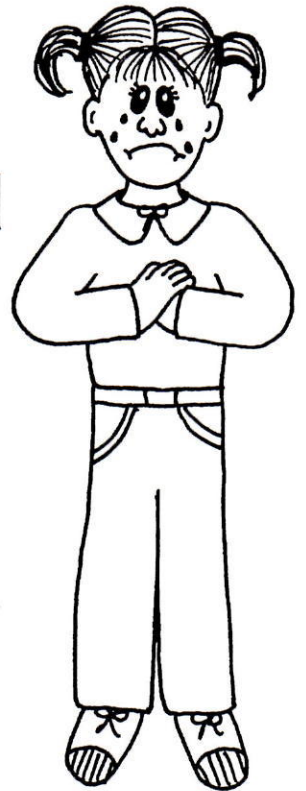
Children can help other children, but there is never any reason for an adult to need a child's help!



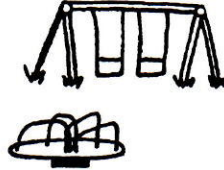
# Rule #10



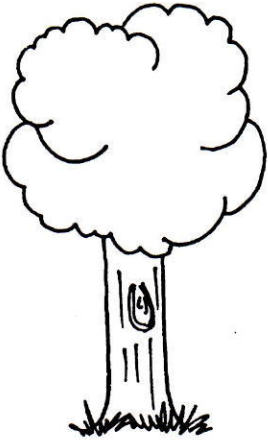
If you become separated from your parents in a store, do not wander around! Find the nearest store clerk or check-out counter and tell an adult.



# Safety Sam's



You and a friend decided it would be safer to walk home from school together. Good Job! There is safety in numbers. Go ahead two spaces.



**START**



Instead of going straight home from school you stopped and played with some friends. Go back to start.



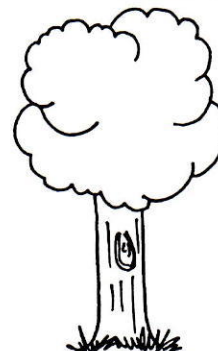
You meet a person on the sidewalk who offers you toys to go with him. You didn't stay three arm lengths away! Go back three spaces!

You wreck your bike on the way home from school and scrape your knee. You go to a neighbor's house that your parents know and get help. Go ahead one space!

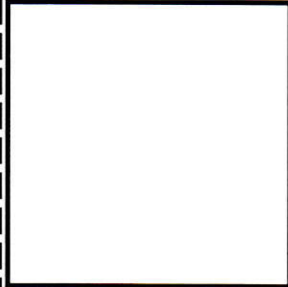
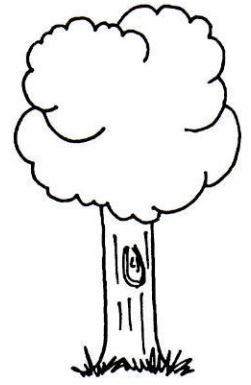


You become separated from your mother in a department store. You immediately tell the nearest clerk that you are lost and she gets help. Go ahead two spaces!

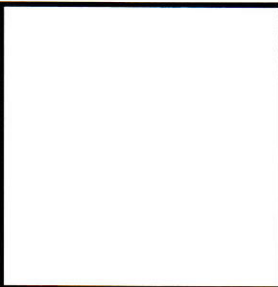
**Home  
Safe  
Home**



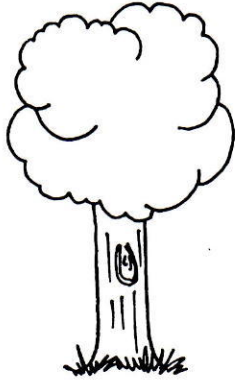
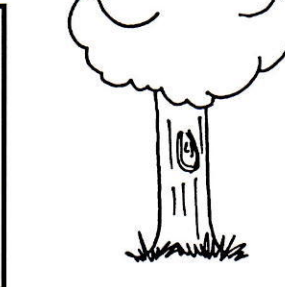
# Stranger Safety Game



You accepted candy from a stranger. Go back one space.



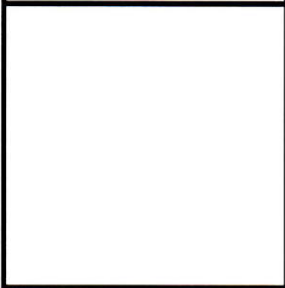
A teacher touched you in a way that made you feel uncomfortable. You immediately called your mother and told her about it. FANTASTIC! Go ahead three spaces.



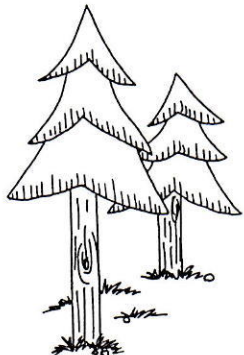
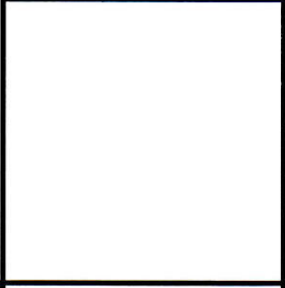
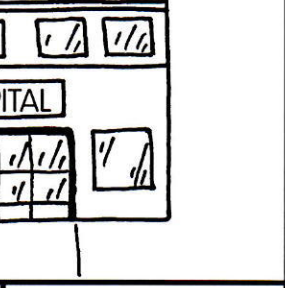
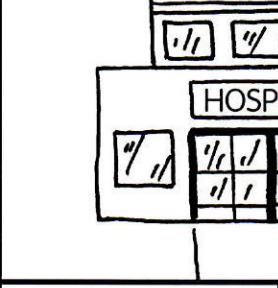
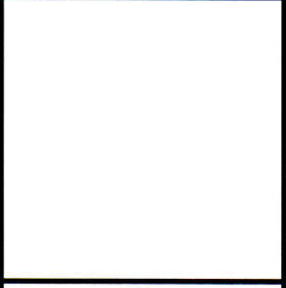
A man that you know pulled up in his car and asked you to help him find his lost dog. You told him NO! SUPER! Go ahead one space.



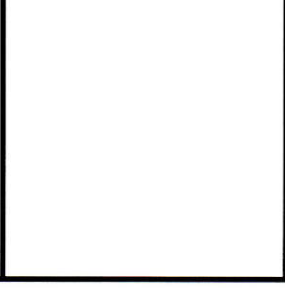
Someone called your house and wanted to talk to one of your parents. You told the man that your parents weren't home. Go back four spaces.



You stopped and played at the playground after school without getting your parent's permission. Go back one space!



A man in a green car offered you a ride home. You told him "No Thankyou. TERRIFIC JOB! Go ahead three spaces!



After school, a friend invited you to come over to play and eat dinner at their house. You went without letting your parents know where you were. Go back two spaces.



# Know When To Say "No!"

*Judy Checketts Hatch*

*If you want to be safe  
there's something you should know.  
When someone makes you anxious  
it's OK to say "No!"*

*The world is a wonderful place,  
full of happiness and fun,  
but unfortunately,  
you can't trust everyone.*

*There are just a few cautions  
that you should keep in mind.  
Don't keep "Special Secrets"  
or accept candy or rides.*

*Never tell a stranger  
that you are all alone,  
and when you walk somewhere  
take someone else along.*

*No one needs to touch you  
where you don't want them to.  
Just don't let others touch the place  
you wear your swimming suit.*

*Grown-ups never need your help  
in finding their lost pet.  
So, if someone uses that excuse,  
to run is your best bet.*

*Obey your parents  
and always know the rules.  
Then you will be safe  
because you have the tools.*

*Listen to the still, small voice  
when trouble comes your way,  
for it will always warn you  
and then you must obey.*

*You'll have a feeling  
deep within your heart.  
You'll know that something's just not right  
then you must do your part.*

*Get away from danger  
as quickly as you can.  
Scream, yell, kick and run  
and take a valiant stand.*

*Remember:  
Not every stranger is dangerous,  
and some people you know may not be kind,  
but you will know just who to trust  
if you heed the voice inside.*



