Jet and the Water Rescue Schools and Parent Guidance

This guidance is written to enable a follow up lesson after watching the video. Within the story there are several themes which can be explored and questioned.

Key Messages

- STOP AND THINK
- DO NOT ENTER THE WATER IF SOMEONE IS IN DANGER
- FLOAT TO LIVE
- IN AN EMERGENCY CALL 999
- BE WATER AWARE
- Curriculum focus English reading and grammar
- Age range: 4 9
- · Guided reading.

Please read the story again. If the child is old enough, they may be able to read it aloud.

Jet and the Water Rescue by Odette Tattersall

Jet was a firefighter and her life could not be better. She won awards, received medals and a commendation all written in a letter.

She loved her job and tried really hard to look after everyone. Her job was exciting, challenging and most of all, really quite fun.

Jet's watch got on really well and were like a big extended family. She finally felt she could laugh and joke and be who she wanted to be.

Above all this, Jet now had a best friend, a fire dragon called Frank. On days off work, they both would chat and sit on the riverbank.

It was on one particular hot summer's day that our story begins to unfold. While the birds sang and the sun shone down, the water looked glistening and cold.

All the fire dragons had arranged to meet at the river for a picnic, games and some fun.







Jet was going to meet them after work, when her shift was finally done.

Frank arrived with Flash and soon along came Flame and Florence, Then Smoulder, Smokey and Spencer, who they had nicknamed 'Spence.'

'Get the ball out, let's have a kick!' Football was a favourite of Frank. 'I bet I can kick way over there', he said, pointing to the side of the riverbank.

He placed the ball and stepped back a few feet - he would need a run up for sure. His foot hit the ball - it soared into the sky, as poor Frank's bottom hit the floor.

The trajectory was good, but the wind blew the ball and there came an almighty 'PLOP!' The ball had landed in the river and the dragons all called Frank a flop.

'You need to go and get it, Frank!' said Flash, backed up by Flame. 'We haven't even started playing yet and I wanted a proper game.'

This wasn't going to be an easy task and Frank's nerves were plain to see. You see, dragons aren't known for their like of water and their swimming ability.

Nevertheless, Frank decided the water didn't look too cold. It was a hot day, after all, so he stretched his wings to try and look bold.

By now the others were shouting, 'Go on, Frank, you can do it, it's not deep at all! What you worried about? You too chicken? Just go in and get back the ball!'

Frank slowly edged to the water. He could see the small fish swimming below. The water was cold but refreshing, as it lapped over his foot and his toe.

But as Frank walked in further, the cold completely took his breath away - Surprising how it felt like ice on such a beautiful hot sunny day.

One more step and he could no longer touch the ground, his feet just dangling and slack, The water now becoming all-encompassing and completely covering his wings and his back.

The weight of the water pulled down his wings and by now Frank was in trouble. He couldn't breathe, his body hurt and his heart was going at least double!

All the other dragons were not mocking anymore and the laughter had definitely stopped. The shouts of 'Go on, you can do it!' now for shouts of 'Help me!' had swapped.

Poor Frank started to think his time was up and his days were finally done, When along came Jet, happily whistling to herself and looking forward to the fun.

Jet's face changed, however, from smiles to confusion and then to worry. Her best friend was in the river, she needed to help and she needed to hurry.

Jet shouted to Frank, 'Be calm, my friend! You need to try and float on your back.





You'll get used to the water and your heart rate will slow and your breathing will get back on track!'

Frank listened to what Jet was saying and relaxed on his back as he was told. He got used to the water and looked up at the sky, and the water didn't seem so cold,

Jet managed to find a long branch off the ground - it had fallen from a nearby tree. She got down low and reached out as far as she could - she would need to reach carefully.

Frank managed to hold the stick. 'Hold on tight!' Jet gave a shout. Jet pulled as hard as she could and Frank was able to clamber out.

'Are you ok?' Jet asked Frank. 'Dry your scales off in the sun and the heat. Water can be dangerous if you're not used to it, especially if it's cold around your feet.

Underneath there can be strong currents that could push you away into difficulty. Never think a river is calm just because it looks like it should be.'

As Jet was talking about water safety, the ball drifted across in clear view of all. The dragons once again could play football, now they could easily fetch the ball.

This time Frank was more cautious - he didn't need another swim.

They played football away from the water's edge, so he didn't accidentally fall in!

Frank dried off quite quickly - scales don't tend to hold water, you see. He thanked Jet for being such a good friend - if she hadn't helped, where would he be?

So never play around near water or you too may get a scare. Remember, if you fall in, 'float to live' and always 'be water aware'!

- Curriculum focus Grammar
- Age range 4 9
- Verbs Adverbs Nouns

Verbs describe an action, a state or occurrence.

The ball <u>SOARED</u> into the air. The verb word in that statement is 'soared' because it is an action. This is telling you how the ball flew into the air.

Adverbs describe a verb. They also answer the questions How, How often, When and Where.

The laughter had <u>DEFINITELY</u> stopped. The adverb in that statement is 'definitely' because it is describing how the laughter had certainly stopped.

Nouns describe a person, place, thing or animal.





Jet is a <u>DRAGON</u> who lives in <u>CAMBRIDGE</u>. There are two Nouns in that statement. Firstly, Jet is a Dragon which is a type of animal and secondly, she lives in Cambridge which is a place.

Look through the story and see how many Verbs, Adverbs and Nouns you can find. There are quite a few.

- Curriculum focus PSHE
- Age range 4 9
- Tackling feelings and themes within the story

Within the story there are some underlying themes which can be explored, get the children to look at these by answering the following questions.

1. The dragons all told Frank to go into the river? Why was this?

How do you think Frank might have felt? He was scared of the water and didn't really want to go in.

How do you think your friend affect your decisions?

2. How can we make sure we think calmly and not get influenced by our friends?

We could use a traffic light strategy.

Red means STOP

Amber means DECIDE

Green mean DO



- 3. Jet didn't go into the river to help Frank which was the right thing to do. She used the STOP, DECIDE, DO and decided that it was too dangerous. How might Jet have felt seeing her friend in the water?
- 4. How do you think Frank felt when the water went over his wings and his back? Should Frank have used the STOP, DECIDE, DO when he felt how cold the water was?
- 5. What did Jet tell Frank to do to help deal with his fears and worries?
- 6. Sometimes friends might come to you with worries and fears. Who else can you turn to for help if you are worried?





Story Writing

Can you think of some other adventures that Jet could get up to? Maybe you could try rhyming words too. Remember the Fire Service don't just put out fires, they rescue people and animals as well.

New Words

Here is a list of words with the meaning beside which appear within the story. These may be new or unfamiliar.

Commendation – official praise.

Challenging - testing your ability (what you can do).

Extended – stretching something out.

Soared – flying up high.

Particular – one thing.

Glistening – shining and sparkling.

Trajectory – the path followed by a flying object.

Almighty - over all power.

Ability – the skill or talent.

Nevertheless- continuing even though there may be obstacles.

Refreshing – a change normally good.

Slack - loose not tight.

All-encompassing – including, covering all.

Mocking – making fun of someone.



