

Key messages on the site

Rewards

All tasks and scenarios within the Safe Street website are linked to a reward system. This can be found by clicking on the trophy icon on the bottom right side of the screen. Users must answer questions and make the correct decisions in each of the sites scenarios and questionnaires to achieve a high score.

Users are able to print a certificate of their achievements when they are finished.

Park

The park scenario features a city park, filled with rubbish and broken equipment. Clean up the rubbish by dragging and dropping items of litter into the recycling bins available.

Park messages

- Keeping the environment tidy
- Recycling
- Understanding how a lack of respect for local facilities has an impact on the community
- Seeing the benefits in maintaining our environments

Phone box

The phone box is concerned with hoax calls and making responsible emergency calls. Users have the option of viewing a video about hoax calls or playing a scenario based questionnaire to decide the most appropriate emergency services to call in an emergency situation.

Phone box messages

- How to make a responsible and appropriate emergency call
- Explanations on the most appropriate emergency service to contact in a situation
- Audio of emergency calls from each of the emergency services
- Video on hoax calls and why they are wrong

Youth Club

The youth club features an introduction from education manager Nicki, who explains there are many organisations available to help and support children in need of advice or support.

Youth club messages

- Lists and descriptions of helpful charities and organisations that help children suffering from personal issues.

Bus Station / Bus

Click on the bus station to call the bus. When the bus arrives jump on the bus to receive advice on how to travel safely on a bus, especially when travelling alone or to and from school. You can also learn about things other passengers don't like, like shouting and swearing.

Bus messages

- Travel safety messages
- Paying for your bus fare
- Dangers of pushing onto the bus
- Consideration for others
- What to do if you lose your bus pass or fare
- Personal safety message – keep personal items hidden and out of the view of others

Police station

The police station has many clickable areas and is designed to introduce children to the role of the police force.

Police station messages and content

- 'Guess who' style game which provides an explanation of different roles within the force
- Police vehicles poster – images and descriptions of police vehicles and their uses
- Equipment Cupboard – images and descriptions of equipment officers may use
- Police dog game – this is a fun 'who dunnit' game which allows children to investigate a crime and solve a mystery.
- Plasma screen – click on the plasma screen to watch a video about West Midlands police. Local children ask questions about the police and what it is like to be a police officer.
- Office files – click on the reception desk office files for interesting facts and figures about West Midlands police, frequently asked questions and information on common penalties and punishments issued.

Newsagents

Mr Malik's newsagent's is a scenario designed to teach children about what they are legally allowed to purchase from a shop. It also provides them with health messages on consuming alcohol and cigarettes.

Newsagent messages and content

- Click on the newsagents and receive a question on smoking cigarettes – answering the question generates a health message on the effects of smoking.
- Users are also asked if they would like to try some alcohol – answering the questions will generate an alcohol related health message.
- Inside the newsagents users are asked to purchase items on a shopping list using the drag and drop function. They also have the option to try and purchase any item they see

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in the shop – if they try to select an item which has an age restriction – they will receive a health warning.

- At the end of the shopping task users are confronted with a question on honesty. Should you keep someone else's change?

Blue Car

Stranger danger scenario, users are confronted with questions as a stranger approaches.

Stranger danger message

- Stranger danger message – users are confronted with the decision as to whether they should take sweets from a stranger and to get into a strangers car.
- Safety information on the best thing to do if confronted with this situation

House

The safe street house features the inside of a house and the relevant safety issues to consider whilst at home. The users are asked to find fire hazards within an allotted amount of time, before a house fire ensues. The house also features a crime prevention message and highlights crime prevention measures to be taken within the home.