

Chapter 4: Danger Awareness

Lily: "Stay on the path. See something strange? Stop, don't touch, go back, tell a grown-up!"

Some places can hide dangerous things that look like junk, toys or metal. Rangers don't need to know what those things are. They only need to know **what to do**.

What Rangers know

- **Stay on the path.** Walk only on paths that people use every day. Never take a shortcut through fields, bushes or broken places.
- **The four steps:** 1. **Stop.** Freeze where you are. 2. **Don't touch.** Don't pick it up, kick it, poke it, throw things at it or go closer. 3. **Go back.** Go back slowly and carefully, the same way you came. 4. **Tell a grown-up.** Say what you saw and where. Let the grown-up tell the people trained to deal with it.
- **"Something strange"** means anything you don't know: metal, wires, a shape in the ground, or a thing that looks out of place. When in doubt, it is strange.
- **Don't mark it yourself, and don't go back to show anyone.** Telling is enough.
- **Warning signs.** If you see signs, tape or painted stones a grown-up says mean danger, stay out.
- **Broken buildings.** Never go into damaged buildings or walls, and never play in rubble.

- **Loud sounds far away.** Go with your grown-up to the safest inside place, stay low, and stay together.
- **The Ranger hunt game is camp-only.** In the Scavenger Hunt game, Rangers look for **pictures** that a grown-up has hidden inside a safe, checked camp area. We never hunt for real objects anywhere else.
- **Booms nearby.** If there are loud booms close by: go inside to the strongest room, away from windows, get low, stay together and stay calm. Wait for your grown-up to say it's safe.

Ranger checklist

- ☐ I know: booms nearby means inside, away from windows, low, together.
- ☐ I can say the four steps in order.
- ☐ I stay on paths people use.
- ☐ I know "something strange" means anything I don't know.
- ☐ I don't mark it and I don't go back. I tell.
- ☐ I never go into broken buildings.
- ☐ I play the hunt game only inside camp, with pictures.

Earn your badge (Hazard Smart ; the Danger Smart rows in Badge_Matrix.csv)

Level	Requirement
 Heart	Say the rule: stay on the path; stop, don't touch, go back, tell.
 Bronze	Say the rule and point to the four picture icons on Card #SH01.
 Silver	Play "spot it from the path" with a grown-up, using pictures only , never real objects.
 Gold	Teach the four steps to a younger child.

Level	Requirement
 Platinum m	Only with a trained mine-risk educator, never kids alone.

Watch and learn

- EP15 Road Treasure Hunt · Card #015 (follows Mine_Risk_Check.md)
- Scavenger Hunt pilot (Glow Jar) · Card #SH01
- Recurring segment "Stop, Don't Touch, Go Back, Tell" (every episode's safety lock)
- Planned: EP18 Stop, Don't Touch, Go Back, Tell · Stay on the Path · Broken Buildings · Booms in the Night

Grown-up note

This chapter follows the core messages of international mine-risk education (IMAS 12.10). It shows **no images of real devices**, and it gives children only a behaviour rule, not identification skills. Report sightings to local authorities or a mine-action organisation. Please have a mine-action reviewer sign it off (see

Outreach/Mine_Risk_Review_Request.md, still a draft).