

Design your own *Safe Platform*

Activity Aim:

This activity is a game for 2 players where you each build a safe platform by installing safety features on a platform, and then try to guess the locations of the safety features on your opponent's platform.

Make sure you locate safety features in logical places along the platform.

Listen up, look around, be aware

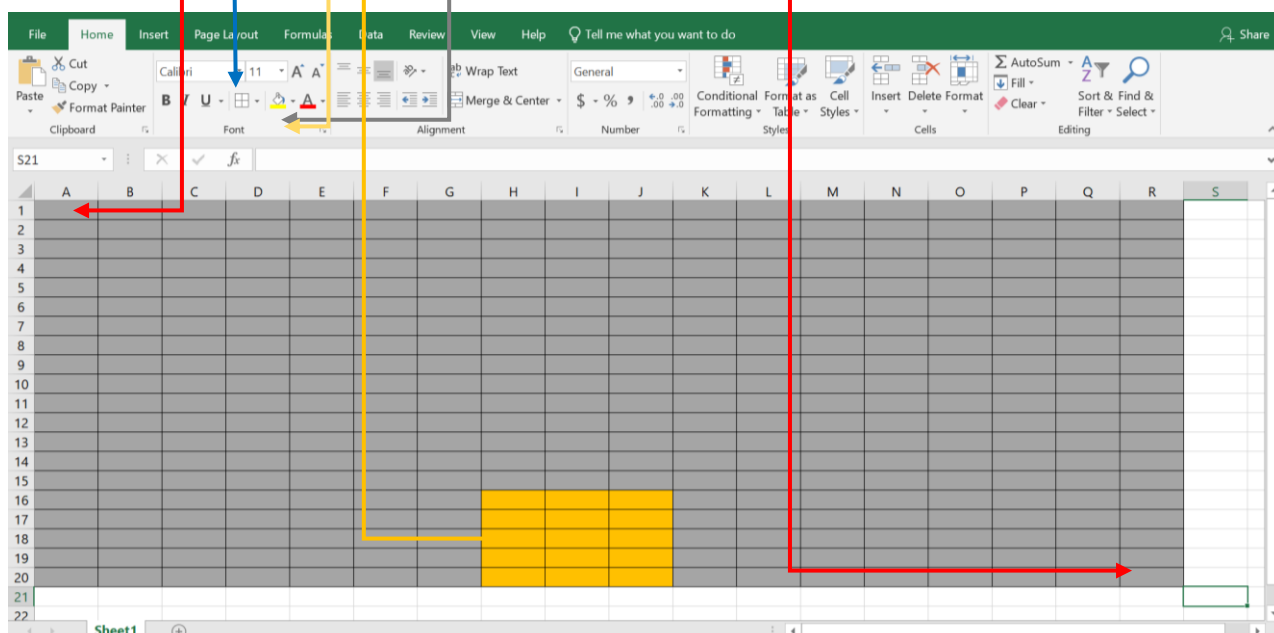


Requirements:

- A computer/laptop for each player
- Excel (or similar) software

Instructions:

1. Open Excel
2. Create a *platform* on your screen – this is where you will locate your safety features
 - Highlight Row **A1 through R 20** (your platform)
 - Turn on **All borders**
 - Fill to a grey shade for the platform surface
 - Place your **safety features** (change the colour to “yellow”) on your platform – you can only place safety features vertically and horizontally not diagonally. Information for safety features is on next page.



- Safety feature table – The example on the platform above is a 15 cell (3 column x 5 row) safety zone. You can put the safety zone where you want it – this is only an example location. You add your safety features by changing the cell fill colour and filling the correct number of cells).

Safety Features	Number of safety features	Number of cells	Cell block	Fill colour
Yellow line	1	36	18 x 2	Yellow
Safety zone	2	15 each	3 x 5	Yellow
Safety signs	4	5 each	5 x 1 or 1 x 5	White
Safety button	2	2 each	1 x 2	Red
Safety fence	1	20	1 x 20	White

Safety Features	What do these safety features do?
Yellow line	Standing behind the yellow line helps you to be safe as your train arrives or trains go past.
Safety zone	Safety zones allow you to press the emergency button if you need help and to be monitored on video camera in a well-lit place.
Safety signs	Provide important warnings and messages to help keep you safe.
Safety button	Green and red buttons. Pressing the red button will call the emergency operator.
Safety fence	A safety fence protects commuters from any danger as they move across the area.

Playing the Game

- 1) Two players sit so you cannot see each other's screens. The idea is to locate all of the safety features on each other's platforms.
 - 2) Decide which player will go first.
 - 3) That player calls out the column and row – i.e. "C5". Notice that the 'C' is called before the '5' – column before row.
 - 4) The opponent looks at their screen and answers "yes found" or "no not found".
 - 5) On your own computer screen, type Y in the cell if you find part of your opponent's safety feature or an N if you did not find part of your opponent's safety feature. You get a second guess if you locate part of a safety feature. You cannot have more than 3 guesses in a turn. If, on your 3rd guess, you think you know what the safety feature is (for example, a safety sign) you can identify ALL the cells involved by saying "M12 to Q12". All cells must be correct for the guess to be a "yes, you found my safety sign."
 - 6) Take turns to guess locations of safety features on each other's platform.
- The first player to locate their opponents' safety features wins the game.

Be prepared to explain your safety feature locations to the Awarewolf if asked.



(Note: This is a modified version of the battleships game)