

Staying Safe with Max and Kit

Learning objective: To understand how to identify safe and unsafe situations and who to ask for help.

Read the story carefully. Use the word bank to help you understand the words. Answer the questions in the spaces provided. If you get stuck, look back at the story.

Max the monkey and Kit the fox were playing in the park. Max wanted to climb a tall tree, but Kit reminded him about safety. 'We must stay where we can see our grown-ups,' Kit said. Max agreed. Suddenly, a person they did not know walked over. The person offered them a snack and asked them to come to a car nearby. Max felt worried. He remembered what he had learned at school. 'We should never go with someone we do not know,' Max said firmly. They walked away quickly to find their teacher, who was sitting on a bench nearby. Their teacher was happy they made a safe choice. It is important to always ask for permission before going anywhere. If you ever feel unsafe, you should find a trusted adult, like a teacher, a parent, or a police officer, and tell them what happened. Max and Kit felt proud of themselves for keeping safe. They knew that being smart is the best way to have fun.

Word bank: Trusted · Stranger · Safety · Emergency · Permission

1. 1. Who were the two friends playing in the park? (Literal) (1 mark)

2. 2. Where did Max and Kit go when they felt unsafe? (Literal) (1 mark)

3. 3. Why did Max feel worried when the stranger spoke to them? (Inferential) (2 marks)

4. 4. What does the story suggest you should do if a stranger offers you something? (Inferential) (2 marks)

5. 5. Why is it important to tell a trusted adult if you feel unsafe? (Evaluative) (2 marks)

Draw: Draw a picture of Max and Kit finding a trusted adult to talk to in the park.

A large, empty rectangular box with a thin black border, intended for a drawing. It occupies the upper half of the page below the drawing instruction.

Extension challenge: Write a list of three people you trust who you could talk to if you ever felt unsafe.