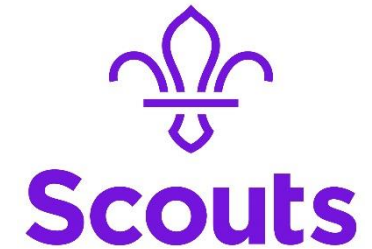


Example airfield hazards

Here are some ideas to help you construct your hazard course.



Stage	Set up	Players' action or task	Helpers' action or ask	Safety information
Waiting area	Place a line on the floor.	Line up behind the line in teams.	–	This is a safe space away from the airfield.
Barrier gate	A helper should hold out their arm, or put a line on the floor.	Wait for the barrier to raise before continuing	Count to ten before raising your arms or saying 'Go'.	Airfield use barriers and signals to let people and pilots know when it's safe to move. It's not just aircraft that might be on an airfield; everyone should be aware of other vehicles such as lorries, signal vehicles, and passenger buses.
Cables	Ropes placed in an S shape. Put them in various areas so more than one team can complete it at the same time.	Walk carefully along the lines of cables, taking care not to tread on them.	–	Cables may be fuel or power lines and are a trip hazard.
Litter and bins	Beanbags of different colours and one tub or bin for each team, placed a couple of metres apart.	Throw their team's beanbag litter into the bin. They must get all the litter in the bin before moving on, and they should avoid other hazards.	Throw the litter back on the ground after each person completes this stage.	Litter can sometimes blow onto airfields; it can affect engines and aircraft wheels.

Jet engine	Plug the hairdryer in.	A jet engine is starting up so the player should move as far away as possible.	Switch the hairdryer on.	Jet engines are very strong and power larger aircraft. They suck in air like a giant vacuum, so you should never walk near one (or indeed any aircraft!), unless you've been told that it's safe and you're with an adult.
Oil spill	Black bin bags placed or taped to floor.	Walk around the oil spills without touching them.	–	Aircrafts use oil and fuel and sometimes it spills on the ground. Spills can cause people to slip and fall and planes to skid out of control.
Helicopter landings	Use the masking tape to create two 'Hs' on the floor: one at the end of the room and another near the start of the game, where the rest of the group will wait.	Wait for a helper to say, 'Safe to board', then walk to the middle of the landing pad before becoming a helicopter and flying safely to the other 'H' and their team.	Wait a few seconds then call out 'Safe to board'.	Airfields may have helicopter landing spots marked with an 'H'. Helicopters have very powerful and noisy blades. If you're going to board a helicopter, you must wait at a safe distance until you're told it's safe to board.

