

## Overview

In this lesson, students will get an introduction to the concept of abduction prevention. They will learn the importance of paying attention to their surroundings.

Students will learn to **Yell NO! Run and Tell** in certain safety situations.

## Introduction to Yell No! Run and Tell

Today we are going to learn a new KidSafe rule: **Yell NO! Run and Tell.**

Your parents teach you to respect **Grown-ups** and be polite, but I have a question for you. Is it ever okay for kids to say no to a **Grown-up**? (Some children will say yes and some no.)

- If your teacher says it's time to line up, should you say yes or no? (Yes)
- If Grandma says it is time to clean up the room, should you say yes or no? (Yes)
- If your babysitter asks you to go for a drive in the car and your Grown-up told you 'no driving in the car', should you say "Yes" and go for the drive, or can you say "No I can't go in the car"? (You should say no.)  
Is it easy to say no to a grown-up? (Sometimes yes and sometimes no.)
- If someone wants you to play a game that makes you feel uncomfortable, should you say yes or no? (No)
- If someone who takes care of you asks you to do something unsafe or breaks a rule, should you say yes or no? (No) You should Report that to a person in your Circle of Safe Adults.

## Using your Safety Voice: Yell NO! Run and Tell Safety Rule



### Show the Yell NO! Run and Tell picture #1: Playing Outside Safety

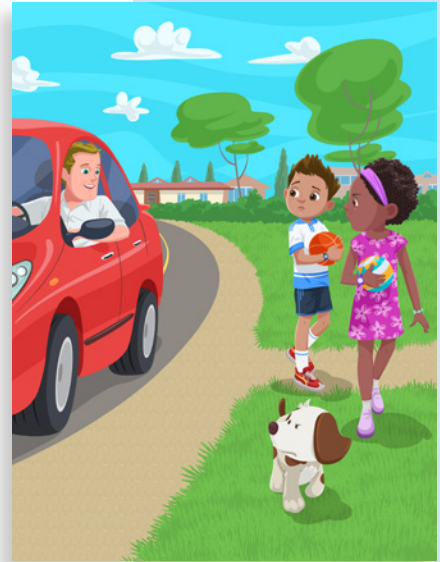
We are going to learn the **Yell NO! Run and Tell** rule today.

This rule is for when a person you don't know stops and asks you a question. Should a grown-up that you do not know or do not know well ask a kid for help? (No, they should ask a **Grown-up**.) So, sometimes we need to use our **Safety Voice** and **Yell NO!** then run to our **Grown-up** in charge and **tell** them what happened.

We already learned that we can use our **Safety Voice** to help keep ourselves and our friends safe.

Today we are going to learn how to say No using an assertive "I mean business" voice—your **Safety Voice**.

Everyone sit up straight and tall and place your hand on your chest or belly. It is a strong sound that comes from in here (point to chest and belly). Listen and watch first as I do it. 'No!' (Teacher demonstrates saying 'No!' in an assertive voice. It should be strong and quick.) Have the children practice a few times with you.



## Role-play: Yell NO! Run and Tell

Before you set up the role play, demonstrate for the children how to **Yell No!** while at the same time, they **run** to their grown-up in charge to **tell** them what happened.

Set up the guidelines for the role-play.

- Remind the students about the importance of their cooperation and participation as members of the audience. They need to listen so they can help their friends make **Safe and Smart Choices**.
- Discuss the role-play first while the students are still seated. (Classroom teacher will play the **Grown-up** on the bench.)

*You and your friends are at the park playing by the swings. Your **Grown-up** in charge is sitting on a bench nearby talking to other people.*



### TIP

For some children, using an assertive voice is challenging. Do not force them, but do encourage their participation.

A teenager you don't know (an older boy, not quite a **Grown-up**) has a puppy in his arms. He wants to show you the other puppies he has in his car.

- Do you know him? (No) If he tells you his name, do you know him now? (No)
- Should you talk to him? (No)
- Should you go with him to his car to see the other puppies? (No)
- What is the **Safest and Smartest Choice** for you to make when he asks you to come and see the new puppies in his car? (**Yell NO! Run and Tell!**)

Remind students that as they are **Yelling NO!**, they should be **running** to their Grown-up. They should not wait to hear what the person has to say. The **Safe and Smart Choice** is to run immediately as they **Yell, "No!"**

Choose 3–5 students to pretend to play in the park by the swings while the **Grown-ups** are talking nearby.

**TEENAGER:** The teenager (KidSafe instructor) with the puppy approaches the children. The teenager then says (in a friendly manner), *"There are more puppies my car. Come with me and I'll show you."*

**Kids:** **Yell NO!** as soon as the teenager starts to talk to them. Have the students run quickly over to their **Grown-up** on the park bench.

**Grown-Up:** *What's going on? I heard you **Yell No!** really loud. (Allow for students to tell their story.)*

**Grown-Up:** *What did you do?*

**Kids:** *We **Yelled NO!** and **ran** to **tell** you what happened.*

**Grown-Up:** *Great job! No teenager should be asking kids they don't know to go with them for any reason! You made the **Safe and Smart Choice!***

## TIPS



KidSafe teaches from a place of fun, not fear. Most abductions begin with a person approaching in a friendly manner. This is a lesson that empowers children to use their **Safety Voice** and understand they have the right to say No! and get help.

**Emphasize to students:** Even if they want the toy, candy, money, gift, puppy, or whatever the person is offering, they should never, ever go with someone they don't know. No matter how badly they want what the person is offering, they must **always Yell NO! Run and Tell** and **Check First** with the **Grown-up** in charge!

## FOR FURTHER LEARNING



### Additional ROLE-PLAYS

Do additional role-plays using a variety of scenarios, depending on time. Consider the demographics of the students and use scenarios that will apply to them.

- You are waiting to be picked up from school (so the child knows who he has to run to) by your **Grown-up**. Someone else drives up instead. It is a person you don't know very well. They tell you that your **Grown-up** sent them to get you.
- You are at the park. Someone you don't know very well walks up to you, offers you some candy, and says that he will drive you home.
- A person you don't know uses your name, gives you a big smile, and says they are friends with a **Grown-up** you know. They ask you to follow them down the block because they want to show you something really cool.
- You are shopping in the toy store with your **Grown-up**. Your Grown-up is walking down the aisle but you stop to look at a special toy. A nice-looking gray-haired lady comes up to you. She says she will buy you any toy you like if you come for a walk with her.
- You and a friend are playing in the front of the house. Your **Grown-up** is on the side of the house. A car stops and the driver rolls down the window. Then the driver asks for directions to the ice cream store.

### Closing Statement

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*Today we learned that if a person walking or a person in a car gets too close to you and they ask you something, use the **Yell NO! Run and Tell** safety rule. A **Grown-up** or teenager you don't know should not be asking you anything. They should ask another **Grown-up**, not a child.*