GINGER’S PLAN

SAFETY PUZZLES & GAMES • SET 2

10 more printable activities for curious safety detectives

Name: _____

Practice smart choices, recognize warning signs, and build confidence asking for help.

1. Crack the Safety Code

Use the alphabet key (A=1, B=2, C=3 … Z=26) to decode the message.

A=1 B=2 C=3 D=4 E=5 F=6 G=7 H=8 I=9 J=10 K=11 L=12 M=13 N=14 O=15 P=16 Q=17 R=18 S=19 T=20 U=21 V=22 W=23 X=24 Y=25 Z=26

19–20–15–16 1–14–4 20–5–12–12 1 20–18–21–19–20–5–4 1–4–21–12–20

Decoded message:

Make your own coded safety message:

2. Safety Word Scramble

Unscramble each word. Use the hints to help.

Scrambled	Hint	Answer
PLEH	What you ask for	_____
FESA	Opposite of unsafe	_____
TLEL	Share what happened	_____
NPLA	Steps to follow	_____
DULTA	Grown-up who can help	_____
MFAIYL	People who care for you	_____

3. Finish the Safety Sentences

Choose a word from the word bank to complete each sentence.

Word bank: STOP • trusted • tell • private • help

If something feels wrong, I can _____.

I can ask a _____ adult for support.

I should never share _____ information online.

I can _____ a grown-up what happened.

It is okay to ask for _____.

4. Spot the Safety Differences

Compare Scene A and Scene B. Circle the 5 things that changed.

SCENE A	SCENE B
Ginger: helmet on	Ginger: helmet off
Crossing: at crosswalk	Crossing: between cars
Phone: in backpack	Phone: in hand
Adult: holding hand	Adult: across the street
Street: walk signal	Street: don't-walk signal

Which scene shows safer choices? _____ Why? _____

5. Choose the Safe Route

You are walking with your caregiver. Which route is safest? Circle A or B and explain.

ROUTE A	ROUTE B
Use the sidewalk and cross at the marked crosswalk with an adult.	Walk between parked cars and cross mid-block alone.

I choose Route ____ because:

6. Emergency or Everyday?

Mark E for emergency or N for non-emergency. Discuss with a grown-up: call emergency services when someone is in immediate danger.

Situation	E / N
Someone is badly hurt and needs urgent help.	_____
You cannot find your favorite toy.	_____
There is a fire in the building.	_____
You need help with homework.	_____
Someone is trying to hurt you right now.	_____

In the U.S., the emergency number is _____. Ask a trusted adult when and how to call.

7. Online Safety Checklist

Put a check next to each smart online habit.

■ I ask a grown-up before downloading or clicking unfamiliar links.

■ I keep my address, school, and passwords private.

■ I tell a trusted adult if a message makes me uncomfortable.

■ I agree to meet an online friend without telling anyone.

■ I use kind words when chatting or gaming.

8. My Feelings Signal

Sometimes your body gives you clues. Color or mark the signal that fits, then choose an action.

GREEN	I feel comfortable and safe.	Keep going; stay aware.
YELLOW	I feel unsure or confused.	Pause. Check with a trusted adult.
RED	I feel scared or in danger.	Get away if possible; tell/call for help.

One trusted adult I can talk to when I feel yellow or red:

9. Safety Detective Logic Puzzle

Three children each chose one safety tool. Use the clues to match them.

Children: Ginger • Jasmine • Kenny
Tools: flashlight • whistle • phone

1. Ginger did not choose the phone.

2. Jasmine chose the whistle.

3. Kenny chose the tool that can light a dark path.

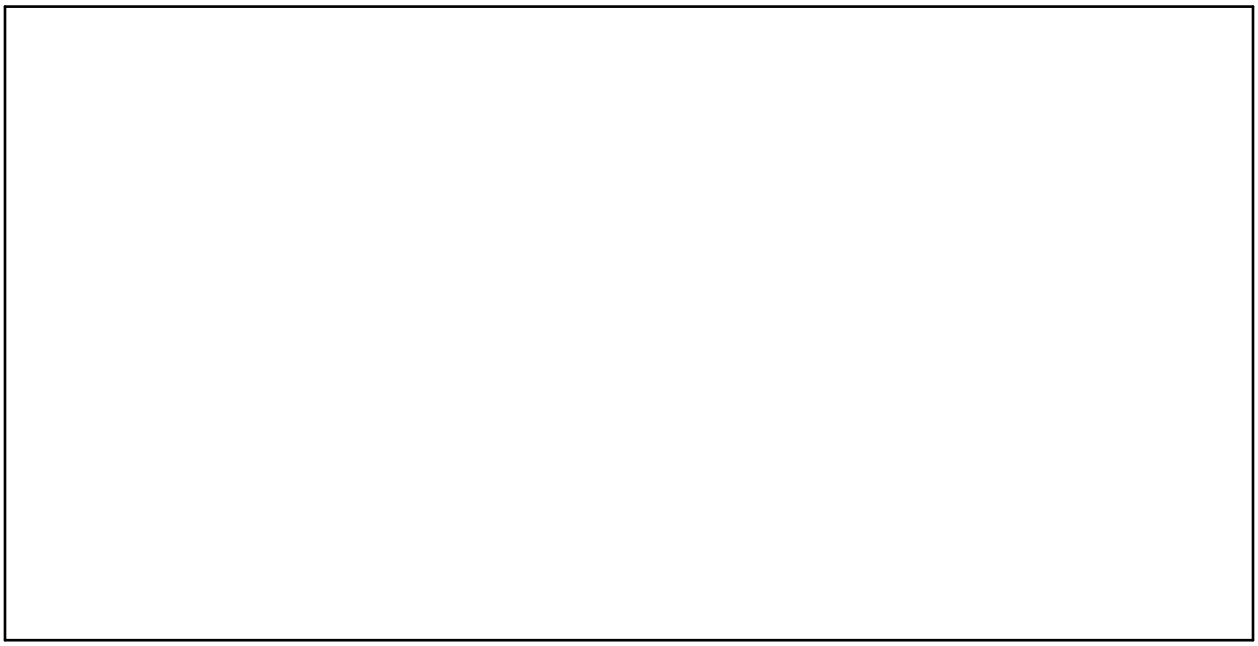
Child	**Tool**
Ginger	_____
Jasmine	_____
Kenny	_____

10. Design a Safety Superhero

Create a superhero who helps kids make safe choices. Give your hero a name, a helpful power, and a way to ask for help.

Hero name: _____

My hero's helpful power: _____



My hero's safety message: _____

ANSWER KEY — SET 2

1. STOP AND TELL A TRUSTED ADULT.
2. HELP • SAFE • TELL • PLAN • ADULT • FAMILY.
3. STOP • trusted • private • tell • help.
4. Differences: helmet, crossing location, phone, adult position, signal. Scene A is safer.
5. Route A.
6. E • N • E • N • E. U.S. emergency number: 911.
7. Check items 1, 2, 3, and 5. Do not check item 4.
8. Answers vary. Pause/check with adult for yellow; get away and tell/call for red.
9. Jasmine–whistle; Kenny–flashlight; Ginger–phone (clue 1 says Ginger not phone, so check: Ginger–flashlight? Given Jasmine whistle, Kenny flashlight, Ginger phone conflicts clue 1. Correct intended solution: Ginger–whistle? revise below.

   Logic puzzle correction: Clue 1 means Ginger is not phone; clue 2 Jasmine=whistle; clue 3 Kenny=flashlight; therefore Ginger=phone is inconsistent. Discuss as a ‘find the flaw’ challenge: identify that the clues conflict and suggest fixing clue 1 to ‘Ginger chose the phone.’
10. Creative responses; celebrate thoughtful safety ideas.