

THE MILLION DOLLAR FLAME GAME

Educational Goal

This simple game is used to teach about fire prevention and suppression. It is a competitive game that looks at the positive and negative effects of fire, as well as other important fire facts.

Audience

The game is designed for an audience of young people – grades 7-9. The game should be taken classroom to classroom. Middle school students enjoy the competition and seeing the props that go with the game. But you can modify it to fit almost any audience, we have done it for children in kindergarten.

Description

Start by dividing the class into 2 teams. The game board is set up with all of the supporting props in the front of the class.

Then one team starts and picks a number from the board. The presenter shows the clues. After all the clues are read, the team makes a guess as to what the clues describe. For example, if the clues were clouds, balloons, birds, kites, airplanes and bugs the correct answer would be 'things that can be found in the sky'. After the correct answer is given, each of the items on the clue list is shown and discussed with the class. If the team is incorrect, the opposing team can guess and steal the point. This process continues until all of the numbers are uncovered. In the case of a tie, a tie-breaker question is asked. The tie-breaker is 'how much money was spent fighting wildfires in Washington State last year?' The correct answer needs to be researched each year.

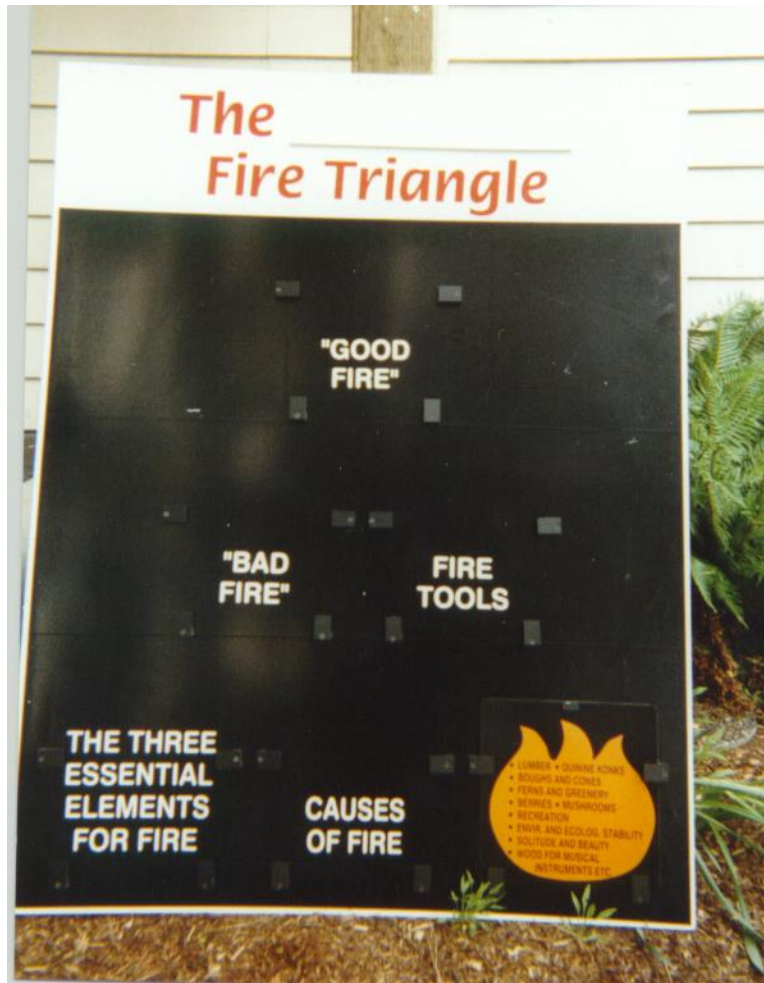
This game is a lot of fun and no notes are needed because the kids and game clues will guide you through it. The more visual aids you can bring to back up the clues the better. We usually start by talking about our careers and let them ask questions. Have fun!



This shows the game board at the start.
The flame is removed, and then the clues appear.



This is a view of the game board with the flame number removed and the clues shown. When the students guess the answer, removing the clue card checks it.



When the clue card is removed the correct answers appear on the game board. Note the blank on top of the board. The _____ Fire Triangle. This needs to be changed each year to indicate the amount in millions we spend fighting fires in Washington the previous year. For instance, it would read the 36 Million Dollar Flame Game, for the 2001 season.

THE MILLION DOLLAR FLAME GAME
INTERACTIVE GAME FOR GRADES 6-10

SUPPLY LIST:

GAMEBOARD - SEE PICTURE

FIRE FIGHTING EQUIPMENT:

PERSONAL PROTECTIVE EQUIPMENT (Nomex pants, shirt, hard hat, gloves, boots)

FIRE SHELTER

PULASKI/SHOVEL

COMBI TOOL

DRIP TORCH

PICTURES SHOWING HELICOPTER, AIRTANKER, ENGINE, ETC.

POSTER SHOWING EROSION AND EFFECTS-optional

FOREST PRODUCTS:

CONKS

BOUGHS/CONES

MUSHROOMS

FERNS/GREENERY

THE MILLION DOLLAR FLAME GAME CLUES

FLAME #1

CLUES:

WATER AND FOAM
SHOVELS AND PICKS
FIRE SHELTERS
HELICOPTERS AND PLANES
PULASKI
COMBI TOOLS
FIRE DRIP TORCHES

ANSWER:

FIRE TOOLS

FLAME #2

CLUES:

REGENERATE GROWTH
CLEANOUT DEBRIS
STIMULATE NEW SPECIES
NEW GROWTH FOR ANIMAL FODDER
PROVIDE NUTRIENTS TO SOIL

ANSWER:

“GOOD FIRE”

FLAME #3

CLUES:

LOSS OF HOMES
LOSS OF NATURAL RESOURCES
LOSS OF ANIMAL LIFE
LOSS OF HISTORIC SITES
COST OF SUPPRESSION
JEOPARDY OF FIRE CREWS
LOSS OF HUMAN LIFE
ESTHETIC LOSSES

ANSWER:

“BAD FIRE”

FLAME #4

CLUES:

OXYGEN

**HEAT
FUEL**

**ANSWER:
THE THREE BASIC ELEMENTS NEEDED FOR FIRE**

FLAME #5

CLUES:

**UNATTENDED BURNS
ARSON
LIGHTNING
DISCARDED CIGARETTES
EQUIPMENT AND RAILROAD SPARKS
YOUTH PLAYING WITH MATCHES
UNATTENDED CAMPFIRE
FIREWORKS**

**ANSWER:
CAUSES OF FIRE**

FLAME #6

CLUES:

**LUMBER
CONKS
BOUGHS AND CONES
FERNS AND GREENERY
BERRIES
MUSHROOMS
RECREATION
ENVIRONMENTAL AND ECOLOGICAL STABILITY
SOLITUDE AND BEAUTY
WOOD FOR MUSICAL INSTRUMENTS, ETC. . .**

**ANSWER
FOREST PRODUCTS**