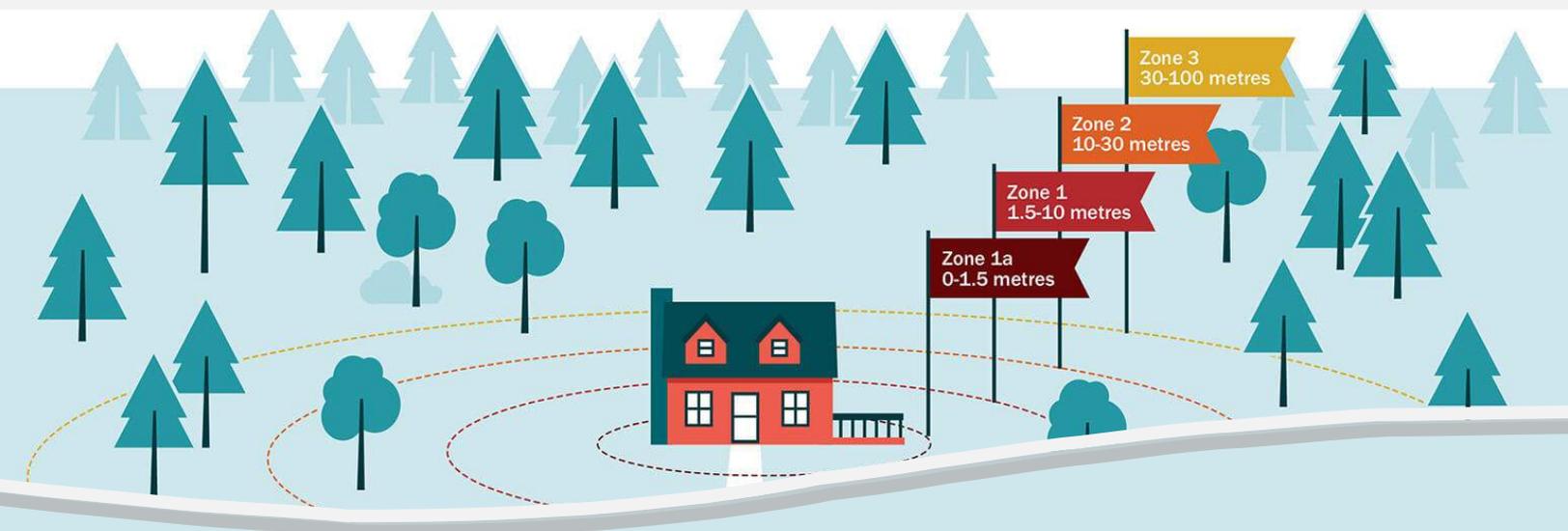


Education Box

Resource Manual



BRITISH COLUMBIA
FireSmart

FireSmart™ BC Education package

Introduction

The FireSmart BC Education package is designed to be an all-in-one teaching resource for Grades K-12 and for use at public events. This document outlines what is provided in the education kit (“hard copy” pieces in a tote and “soft copy” pieces on a USB drive) and suggests how to effectively use those items.

The goal of the FireSmart BC Education package is to give BC Wildfire Service staff, educators and other members of the FireSmart community the tools they need to present a unified FireSmart message throughout British Columbia. By reaching out to school-aged children and their parents, we can help them become familiar with FireSmart concepts and (more broadly) help the public understand the seven FireSmart disciplines.

The FireSmart BC Educational package is broken into four components, with each one aimed at a specific age group:



The materials for each age group includes an easily followed lesson plan and detailed instructions for carrying out the learning activities. (Activity details are listed on the next page.)

Thank you for supporting the FireSmart program. Together, we can build a FireSmart BC.

Looking for more information? Visit www.FireSmartBC.ca

Contents of the FireSmart BC Education package:

Kindergarten: *KinderSmart*

1. **Firefighter Duckies:** Book to settle young children and create an atmosphere of learning.
2. **FireSmart Magnetic Board and Magnets:** Magnetic board to introduce FireSmart concepts and campfire safety.
3. **FireSmart House Relay:** Kids can take turns “FireSmarting” a wooden playhouse.
4. **FireSmart Memory Game:** A matching game, using FireSmart-themed cards.

Grades 1-3: *Junior FireSmart Officers*

1. **FireSmart Materials:** Children learn about different building materials and how fire-resistant they are.
2. **Forest Builder:** On 11”x17” mats showing untreated and treated forests, students use dominoes to explore how thinning out trees can affect a wildfire’s spread.
3. **FireSmart House Builder:** Students can “build” a FireSmart house and create a FireSmart property, using the magnetic FireSmart board.
4. **FireSmart Home Assessment:** Using FireSmart principles, students assess two different houses to determine which is more FireSmart and then learn about FireSmart activities that are easy to do.
5. **Campfire Safety:** Kids explore FireSmart campfire safety using the interactive magnetic board.

Grades 4-6: *FireSmart Ambassadors*

1. **FireSmart Introduction Video:** This video introduces students to FireSmart priority zones and FireSmart principles.
2. **Thinning the Forest Game:** This interactive game illustrates how people can reduce wildfire risks by thinning out trees.
3. **FireSmart Magnetic Board and Magnets:** This magnetic board introduces FireSmart concepts and campfire safety.
4. **FireSmart Property Game:** Students will play an interactive game using pictures of houses to reinforce how basic FireSmart activities can affect wildfire resiliency.
5. **Campfire Safety:** Kids can explore FireSmart campfire safety using the interactive magnetic board.

Grades 7-12: *FireSmart Leaders*

1. **FireSmart Introduction Video:** This video introduces students to FireSmart priority zones and FireSmart principles.
2. **Fire Triangle:** Students will learn about the three things that a fire needs to start and keep burning.
3. **FireSmart Magnetic Board and Magnets:** This magnetic board introduces FireSmart concepts and campfire safety.
4. **Forest Fire Model:** Students will use FireSmart principles to “FireSmart” a community, using matchsticks that represent trees. After deciding on their FireSmart strategy, students will light the matches to observe the outcome.
5. **Campfire Safety:** Kids can explore FireSmart campfire safety using the interactive magnetic board.

FireSmart BC Education package: activities list

KINDERGARTEN (KinderSmart):

1. FIRESMART INTERACTIVE MAGNETIC BOARD

- Go through the magnetic board materials. Let students come up and move the magnets as they fix things around the house (cleaning leaves from eavestroughs, mowing the lawn, moving firewood away from the house, etc.).

2. FIRESMART HOUSE RELAY

- In this relay activity, students will practise “FireSmarting” a house. Split the class into groups, which will race to make the house more FireSmart. One person from each team will run and remove one item from the house to make it safer (e.g. remove leaves from the house’s gutters and place them in a matching bucket).

3. FIRESMART MEMORY GAME

- This memory game using FireSmart-themed cards. Students can play in pairs or groups of four, depending on class size and the amount of time available.

GRADES 1-3 (Junior FireSmart Officers):

1. TAKING A LOOK AT “FIRESMART” MATERIALS

- Students learn about different building materials and how fire-resistant they are. This activity will give students a better understanding of how these materials react to fire and reinforce FireSmart concepts.

2. FOREST BUILDER

- Forest Builder explores how a wildfire spreads through a forest. The goal is for students to understand that wildfire spreads faster in forests where more fuel is available.

3. FIRESMART HOME BUILDER

- Students will build a FireSmart home using the magnetic board.

4. FIRESMART HOME ASSESSMENT

- Students will explore how the completion of simple yard maintenance tasks can make a home safer in the event of a wildfire. Students will complete home and property assessments of two houses (House A and House B) using the Junior FireSmart Officer assessment sheet.

5. CAMPFIRE SAFETY

- Review the FireSmart Campfire Safety interactive magnetic board with the students. Then let them come up and move the magnets to fix things (place a water bucket nearby, move the tent away from the campfire, don’t start the campfire in windy conditions, etc.).

GRADES 4-6 (FireSmart Ambassadors)

1. SHOW STUDENTS THE FIRESMART VIDEO

- *“FireSmart means keeping our homes and our communities safe from wildfire. People often live in or near forests, and wildfires are natural and common occurrences there. Wildfires are important for the health of our forests. For example, the heat of a fire helps pine cones open, releasing the seeds within them to grow new pine trees. But since people often live in or near forests, we need to take steps to protect our homes from wildfire.”* <https://www.youtube.com/watch?v=k0ClodnHp2c>
- After showing the video, play a game that illustrates the importance of pruning, thinning or removing trees to help stop wildfires spreading to houses.

2. PLAY “THINNING THE FOREST” GAME

- Students will learn the importance of thinning trees as a FireSmart activity. Students are divided into teams and each team works on one section of forest.

3. FIRESMART INTERACTIVE MAGNETIC BOARD

- Students will be asked questions about the images they see on the interactive magnetic board. They can then talk about ways to make the house more FireSmart.

4. PLAY “HOME/PROPERTY ASSESSMENT” GAME

- This fun and interactive game reinforces basic FireSmart activities related to home and property management, as students complete a Home and Property FireSmart Assessment. Students form a line, with each of them holding an image of a house. The instructor will then ask questions such as: “Is your house made of wood?” Students will answer by either taking a step back or taking a step forward (i.e. either walking away from the risk or closer to it).

5. CAMPFIRE SAFETY – INTERACTIVE MAGNETIC BOARD

- Review the FireSmart Campfire Safety board and ask students whether they think the campfire shown on the board is safe. Students then make changes on the magnetic board to make the campfire safer.

GRADES 7-12 (FireSmart Leaders)

1. SHOW STUDENTS THE FIRESMART VIDEO

- *“FireSmart means keeping our homes and our communities safe from wildfire. People often live in or near forests, and wildfires are natural and common occurrences there. Wildfires are important for the health of our forests. For example, the heat of a fire helps pine cones open, releasing the seeds within them to grow new pine trees. But since people often live in or near forests, we need to take steps to protect our homes from wildfire.”* <https://www.youtube.com/watch?v=k0ClodnHp2c>

2. FIRE TRIANGLE

- Students will learn that a fire needs three things to start and keep burning (fuel, oxygen and a source of heat). “We call this the fire triangle. If you don’t have all three things, a fire will not start.”
- Then ask the students: “Can we control the amount of oxygen in the air?”

“We can’t control how much oxygen is in the air, so when we talk about FireSmart, we mainly focus on ignition sources and flammable materials near our homes and communities.”

- Ask students to provide examples of fuels and ignition sources.
- 3. FIRESMART INTERACTIVE MAGNETIC BOARD**
- Divide the class into groups of four or five students and give each group a whiteboard.
 - Using the interactive magnetic board as a starting point, ask students to come up with ways to make the house more FireSmart and list them on their whiteboards.
- 4. FOREST FIRE MODEL DEMONSTRATION AND BUILDING OF FOREST FIRE MODELS**
- After watching a Forest Fire Model Demonstration, students will make their own two-sided models.
 - Using the concepts they’ve already learned to make homes and properties more FireSmart, one side of the model will show an untreated forest and the other side will show a treated forest.
- 5. CAMPFIRE SAFETY MAGNETIC BOARD**
- Activities and discussions based on the campfire safety magnetic board will vary (depending on the grade), but students can make changes on the board to make the campfire safer.

PUBLIC EVENTS:

1. FireSmart house interactive magnetic board
2. Campfire safety magnetic board
3. Taking a look at FireSmart materials
4. FireSmart Home Assessment
5. Forest Builder
6. Fire Triangle
7. FireSmart video

FireSmart Ambassador

(Grade 4-6)



FireSmart Ambassador (Grades 4-6)

Lesson Plan

Resources:

- FireSmart interactive magnetic board
- FireSmart house: home and property assessment game and materials (laminated house pictures)
- Thin fire: community FireSmart game and materials (two tennis balls)
- FireSmart materials
- FireSmart Ambassador workbook
- laptop/projector

This lesson takes 60-90 minutes to complete. (Access to a gym or the outdoors is preferred for the games.)

- A. Introduction to FireSmart and FireSmart video
- B. Play the thin fire game
- C. FireSmart interactive magnetic board
- D. Play the home and property assessment game
- E. Campfire safety magnetic board
- F. FireSmart Ambassador workbook

Introduction to FireSmart

It's a good idea to have the laptop/projector ready to play the YouTube video before you start the lesson.

Ask the students to sit down in front of the presentation FireSmart magnetic board. (If you're doing this activity in a classroom, the students can stay in their seats.)

"Welcome to the FireSmart Ambassador Program. Today, YOU are going to become FireSmart Ambassadors."

Introduce yourself.

"Hi. My name is _____ and I work _____. Before we get started on today's lessons, let's watch a video."

A. Watch the FireSmart video (FireSmart Home Ignition Zone)

<https://www.youtube.com/watch?v=k0ClodnHp2c>

“Today we’re going to talk about FireSmart. Does anyone know what FireSmart means?”

“FireSmart means keeping our homes and our communities safe from wildfire. Fire is a natural occurrence and plays a very important role in the health of our forests. For example, fire helps to open pine cones, releasing the seeds inside them to grow new pine trees. But if we live in or near the forest, we want to find ways to reduce wildfire risks around our homes.”

B. Thin fire game – See the “Thin Fire Instructions” document. (It’s best to play this game outside or in a gym).

C. FireSmart interactive magnetic board

Using the FireSmart interactive magnetic board, discuss FireSmart elements that can reduce wildfire risks or lessen a wildfire’s impact. Ask students the following questions. (Answers that students may give are listed below each question.)

1. *Fire is important for the forest, but we also like to live in forests. What are some reasons why we choose to live in forests?*
 - a. recreation
 - b. beauty
 - c. jobs

2. *How can wildfires start?*
 - a. lightning
 - b. humans
 - c. industry
 - d. campfires

Use the FireSmart interactive magnetic board to illustrate the following points:

3. Understanding materials
 - a. Use the FireSmart materials from your kit to talk about differences between building materials. Explain that some materials are more fire-resistant than others.
 4. Keeping our home clear of...
 - a. debris
 - b. flammable materials
 5. Landscaping
 - a. planting fire resilient plants
 - b. maintaining lawns and gardens
 6. Be “fire aware”
 - a. practice safe burning
- D. Play the home and property assessment game** – See the “FireSmart Home Assessment Game Instructions” document.
- E. Campfire safety magnetic board**

Set up the campfire safety magnetic board to display an unsafe scenario.

“Having a campfire can be a big part of people’s summer activities, like when you’re out camping with family and friends, or in your backyard. We use campfires to keep warm at night, to cook our food or to roast marshmallows. It’s important for us to be FireSmart with our campfire. We want to make sure that it’s the proper size, that we’ve cleared away ignition sources, that we’ve checked the weather conditions, and that we have water and a shovel nearby to put out the campfire.”

Ask the students to point out things to change or move on the magnetic board to make the campfire FireSmart.

F. Case studies – FireSmart Ambassador booklet

Allow the students to go through the workbook in groups of two (or by themselves), but tell them to stop at Page 10. As a class, talk about how to prepare for an evacuation.

Conclusion

Review the topics that you covered and how wildfires can benefit forests, and get the students to think about their own homes. What are some easy things to change about the place where they live to make it more FireSmart?



Resources

FireSmart

FireSmartBC.ca

firesmartcanada.ca

BC Wildfire Service

bcwildfire.ca

Emergency Planning

getprepared.gc.ca

emergencyinfobc.gov.bc.ca



FIRESMART AMBASSADOR



Name: _____



If something is FireSmart, what does that mean?

If something is FireSmart it does not burn easily.

What is a FireSmart house?

A FireSmart house may survive a wildfire without the help of the fire department. It is built with materials that do not burn easily. The yard has been cleaned so any FUEL is at least 10 m from the house.

What is a FireSmart Community?

A FireSmart community is one that has taken FireSmart actions as a group. Trees are removed and pruned to help slow the spread of fire and to remove FUEL.

What is FUEL?

Fuel is something that will burn and keep a fire going.

Fuels in the forest are:

leaves, needles, trees, plants, logs

Fuels around your home are:

firewood, leaves, wood, long grass, gas powered equipment, propane



<https://www.firesmartcanada.ca/>



<http://lsfes.org/>



<http://www.lslbo.org/>



The BC FireSmart Committee and the BC Wildfire Service would like to extend their thanks to the Lesser Slave Forest Education Society and the Lesser Slave Lake Bird Observatory for their dedication and hard work in creating the original education materials that the BC FireSmart Education Package is based on. Together we can build a Canada that is FireSmart!

For more information on their products and initiatives please visit these websites.

FireSmart House



1. Is this house FireSmart?

2. How could a wildfire start and damage this house?

3. Circle and write some things this house could do to become more FireSmart.

4. What are some things you could do at your house to make it more FireSmart?



Forest Builder

FireSmart works by removing fuel from the forest.
That means a FireSmart forest has less fuel
than a forest that is not FireSmart.
This slows a fire down and makes it easier to fight.

1. Follow the instructions

2. Which forest has
more trees?
Circle your choice.

A



B



3. Which forest do you
think is more
FireSmart?
Circle your choice.

A



B



A FireSmart forest has less fuel.
Examples of fuels in a forest are:
trees, needles, and leaves.
Because there is less fuel in a
FireSmart forest, wildfires do not
burn as many trees.

Be Prepared to Grab-and-Go

You may not always have the chance to go home before having to evacuate. You may also have to leave your house at very short notice. Having grab-and-go bags ready at your home, work, and in your vehicle can save valuable time in an emergency situation.

- | | |
|--|--|
| <input type="checkbox"/> Food and water | <input type="checkbox"/> Toiletries |
| <input type="checkbox"/> Flashlight and batteries,
headlamp | <input type="checkbox"/> Cash in small bills |
| <input type="checkbox"/> AM/FM Radio | <input type="checkbox"/> Local map |
| <input type="checkbox"/> Medication(s) | <input type="checkbox"/> Whistle |
| <input type="checkbox"/> Seasonal clothing | <input type="checkbox"/> Out-of-area contact card |
| <input type="checkbox"/> Blanket | <input type="checkbox"/> Important documents
(passports, birth
certificates, photos) |
| <input type="checkbox"/> Pen and notepad | |
| <input type="checkbox"/> Cell phone charger | |



Have an Emergency Supply Kit

Basic Emergency Kit:

- Water — at least two litres of water per person per day; include small bottles that can be carried easily in case of an evacuation order
- Food that won't spoil, such as canned food, energy bars and dried foods (replace food and water once a year)
- Manual can-opener
- Crank or battery-powered flashlight (and extra batteries). Replace batteries once a year.
- Crank, battery-powered radio (and extra batteries) or Weatheradio
- First aid kit
- Extra keys to your car and house
- Some cash in smaller bills, such as \$10 bills and change for payphones
- A copy of your emergency plan and contact information

4. Which house do you think is more FireSmart?

Circle your choice.

A



B



5. What makes it more FireSmart?



More Trees



Less Trees



FireSmart Assessment

1. Use the FireSmart Assessment sheet to find the FireSmart Scores for House A and House B.
2. Write the scores under the house.

HOUSE A

Total FireSmart



HOUSE B

Total FireSmart



3. Which house is more FireSmart?

House _____ is more FireSmart.

The more FireSmart a house is the safer it will be in a wildfire.

Circle the objects that are important

There are certain objects that should be brought with you if you are evacuated from your home. However, there are also objects that are tempting to take, but really are not important.





In case of an evacuation

Before a wildfire strikes, it is important for you and your family to be ready in the case you may be evacuated.

In the event an evacuation order is issued for your area :

- You may need to leave your home on very short notice.
- Stay tuned for updates from your local authority—by radio, TV, community meetings, or social media.
- Have your emergency supply kit and important documents ready to go.

Your kit should contain:

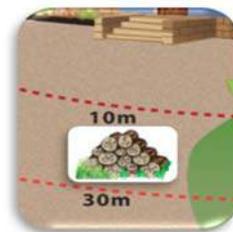
- Three-day supply of non-perishable food and water per person.
- Map marked with at least two evacuations routes
- Prescriptions or special medications
- Change of clothing
- First aid kit
- Flashlight
- Battery-powered radio and extra batteries.
- Copies of important documents (Birth certificates, passports, etc)
- Don't forget your pet and their food and water!

You should also:

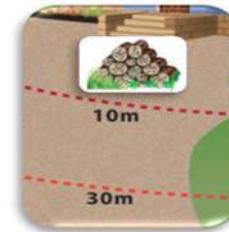
- Bring some comfort items, like a favorite toy or colouring books
- Remember to check on family, friends, and neighbours who may have trouble evacuating.
- Collect precious photos and mementos that can't be easily replaced but can be easily carried out.

4. If HOUSE A wanted to be more FireSmart, what changes should it make?

Circle the changes that HOUSE A should make to be safer in a wildfire .



move the firewood 10m or more from the house



leave the firewood close to the house



let the grass grow long



continue to cut the grass



keep the leaves in the eaves-trough



take the leaves out of the eaves-trough



clean under the deck and add skirting



keep the leaves under the deck



FireSmart Detective

Congratulations! You've made it through a lot of material and it seems like you really know your stuff! Before you can get your FireSmart Ambassador Certificate, you must test your new-found FireSmart knowledge as a FireSmart Detective.

Can you find the actions that might lead to wildfire in the case files below? Change the characters' actions to prevent wildfires.

Case File # 1

The Casey family spent their weekend camping at their favourite provincial park. At night, the family gathered around the campfire to roast marshmallows and sing songs. Mr. Casey tossed a couple handfuls of dirt onto the campfire when it was time for bed. Since the fire appeared to be out, the Casey family crawled into their tents to sleep.

WHAT MIGHT HAPPEN NEXT:

WHAT WOULD YOU CHANGE:

Case File # 2

The day was hot and dry when Farmer Les decided to do some open burning. He felt a slight breeze pick up as he lit a match, tossing it into a brush pile that lay close to neighbouring trees. He was shocked when he saw how quickly the brush pile caught on fire—and how rapidly the fire was beginning to spread! The fire has now spread to neighbouring trees.

WHAT MIGHT HAPPEN NEXT?



WHAT WOULD YOU CHANGE?

Bonus Activity: FireSmart Word Search

Q	S	I	R	H	E	E	D	R	C	I	I	Q	B	H
F	U	I	O	P	R	B	E	C	E	E	K	X	H	H
X	E	U	S	A	M	W	W	D	B	G	G	Z	L	M
F	S	R	P	D	O	C	O	M	M	U	N	I	T	Y
E	O	E	I	M	R	P	G	L	P	R	U	N	E	C
D	R	R	N	F	S	A	A	A	A	Z	J	N	O	O
P	O	W	E	E	D	T	Z	T	E	O	E	R	X	N
I	A	B	V	S	E	L	R	A	S	A	F	E	R	C
L	M	A	J	M	T	A	I	O	H	Z	D	L	K	R
F	E	J	G	X	M	M	O	W	X	M	H	W	F	E
L	W	G	T	S	R	E	L	K	N	I	R	P	S	T
G	C	E	E	E	P	B	U	U	T	B	Y	D	O	E
G	N	R	B	K	C	Z	Q	A	P	T	X	Z	O	H
Z	I	W	Z	A	E	I	Y	P	G	N	N	W	Q	F
F	F	R	U	R	B	X	U	Y	K	P	A	U	H	T

COMMUNITY
CONCRETE
FIRESMART
FOREST
PREPARE

HAZARDS
HOUSE
LAWNMOWER
LEAVES
METAL

PRUNE
RAKE
SAFER
SPRINKLER
WILDFIRE



CAMPFIRE SAFETY EXERCISE

What are the potential dangers in the image below? Circle anything you think is unsafe and list the changes you would make to this scenario below!



1. _____
2. _____
3. _____
4. _____
5. _____

Case File # 3

It was late when Jack and Olivia returned to their tents, and their parents had already gone to bed. Not yet sleepy, the siblings decided they wanted to roast some marshmallows. Jack snuck into his parents' tents and grabbed some matches while Olivia gathered dry leaves and twigs. Jack took out the matches and started the fire. They soon noticed that the wind was picking up and embers were drifting towards some dry grass and trees.

WHAT MIGHT HAPPEN NEXT:

WHAT WOULD YOU CHANGE:



FireSmart Ambassador

Thin Fire Game Instructions

Materials

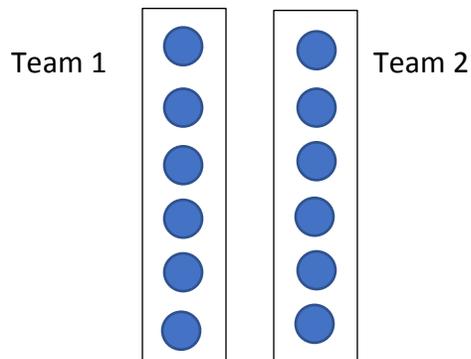
- two tennis balls or medium-sized balls

Purpose

To illustrate the importance of thinning trees and the impact that has in FireSmart applications.

The game

Each team represents a section of forest and each student represents one tree. The ball represents fire. There are two stages: thinned and non-thinned.



1. Split the class into two forests (teams).
2. Have them form two lines, with the lines about 1.5 metres apart.
3. Have the students on each team stand side by side, facing the other team and with their feet one shoulder-width apart.
4. They are now trees.
 - a. They are rooted in the ground.
 - b. Their roots begin where their feet end.
 - c. They cannot move their feet.
 - d. Their bodies are now trunks.
 - e. Their trunks can only move side to side.
 - f. They cannot twist their bodies.
 - g. Their arms, head and neck are their branches. Branches can move.

An untreated forest

5. Show the ball to the students and explain that it represents fire. The fire can be passed through the branches of the trees, but it cannot be thrown.

6. Starting at one end of each line, have the students **pass** the balls from their “branches” to the neighbouring tree’s branches. (The balls can not be thrown). Do it again.
7. Ask the students whether that was hard or easy to do.

A FireSmart forest

8. Have a forestry worker come through and “thin the trees” (every other tree).
 - a. Add the thinned trees to the end of the line, with the spacing between them similar to the now wider spacing between the trees that remained in place. (This allows everyone to keep participating in the game).
 - b. Ask the students to spread out so that just the tips of their fingers can touch.
9. Have the “fire” go through them again. (Remember that the students may NOT throw the ball, move their legs or twist their torsos.)
10. Ask the students these questions:
 - Which spacing made it easier for the fire to be passed from tree to tree?*
 - Which was harder?*
 - Why?*(Sometimes students will claim that it was easier to pass the ball as a thinned forest, countering the point that you’re trying to make. In that case, ask them to spread out a little more so they can just barely pass the ball to each other.)
11. Now reset one team to represent non-thinned trees and leave the other team with thinned trees. Have the fires go through them again. Switch the thinned and non-thinned teams.
12. Talk about how thinning trees affects the speed at which a wildfire can move.

After the game is complete, ask the students what they learned about thinning trees in FireSmart applications.

Hand out the FireSmart Ambassador booklets so students can complete them. If time allows, you can go through the book as a group.

If time does not allow, then award all students with a FireSmart Ambassador sticker and take a class photo. Any students with unfinished booklets can complete them at home with a family member.

FireSmart House: **A Home and Property Assessment Game**

Materials

15 laminated pictures of home properties and question sheet

(Note: The laminated pictures could be colour-coded to provide the teacher with a quick visual reference of the fire risk associated with the various properties during the game and, help gauge where the students should be in the activity.)

Purpose

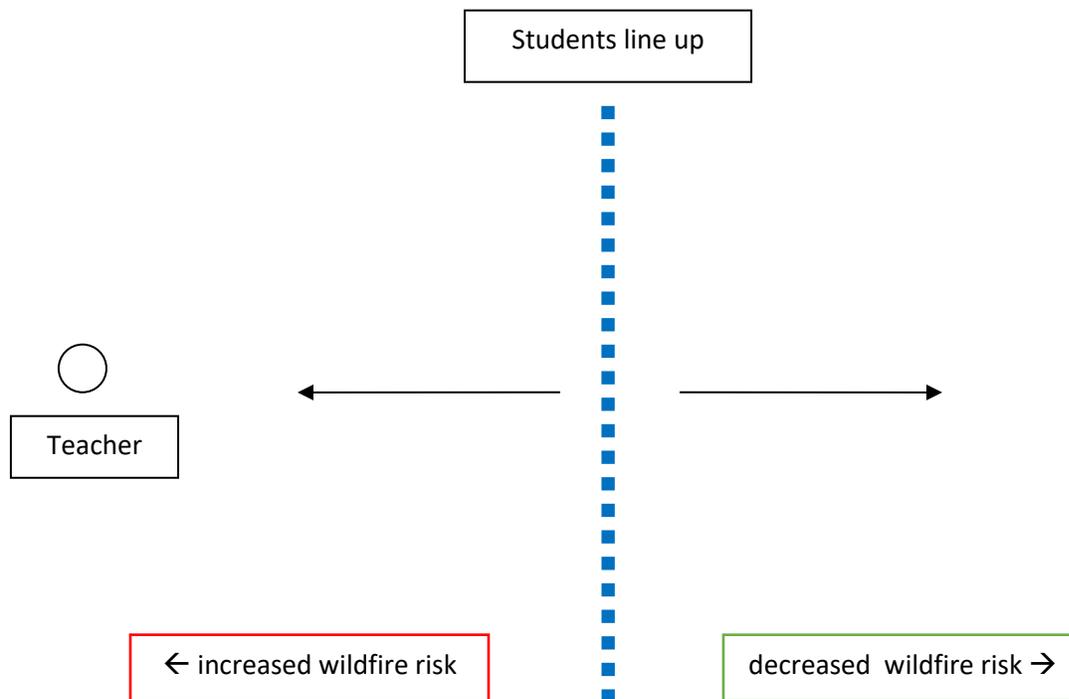
This activity reinforces basic FireSmart actions related to home and property management, as students completes a Home and Property Assessment in a fun and interactive manner.

Introduction

The Home and Property Assessment Game demonstrates how FireSmart activities can reduce wildfire threats around a home. The teacher, who represents the threat of wildfire, is stands at the edge of an open area. All students in the class pair up and select a property image from the teacher. They are now the owners of those properties. The paired students form a line facing the teacher, approximately 15 metres away (see diagram). The teacher will ask questions related to a FireSmart Assessment of the each of the properties. As the property owners, students will step towards the teacher if their risk of wildfire increases, and they will step away from the teacher if their risk of wildfire decreases (based on the FireSmart characteristics of their properties.)

Conclusion

FireSmart activities cannot stop a wildfire, but if we clean up the areas around our homes and choose fire-resistant less combustible building materials, we can make it harder for a wildfire to start and cause damage to our homes and properties.



Example: If firewood is stacked next to your house, take two steps backwards. (Students will look at their property picture and decide if they need to step backward or not.) Firewood placed next to a home increases the chance of a wildfire threatening the home, therefore the students will move further from the safety of the teacher.

Possible questions:

All houses have these features. If you answer yes to the question, follow the instructions.

1. Is your house made of wood (brown)? Take 2 steps back.
2. Is your house covered with vinyl (blue)? Take 3 steps back.
3. Is your house covered with stucco or metal (white/orange)? Take 2 steps forward.
4. Is your roof made of wood (brown)? Take 2 steps back.
5. Is your roof made of metal or clay (blue/red)? Take 2 steps forward.
6. Are your eavestroughs clean? (magnifying glass = not clean, no magnifying glass = clean)? If yes, take 2 steps forward. If no, take 2 steps back.
7. Is your grass cut? If you have a mower, take 3 steps forward. If not, take 3 steps back.
8. Is there a hose or pump on the property? If yes, take 3 steps forward. If no, take 3 steps back.
9. Are there trees growing under your wires? If yes, take 3 steps back. If no, take 3 steps forward.
10. Are there trees close to the firepit? If yes, take 3 steps back. If no take 3 steps forward.
11. Are there trees close to your burn barrel? If yes, take 3 steps back. If no take 3 steps forward.
12. Are there leaves under your deck? Take 2 steps back.
13. Is your deck closed in? Take 2 steps forward.
14. Is your wood pile at least 10 metres from the house? If yes, take 3 steps forward. If no, take 3 steps back.
15. Is your propane tank at least 10 metres away from the house? If yes, take 3 steps forward. If no, take 3 steps back.

The students who are furthest back from the teacher have the least FireSmart homes. Those who are closest have the most FireSmart homes.



10m

30m



10m

30m



10m

30m



10m

30m

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HOW FIRESMART IS YOUR HOME

Use this quick assessment to see how at risk your home would be during a wildfire.

Circle the image/description that best describes your home and add the numbers to find your Hazard Level.

1.	What is your roof made of?	<p>Asphalt Shingles 1</p> 	<p>Tile Shingles 0</p> 	<p>Wood Shake 2</p> 	<p>Metal Roof 0</p> 
2.	What is the outside of your house made from?	<p>Vinyl Siding 2</p> 	<p>Wood Siding 2</p> 	<p>Stucco/Cement Board 0</p> 	<p>Metal Siding 0</p> 
3.	What is your deck made from? Does it have a skirt?	<p>Fire Resistant Material 0</p> 	<p>Wood Closed In 0</p> 	<p>Wood Open Bottom 1</p> 	
4.	<p>Are your eaves open or closed? *eaves are the underside of your roof overhang</p>		<p>Open Eaves 2</p>		<p>Closed Eaves 0</p>
5.	Is your roof clean? Are the eaves-troughs cleared?		<p>Eaves-trough filled with leaves 2</p>		<p>Clean roof with no debris 0</p>

6.	Do you have combustibles within 10m of your home?	 <p>Yes 2</p>	<p>No 0</p>	*combustibles are anything that will burn in a fire especially: firewood, lumber and gas powered equipment
7.	What kind of ground cover do you have within 10m of your home?	<p>Cut green grass up to house 0</p> 	<p>Shrubs or wild grass up to the house 1</p> 	<p>Logs and branches on the ground 2</p> 
8.	What kind of trees are near your house (<10m)	<p>Coniferous (Needle leaf) 2</p> 	<p>Coniferous and Deciduous 2</p> 	<p>Deciduous (Broadleaf) 0</p> 
9.	What kind of trees are 10m—30m from your home?	<p>Conifer 2</p>	<p>Mixed Wood 1</p>	<p>Deciduous 0</p>

OTHER			YES	NO
10.	Ladder Fuels	Are the trees 10-30m from your home pruned to 2m above the ground?	0	1
11.	Fire Fighting Equipment	Do you have a sprinkler, ladder, shovel, water source available?	0	1
12.	Address	Is your address visible for emergency vehicles?	0	1
13.	Driveway Access (Acreage Only)	Could a fire truck use your driveway?	0	1
14.	Evacuation Plan	Do you have an evacuation plan?	0	1

Hazard Level—Add up all your points circled above and see where your home rates.

Low <5 points
Medium 5-10 points
High >10 points

If your score is more than 10 points, what can you do to make your home safer in a wildfire?

Points Page 1	
Points Page 2	
Total Points	

Visit FireSmartBC.ca or FireSmartCanada.ca for more information.



The BC FireSmart Committee and the BC Wildfire Service would like to extend their thanks to the Lesser Slave Forest Education Society and the Lesser Slave Lake Bird Observatory for their dedication and hard work in creating the original education materials that the BC FireSmart Education Package is based on. Together we can build a Canada that is FireSmart! For more information on their products and initiatives please visit below websites.



<http://lsfes.org/>



<http://www.lslbo.org/>



<https://www.firesmartcanada.ca/>