



Ag for Life's Rural and Farm Safety Escape Mail *It might help save a life or prevent serious injury!*

Provide critical, potentially life-saving rural and farm safety education to children and youth, while engaging participants with a virtual mission to Mars!

The agriculture sector is unique in that children and youth sustain significant numbers of work-related injuries, partly because farms, ranches and rural settings are not only work sites, but places where people of all ages live, play and participate in recreational activities. Patterns show that agricultural injuries, while unintentional, are not random or isolated "accidents". Mechanisms of injury are documented, studied and used to identify and understand recurrent, predictable risk. Educating children and youth to identify risks and hazards for themselves and encourage safe agricultural practices can result in safer environments when exposed to rural or farm settings.

Get excited about safety!

Safety rules and guidelines are often perceived as restrictions, limiting our behaviours and choices. Ag for Life's Rural and Farm Safety escape mail expertly delivers safety messaging in a futuristic Martian context, reframing safety protocols as essential tools for future progress, opening doors to new adventures and experiences.

Develop Core Competencies

"Students are the artists, scientists, thinkers, innovators and leaders of the future. They will be tasked with solving the problems of today, while imagining and creating a new tomorrow. Competencies are critical for equipping students with the knowledge, skills and attitudes that they will need to successfully navigate their personal journeys in learning, living and working. Students use and develop competencies when they encounter unfamiliar or challenging situations. Competencies help students draw and build upon what they know, how they think and what they can do. In school, students develop and apply competencies through subject-area content and learning experiences." – Alberta Ed.

Ag for Life's Rural and Farm Safety escape mail format, while providing an engaging futuristic context for learning, supports the development of the 8 core competencies across grade levels:

CRITICAL THINKING: Participants will listen, read and view to understand safety concepts, and analyse visual cues to solve problems

COMMUNICATION: Participants will speak and listen respectfully to share ideas and solve problems

PROBLEM SOLVING: Participants will explore and evaluate text and image resources, then consider and test possible solutions to a problem

COLLABORATION: Participants will share ideas, consider alternate perspectives, and build on ideas of others to achieve a shared goal

MANAGING INFORMATION: Participants will listen, read, and view new information, and identify main ideas

CULTURAL AND GLOBAL CITIZENSHIP: Participants will recognize that safe spaces to work, live, and play, allow us to develop into responsible global citizens

CREATIVITY AND INNOVATION: Participants will be challenged to think about and manipulate materials and texts in a new way to solve problems

PERSONAL GROWTH AND WELL-BEING: Participants will gain invaluable information to help ensure their physical safety

Meet General Curricular Learning Outcomes:

Health and Life Skills K-9

- *Students will make responsible and informed choices to maintain health and to promote safety for self and others.*

Consideration about safety for self and others begins in the early grades and continues throughout the program, with a strong emphasis on the practice of behaviours leading to safety in the home, school and community.

Want to understand more about how Agricultural injury and fatality impact children and youth in Canada? View the Canadian Agricultural Injury Surveillance Program (CAISP) report:

Fatal and hospitalized agricultural injuries among children and youth in Canada

<https://www.casa-acsa.ca/wp-content/uploads/Fatal-and-Hospitalized-Agricultural-Injuries-Among-Children-and-Youth-in-Canada.pdf>

HINT CARDS

**THESE HINT CARDS ARE FOR THE BEGINNER/
INTERMEDIATE VERSION OF GAME**

*The facilitator may hand these out to participants
as help is needed!*

PPE - Hint 1 - See those strange coloured numbers and letters?
If you put on your glasses, you'll see them much better!

PPE - Hint 2 - Notice the "number dash number" code?
Enter that into the portal to see what's shown!

PPE - Hint 3 - On your portal you'll see blue gear outlines.
Match those to the hidden numbers you find.

LARGE EQUIPMENT- Hint 1 - Get out some scissors, cut on dotted lines!
Cut careful and straight, and you'll be just fine!

LARGE EQUIPMENT- Hint 2 - Now take each cut piece and make a whole picture.
If you tape it together you'll get the answer quicker.
Flip it all over, now that's the real kicker!

LARGE ANIMALS - Hint 1 - Unfold this flyer and look at both sides.
The numbers on part of it have not been supplied.

LARGE ANIMALS - Hint 2 - On one side there's symbols with numbers galore.
On the other side - no numbers - and symbols.
Only four.

Hazards - Hint 1 - Open up the page and see the activities both low and high.
Some things are dangerous while others are safe to try.

Hazards - Hint 2 - Cut the dangerous things carefully around each dotted line.
Close the page, see the arrows? Enter the code and you'll do fine.

DANGEROUS CHEMICALS - Hint 1 - It's important to notice signs and labels.
Find where each sticker goes if you're able!

DANGEROUS CHEMICALS - Hint 2 - Match the sticker with the white diamond spot.
Then add and subtract to see what you've got!

UTILITIES - Hint 1 - Starting at flags and going along the pipe, sometimes it splits, goes left and goes right. Keep following along, tracing as you go. Stop at the wheels. What numbers do you know?

UTILITIES - Hint 2 - Five coloured flags, and each one's pipes create a number.
Which colour represents which utility, I wonder?

HINT CARDS

THESE HINT CARDS ARE FOR THE ADVANCED VERSION OF GAME

*The facilitator may hand these out to
participants as help is needed!*

PPE - Hint 1 - See those strange coloured numbers and letters?
If you put on your glasses, you'll see them much better!

PPE - Hint 2 - Notice the "number dash number" code?
Enter that into the portal to see what's shown!

PPE - Hint 3 - On your portal you'll see blue gear outlines.
Match those to the hidden numbers you find.

LARGE EQUIPMENT- Hint 1 - Get out some scissors, cut on dotted lines!
Cut careful and straight, and you'll be just fine!

LARGE EQUIPMENT- Hint 2 - Now take each cut piece and make a whole picture.
If you tape it together you'll get the answer quicker.
Flip it all over, now that's the real kicker!

LARGE ANIMALS - Hint 1 - Unfold this flyer and look at both sides.
The numbers on part of it have not been supplied.

LARGE ANIMALS - Hint 2 - On one side there's symbols with numbers galore.
On the other side - no numbers - and symbols.
Only four.

Hazards - Hint 1 - Open up the page and see the activities both low and high.
Some things are dangerous while others are safe to try.

Hazards - Hint 2 - Cut the dangerous things carefully around each dotted line.
Close the page, see the arrows? Enter the code and you'll do fine.

DANGEROUS CHEMICALS - Hint 1 - It's important to notice signs and labels.
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DANGEROUS CHEMICALS - Hint 2 - Match the sticker with the white diamond spot.
Then add and subtract to see what you've got!

UTILITIES - Hint 1 - Starting at flags and going along the pipe, sometimes it splits, goes left and goes right. Keep following along, tracing as you go. Stop at the wheels. What numbers do you know?

UTILITIES - Hint 2 - Five coloured flags, and each one's pipes create a number.
Which colour represents which utility, I wonder?

MORE HINTS

Each game has a 2nd round of puzzles associated with it. Here are hints for some of those puzzles.

PPE 2 - Hint 1 - Notice how each PPE item has a pair of numbers after it? What if each number was a clue?

PPE 2 - Hint 2 - What if the first number told you the order of the words? What could the second number mean?

LARGE EQUIPMENT 2 - Hint 1 - What is this? A bonus game! Click each icon, to hear its name. Answer each question False or True. Click "Test Answers" to advance through!

LARGE EQUIPMENT 2 - Hint 2 - All questions are TRUE except for two!

HAZARDS 2 - HINT 1 - You've seen the solution, in three separate parts. But putting them together is the true art.

HAZARDS 2 - HINT 2 - Close the book, find some light. The answer soon will come in sight.

UTILITIES 2 - HINT



green = sewage



blue = water



red = electricity



yellow = gas



orange = internet

SAFETY WORD SEARCH

Find all the words dealing with rural and farm safety!

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

chemicals
hazards
explosion
bacteria
plants

tractors
prevention
biological
physical
psychosocial

farm
machinery
safety
animals
workplace