

Building Strong Families

Safety Role-Plays

The list below gives many situations that children might face when they are home alone. Strangers don't always give up when a child doesn't let them in right away. Most children don't know what to do if a stranger keeps trying to get in the home, but they can learn to handle themselves by role-playing situations. Practice these role-plays often to help children learn. Make it fun!

Role-play situations

1. A woman rings the doorbell and wants to leave a package. You tell her to leave it next door, and she asks to see your mother.
2. A man in uniform comes to the door to check the water pipes. You tell him politely that you will take his company's name and phone number so your dad can make an appointment. He says it must be done today and tells you to let him in now.
3. A woman comes to the door and says that her child fell down. She needs the phone to get help.
4. A man in a suit is at the door, saying he's from Toyland factory. He says that if you just look at his toys and answer some questions, you can have a toy.
5. A man at the door says his car has a flat tire and he needs to use a phone.
6. A man calls and says he's your dad's friend. He is in town for just a few hours and wants to stop by.
7. A woman calls and says she is a friend from church. She says she needs to talk to your mother about a meeting right away. She won't hang up after you tell her your mom can't come to the phone. You offer to take a message.

8. A man in a car stops and calls to you as you are walking home. He says, "Excuse me, but I lost my dog. Can you help me find him?"
9. A woman comes up to you in the yard and asks, "Excuse me, have you seen a little dog? I can't find her. I'm afraid she's hurt. Can you help me?"
10. A man comes up to you and shows you a badge as you are leaving school. He says, "Your dad got sick at work. He asked me to take you home."

Some families pick a password to use if someone must meet you without warning. If someone comes to pick you up or meet you, ask that person to give the family password before you go with him or her.