

000 ROLE PLAY CARDS

USE THE ROLE PLAY SCENARIOS TO RE-ENACT A 000 CALL
(USE THE DIALLING 000 SCRIPT TO ASSIST YOU)

000 ROLE PLAY CARD 1

You can smell smoke coming from your neighbour's house. You know an old lady lives there by herself. You have already knocked on her door but there is no answer. Her address is 27 Smith Street (off Bell Street), Hoppers Crossing.

000 ROLE PLAY CARD 2

You can see huge flames coming out of a house down the street. You don't know what number the house is, but it is probably about number 4 or 6 Eddy Street (which crosses Station St), in Aspendale.

000 ROLE PLAY CARD 3

While cooking dinner, your kitchen curtains catch fire. You try to put them out with a fire blanket but the flames are too big, so you leave to telephone for help. Your apartment is number 15 on the second storey of a 2-storey block of apartments, at 45-47 Clay Rd, Diamond Creek.

000 ROLE PLAY CARD 4

You share a house with 3 other people. Your smoke alarm wakes you up in the middle of the night. Your house is filled with thick, black smoke. You and your housemates meet at the letterbox, but one person is missing. Your address is 56 Brown Ave, Epping.

000 ROLE PLAY CARD 5

You are smoking a cigarette in bed and you fall asleep. You drop the cigarette onto the bed and it catches fire. You are woken by the flames. Your address is 18 Marcus Crt, Heywood.