

Let's get started



Water Safety Challenge App

Facilitator's Guide for Teachers



Water Safety Challenge App

Facilitator's Guide

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INTRODUCTION

Water Safety education is essential to prevent drowning incidents. Education aims to increase awareness of the dangers, understand safety actions and develop positive behaviours for safely living and recreating in and around water. There are many cases where children have used what they've learnt in real life emergencies. Learning how to be safe and how to get help is a life skill that all children should learn.

To ensure that children have the opportunity to learn all about water safety in the early years, Royal Life Saving Australia has developed the Water Safety Challenge. The Water Safety Challenge, together with other available educational resources will provide children with the essential knowledge they need to understand about dangers around water, actions to keep safe and confidence in seeking help in an emergency.

This Facilitator's Guide provides important information on how to use the Water Safety Challenge and Buzzer in primary schools. It includes student learning outcomes, curriculum links and detailed instructions to aid facilitators in successful delivery.

About The Water Safety Challenge

The Water Safety Challenge has been specifically designed for primary school students in Foundation, Years 1 and 2.

The Water Safety Challenge is hosted by a facilitator (e.g., Classroom Teacher, Royal Life Saving presenter) where students connect to a unique 'quiz' room code using a device (tablet or smart phone) that is used as a "buzzer".

The App is an interactive 'game show' style presentation that teaches children about the dangers in and around water at home and other environments, safe places to swim, how to keep safe, how to get help in an emergency and calling Triple Zero (000).

There are six rounds to play:

Round 1 – Water Safety at Home

This round explores where can you find water in and around the home.

Round 2 – Dangers around Water

Round 2 asks students to identify dangers around water.

Round 3 – Safe Places to Swim

This round is about recognising safe places to swim at a range of aquatic environments.

Round 4 – Staying Safe in the Water

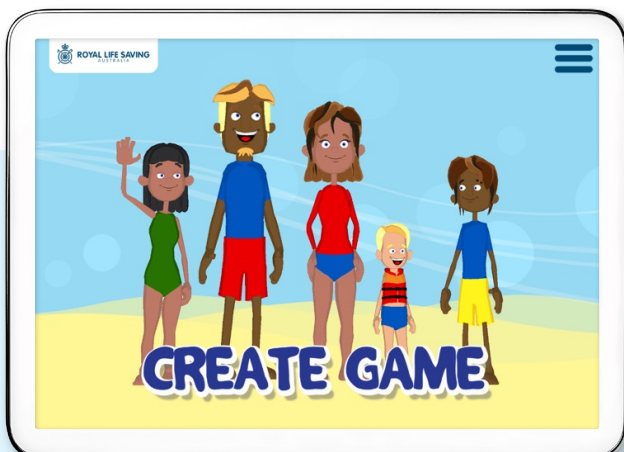
In this round, students must choose the safe way to play in the water.

Round 5 – Getting Help

Round 5 is all about recognising an emergency and who can help in an emergency situation.

Round 6 – Calling Triple Zero (000)

The focus of this round is how to call Triple Zero (000) and what information you need to provide.



STUDENT LEARNING OUTCOMES

Upon completion of the Water Safety Challenge students should be able to:

- › Identify where water can be found in and around the home.
- › Identify where water can be found on rural properties (farms).
- › Identify the dangers with water in and around the home and rural properties.
- › Identify actions that keep themselves safe when in and around water.
- › Identify safe places to recreate in and around water in a range of environments.
- › Recognise safe actions when recreating in and around water in a range of environments.
- › Recognise an emergency in an aquatic environment.
- › Describe what to do in an emergency.
- › Identify who can help in an emergency.
- › Demonstrate how to call Triple Zero (000).
- › Describe information they may need to provide to an emergency operator.
- › Describe the roles and responsibilities of Police, Fire and Ambulance.

Additional supplementary learning activities found on the Royal Life Saving website will extend the learning outcomes.

CURRICULUM & FRAMEWORK LINKS

The student learning outcomes for the Water Safety Challenge are directly aligned to the Australian Curriculum Learning Area: Personal Development, Health and Physical Education (PDHPE) for Foundation (Kindergarten, Prep) and Stage 1 (Years 1 and 2).

In addition, the learning outcomes are also linked to the Hazards and Personal Safety and Lifesaving strands of the Fundamental and Acquisition stages of the National Swimming and Water Safety Framework.

The following table outlines the links to both the Australian PDHPE curriculum and the National Swimming and Water Safety Framework.

WATER SAFETY CHALLENGE LEARNING OUTCOMES & LINKS

Water Safety Challenge Round	Learning Outcomes	Australian Curriculum Link		National Swimming and Water Safety Framework Link
1. Water Safety At Home	<p>Students should be able to:</p> <ul style="list-style-type: none"> Identify where water can be found in and around the home. Identify where water can be found on rural properties (farms). 	<p>Foundation (Kindergarten, Prep)</p> <ul style="list-style-type: none"> Identify people and demonstrate protective behaviours and other actions that help keep themselves safe and healthy (APCCS003) Identify actions that promote health, safety and wellbeing (ACPPS006) 	<p>Stage 1 (Years 1 & 2)</p> <ul style="list-style-type: none"> Identify and explore natural and built environments in the location community where physical activity can take place (ACPPS023) 	<p>Fundamental stage</p> <ul style="list-style-type: none"> Identify aquatic environments at or near the home (H1)
2. Dangers Around Water	<p>Students should be able to:</p> <ul style="list-style-type: none"> Identify the dangers with water in and around the home and rural properties. Identify actions that keep themselves safe when in and around water. 	<p>Foundation (Kindergarten, Prep)</p> <ul style="list-style-type: none"> Identify people and demonstrate protective behaviours and other actions that help keep themselves safe and healthy (APCCS003) Identify actions that promote health, safety and wellbeing (ACPPS006) 	<p>Stage 1 (Years 1 & 2)</p> <ul style="list-style-type: none"> Recognise situations and opportunities to promote health, safety and wellbeing (ACPPS018) Identify and explore natural and built environments in the location community where physical activity can take place (ACPPS023) 	<p>Fundamental stage</p> <ul style="list-style-type: none"> Identify hazards in aquatic environments at or near the home (H2) Identify rules for safe behaviour at aquatic environments at or near the home (H3)
3. Safe Places To Swim	<p>Students should be able to:</p> <ul style="list-style-type: none"> Identify safe places to recreate in and around water in a range of environments. 	<p>Foundation (Kindergarten, Prep)</p> <ul style="list-style-type: none"> Identify people and demonstrate protective behaviours and other actions that help keep themselves safe and healthy (APCCS003) Identify actions that promote health, safety and wellbeing (ACPPS006) Participate in play that promotes engagement with outdoor settings and the natural environment (ACPPS007) 	<p>Stage 1 (Years 1 & 2)</p> <ul style="list-style-type: none"> Recognise situations and opportunities to promote health, safety and wellbeing (ACPPS018) Identify and explore natural and built environments in the location community where physical activity can take place (ACPPS023) 	<p>Acquisition stage</p> <ul style="list-style-type: none"> Understand and respect safety rules for a range of aquatic environments (H6)

WATER SAFETY CHALLENGE LEARNING OUTCOMES & LINKS

Water Safety Challenge Round	Learning Outcomes	Australian Curriculum Link		National Swimming and Water Safety Framework Link
4. Staying Safe In The Water	<p>Students should be able to:</p> <ul style="list-style-type: none"> • Recognise safe actions when recreating in and around water in a range of environments. 	<p>Foundation (Kindergarten, Prep)</p> <ul style="list-style-type: none"> • Identify people and demonstrate protective behaviours and other actions that help keep themselves safe and healthy (APCCS003) • Identify actions that promote health, safety and wellbeing (ACPPS006) • Participate in play that promotes engagement with outdoor settings and the natural environment (ACPPS007) 	<p>Stage 1 (Years 1 & 2)</p> <ul style="list-style-type: none"> • Recognise situations and opportunities to promote health, safety and wellbeing (ACPPS018) 	<p>Acquisition stage</p> <ul style="list-style-type: none"> • Understand and respect safety rules for a range of aquatic environments (H6)
5. Getting Help	<p>Students should be able to:</p> <ul style="list-style-type: none"> • Recognise an emergency in an aquatic environment. • Describe what to do in an emergency. • Identify who can help in an emergency. 	<p>Foundation (Kindergarten, Prep)</p> <ul style="list-style-type: none"> • Identify people and demonstrate protective behaviours and other actions that help keep themselves safe and healthy (APCCS003) 	<p>Stage 1 (Years 1 & 2)</p> <ul style="list-style-type: none"> • Practise strategies they can use when they feel uncomfortable, unsafe or need help with a task, problem or situation (ACPP017) 	<p>Fundamental stage</p> <ul style="list-style-type: none"> • Identify people who can help in an emergency (L1) • Identify how to get help (L2) • Identify an emergency and actions to help (L3) <p>Acquisition stage</p> <ul style="list-style-type: none"> • Recognise an emergency and call for help (L4)
6. Calling Triple Zero (000)	<p>Students should be able to:</p> <ul style="list-style-type: none"> • Demonstrate how to call Triple Zero (000). • Describe information they may need to provide to an emergency operator. 	<p>Foundation (Kindergarten, Prep)</p> <ul style="list-style-type: none"> • Identify people and demonstrate protective behaviours and other actions that help keep themselves safe and healthy (APCCS003) 	<p>Stage 1 (Years 1 & 2)</p> <ul style="list-style-type: none"> • Practise strategies they can use when they feel uncomfortable, unsafe or need help with a task, problem or situation (ACPP017) 	<p>Acquisition stage</p> <ul style="list-style-type: none"> • Recognise an emergency and call for help (L4) • Recognise and support and emergency (L5)

CLASSROOM PRESENTATION

PLANNING THE PRESENTATION

- There is no maximum limit for the number of student participants as long as there are sufficient devices for either each individual student or for a small group to take turns responding.
- Organise the set-up with iPads and interactive whiteboard and test the technology prior to the session.
- The presentation does not require any further prior knowledge for teachers.
- Allow for approximately 40 minutes to 1 hour presentation as this allows for time to prepare devices, welcome the group, presentation and questions.
- Access further water safety resources (e.g., Water Smart classroom resources, Kids Zone activities, other RLS Apps) for post presentation activities to consolidate student knowledge.
<https://www.royallifesaving.com.au/educate-participate/education/water-smart>
<https://www.royallifesaving.com.au/educate-participate/education/classroom-resources>
<https://www.royallifesaving.com.au/educate-participate/kids-zone>
- Consider any students with special needs and how these might be met prior to the presentation.

EQUIPMENT & TECHNOLOGY

Delivery of the presentation session requires:

- One WiFi enabled device with the Water Safety Challenge App installed for the facilitator.
- A set of WiFi enabled devices with the Water Safety Buzzer App installed for students. Either one each or one to be shared by a small group of 4 students.
- Currently only iOS devices are supported.
- One WiFi enabled interactive whiteboard.

The presentation can be delivered using the school's own devices or BYOD. Ensure the devices are WiFi enabled and have the Water Safety Buzzer App installed on the student devices prior to the presentation. Instructions for installing the apps are provided below.



INSTALLING THE CHALLENGE APP

To install the Water Safety Challenge APP, click on this App Store link:

<https://apps.apple.com/us/app/water-safety-challenge/id1518908370>



INSTALLING THE BUZZER APP

To install the Water Safety Buzzer App on the student devices, click on this App Store link:

<https://apps.apple.com/us/app/water-safety-buzzer/id1537350171>

PREPARING THE PRESENTATION

SETTING UP THE FACILITATOR DEVICE

- If not already installed, download, and install the Water Safety Challenge App to your facilitator device.
- Make sure your device is connected to the internet.
- Interactive Whiteboard Connection – Connect the facilitator device to the interactive whiteboard. Please see the troubleshooting section if you experience problems.
- Launch the Challenge App and select “Create game” to start a session.
- A unique 4-letter room code for the session will be displayed on the facilitator device as well as a tally of the number of buzzer devices connected.
- When all the buzzer devices for the session are connected select “Play Game”.



MENU OPTIONS

The Challenge App on the facilitator device includes 'Menu Options' which can be used to control the settings for the presentation.

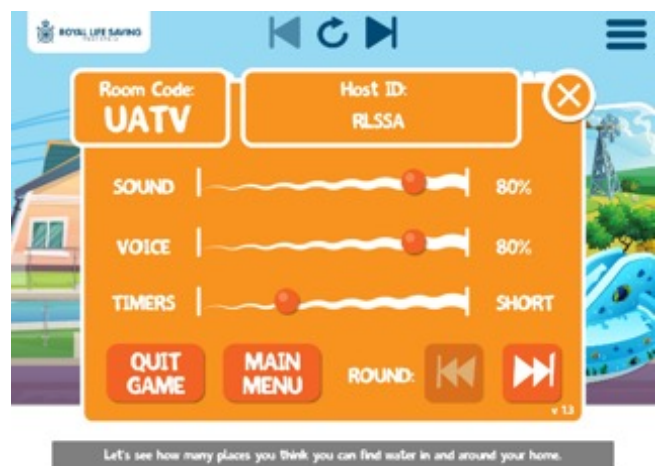
- > **Host** – enter a Host Name
- > **Sound** – controls the ambient sound effects and can be adjusted according to your environment.
- > **Voice** – controls the voiceover so will be required to be at an audio level to be easily heard by all participants in order to respond appropriately.
- > **Timer** – allows the facilitator to adjust the timer countdown from 25 seconds to 5 seconds, or manually turn the timer off, in which case the forward button will need to be manually selected for the next question.

Long play = 25 seconds to answer question
Normal play = 10 seconds to answer question
Short play = 5 seconds to answer question
OFF = Teacher needs to manually select >> button
- > **Subtitles** – select on or off for subtitles.
- > **Quit Game** – closes the application.
- > **Save Changes** – make your adjustments and then save changes.
- > **Room Code** – current 4-letter room code for the LIVE session. This code can be used by any device that may have been disconnected.
- > **Main Menu** – returns facilitator device to main menu to start a new session – warning this will end any current session.

Main Menu



In Game Menu

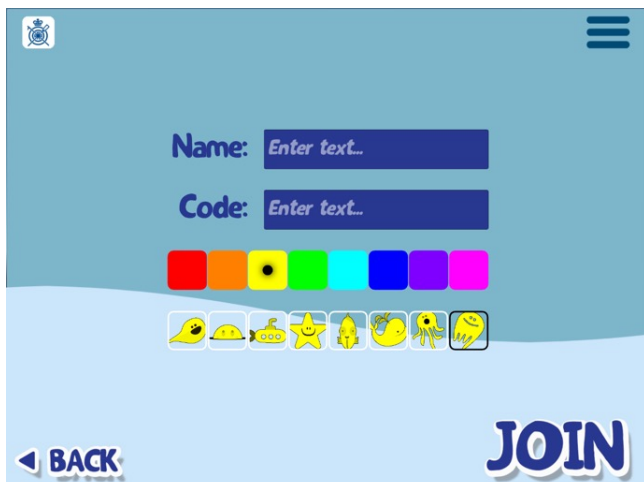


GAME NAVIGATION

- > |◀| button = back to previous question
- > |▶| button = forward to next question
- > ↺ button = repeat question
- > Round |◀◀ or ▶▶| = select a different round (access in game menu)

STUDENT BUZZER PREPARATION

- > If not already installed, download, and install the Water Safety Buzzer App to the student devices.
- > Make sure student device is connected to the internet.
- > Launch the Water Safety Buzzer App and type in a user or group name.
- > Type in the room code as displayed on the facilitator device – note this is not case sensitive.
- > A character and colour are automatically selected and indicated by the black outline and dot respectively. A user may change this preference by selecting another character and colour on the screen.
- > Select “Join”.
- > To disconnect a student device from the session, go to Menu will allow the application to quit.



SETTING UP THE CLASSROOM

- Set up the iPads and lesson area prior to students arriving.
- Arrange the lesson area for students to sit on the floor in front of the smart board (in their small groups if not using individual iPads).
- Do not provide the iPads prior to the introduction so they are not distracted.
- Check understanding and ready set-up before commencing.

WELCOMING STUDENTS

- At the start of the session the smartboard should be set up and display the CREATE GAME slide.
- Inform students what they will learn in this session:
 - About water safety at home
 - About dangers around water
 - About safe places to swim
 - How to stay safe
 - How to get help
 - How to call Triple Zero (000)
- Outline the session rules:
 - Listen carefully
 - Follow instructions
 - Raise hand if you have a question
- If working in groups and not already seated as such, instruct the students to get into groups depending on the number of devices available.
- Before handing out the devices or if they are using BYOD, tell the students not to press any buttons yet or the game won't work.

PLAYING THE GAME

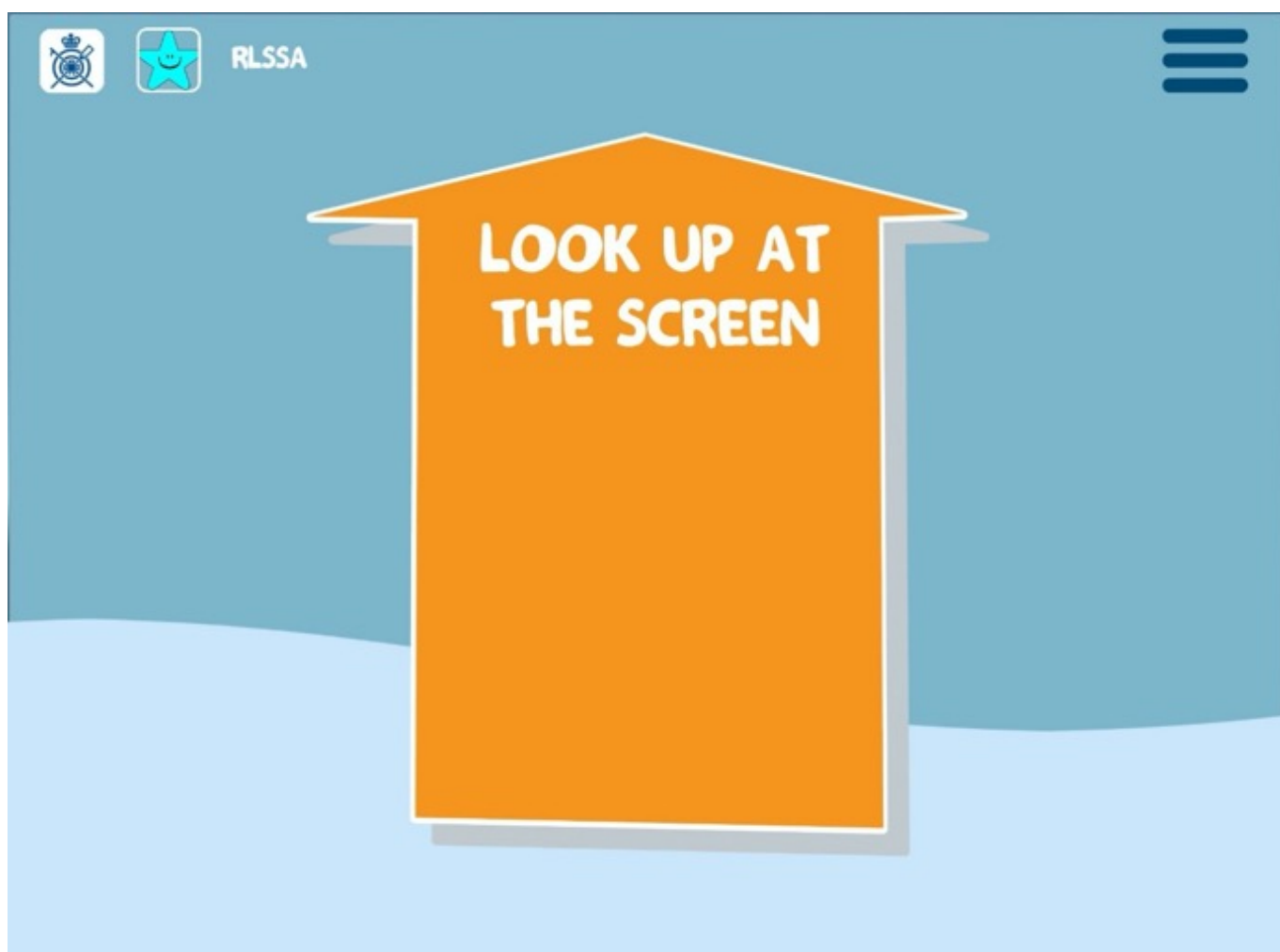
These instructions help to ensure the game runs smoothly and all students are involved. While the game is presented as a quiz show, facilitators are encouraged to add their own unique twists to the presentation or provide additional discussion ad questions to increase learning and check understanding.

- When each student or group has a device, the facilitator presses "CREATE GAME" on the facilitator device.
- Instruct students to press "START".
- Students should enter their name/ group name, select an icon (optional), type in the 4-letter room code (not case sensitive) and select "JOIN".
- Once a selected device has joined the session, the screen will display "WAITING FOR HOST" until the game has been started by the facilitator.
- The number of participating devices will be displayed in the "Players Connected" bubble on the facilitator device – check that all participants have connected prior to selecting "PLAY GAME".



READY TO PLAY?

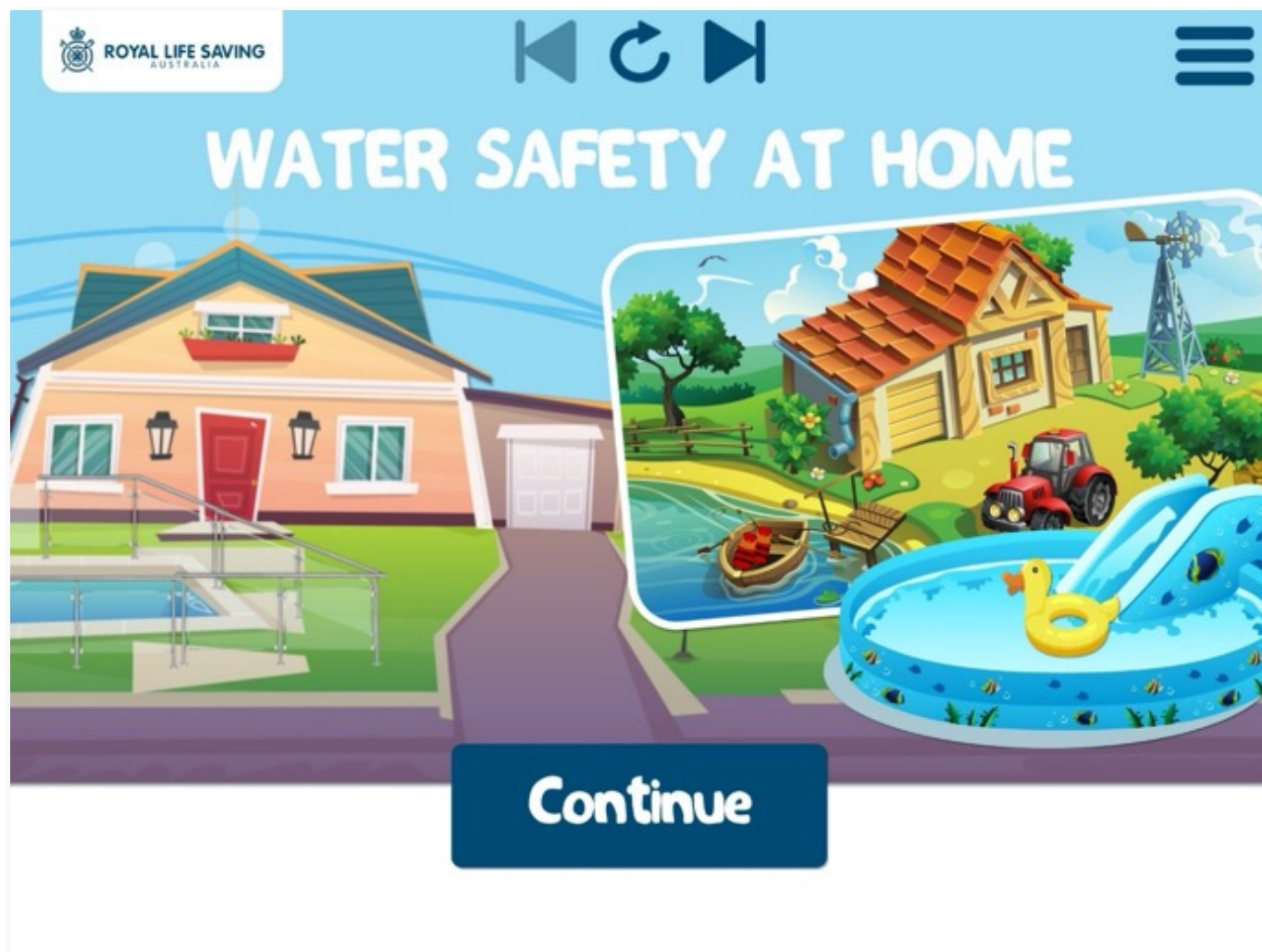
- Ask the students "Are you ready to play the Water Safety Challenge?"
- As soon as you select "PLAY GAME", Round 1 will automatically commence.
- Students should look up at the whiteboard screen for each question and then enter their response on their iPads. A message 'Look up at screen' will appear on the student devices.
- If the timer has been turned off, the facilitator will need to press ►► to move to the next screen. This function should be used if you wish to ask questions or have discussion between each game question.
- If using the timer, the questions will automatically run through. The facilitator can ask questions or have discussion between each round or at the end.



WRAPPING UP THE PRESENTATION

- Congratulate the students on their participation.
- Ask the students if they have any questions about any of the content.
- Summarize the key points or use some of the discussion questions if additional time is available.
- Provide any handouts to the students to take home or do for homework.
- Show them where they can find other water safety activities on the Royal Life Saving website.

ROUND 1: WATER SAFETY AT HOME



DISCUSSION QUESTIONS

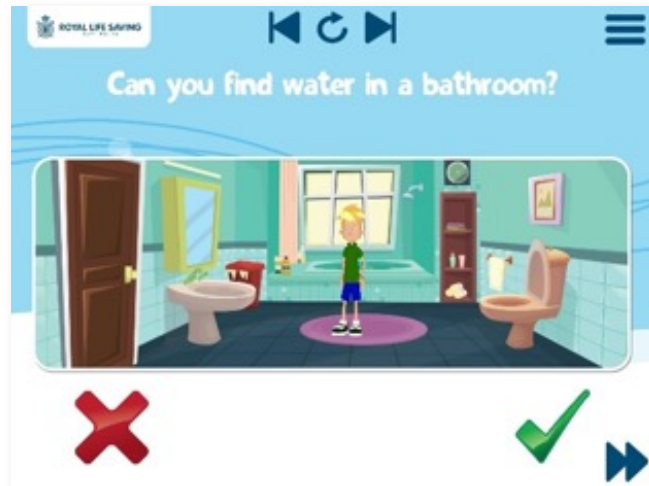
- Where can water be found at home?
- Think about your own home, where can water be found?
- Why is water around your home dangerous?
- What actions could we do to make the bathroom safe?
- What are some rules for backyard swimming pools?
- What are some other sources of water found outside homes?
- What should we do with a paddling pool after we have finishing playing?
- Where can water be found on a farm?
- Why are water sources around farms dangerous?
- What are some rules when visiting farms to keep safe around water?

ROUND 1: WATER SAFETY AT HOME

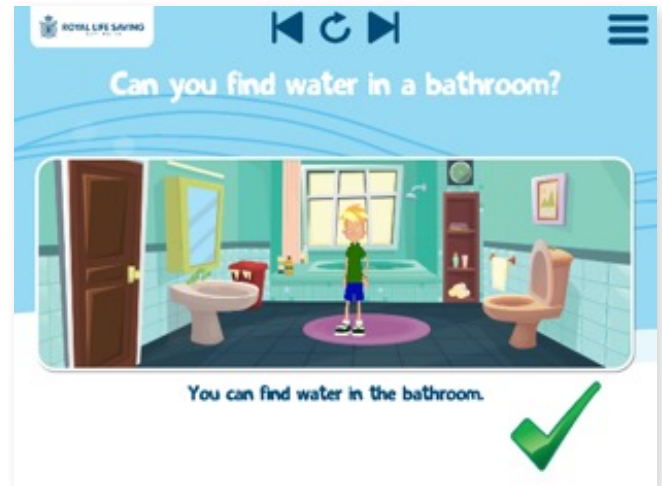
QUIZ QUESTIONS

There are 13 questions to answer in this round.

Q1



A1



Q2



A2



Q3



A3



ROUND 1: WATER SAFETY AT HOME

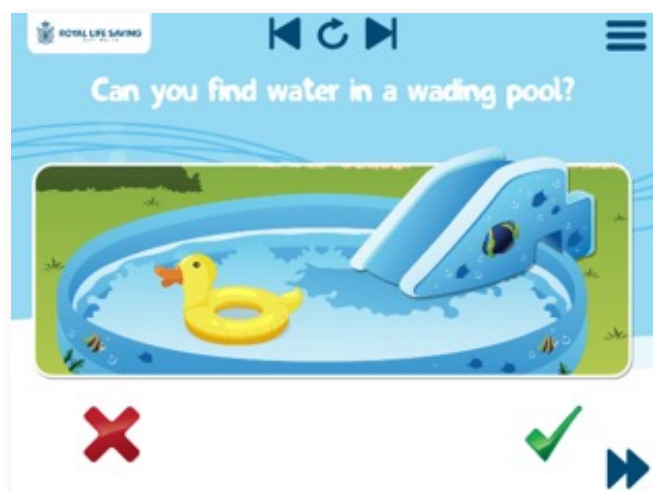
Q4



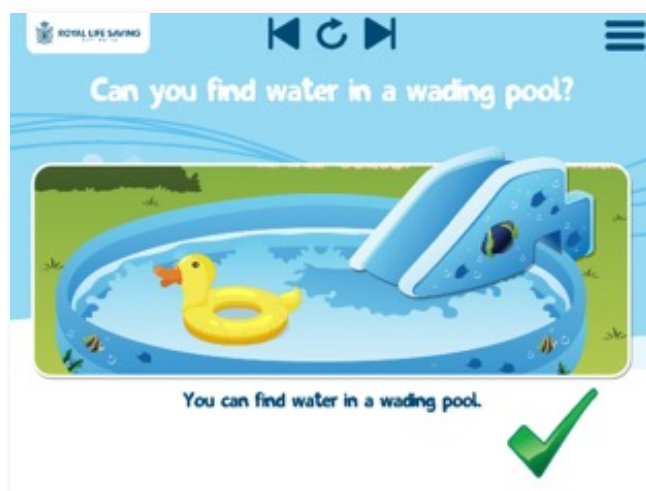
A4



Q5



A5



Q6

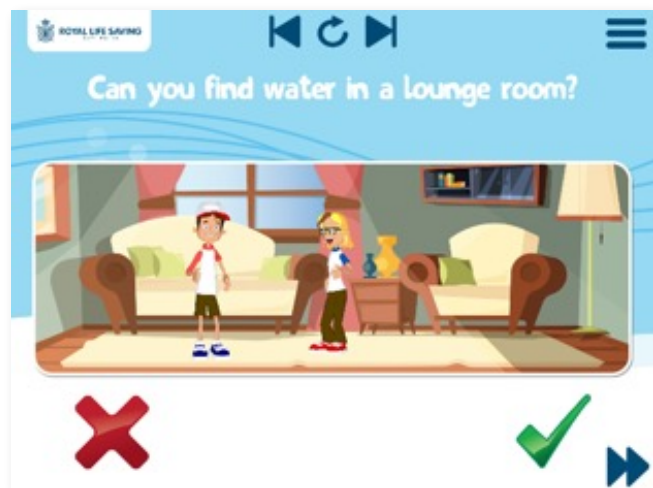


A6

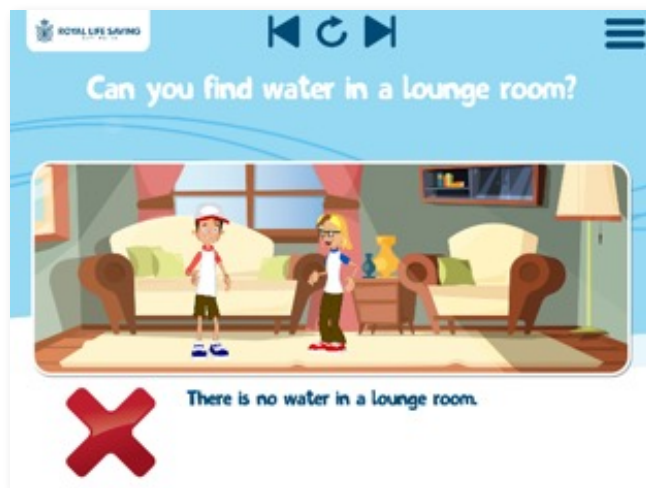


ROUND 1: WATER SAFETY AT HOME

Q7



A7



Q8



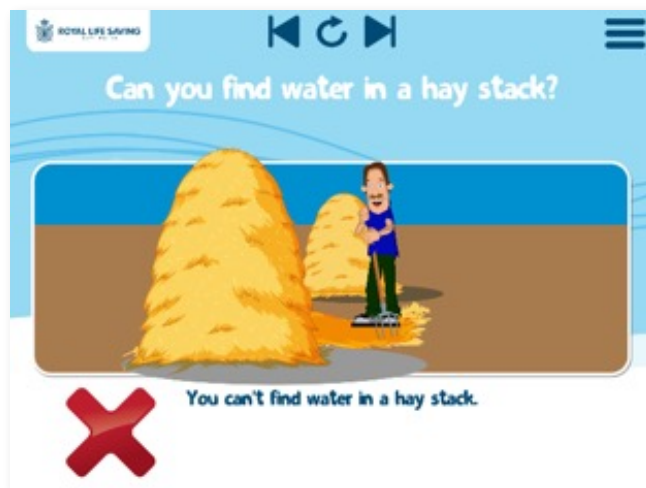
A8



Q9



A9



ROUND 1: WATER SAFETY AT HOME

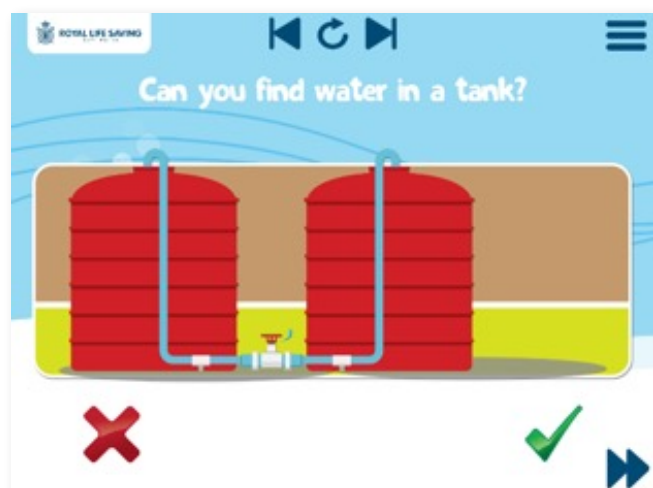
Q10



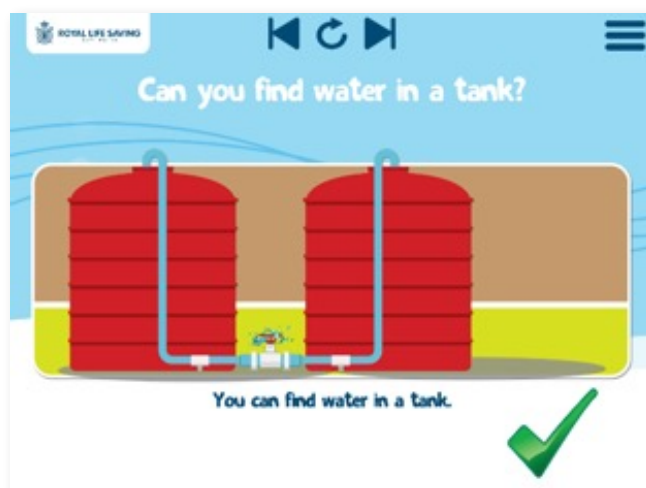
A10



Q11



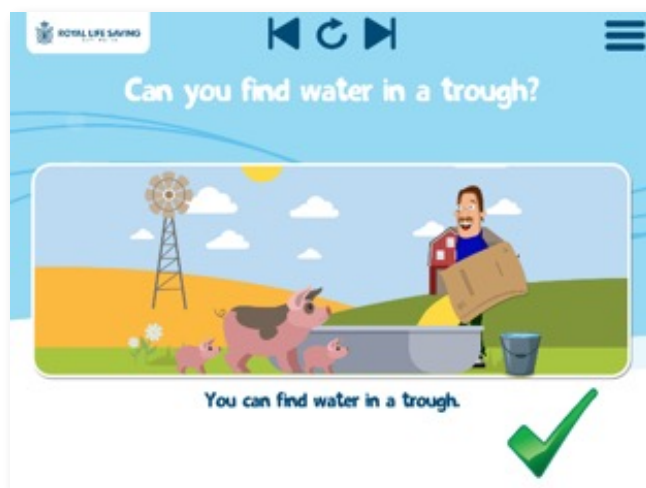
A11



Q12



A12



ROUND 1: WATER SAFETY AT HOME

Q13



A13



ROUND 2: DANGERS AROUND WATER



DISCUSSION QUESTIONS

- Why is it dangerous to leave a pool gate open?
- Why should you not play around water by yourself?
- Who should supervise you when you are in and around water?
- Why is it dangerous to climb into a water tank?
- Why is it dangerous to leave toys in the water?
- Why is it dangerous to climb over a pool fence?
- Why are dams dangerous?
- Why is it important to understand the dangers around water?

ROUND 2: DANGERS AROUND WATER

QUIZ QUESTIONS

There are 8 questions to answer in this round.

Q1



A1



Q2



A2



Q3



A3



ROUND 2: DANGERS AROUND WATER

Q4



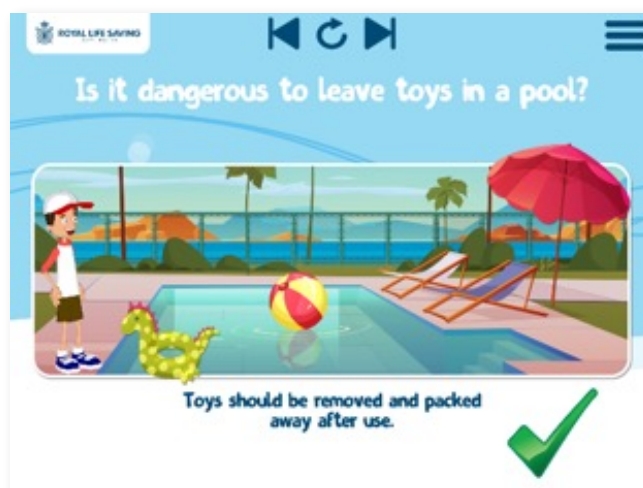
A4



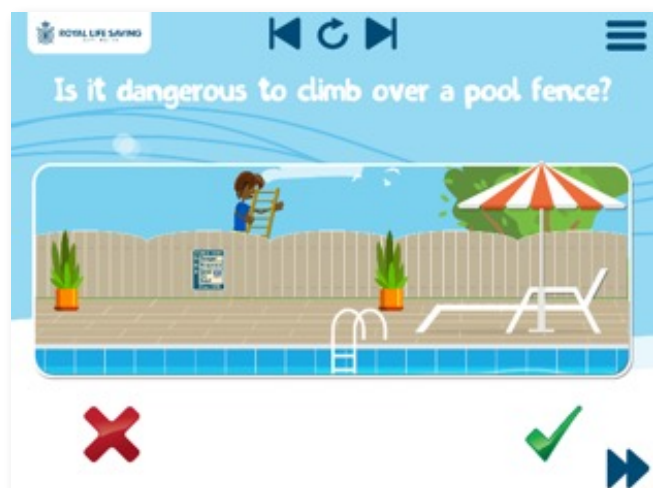
Q5



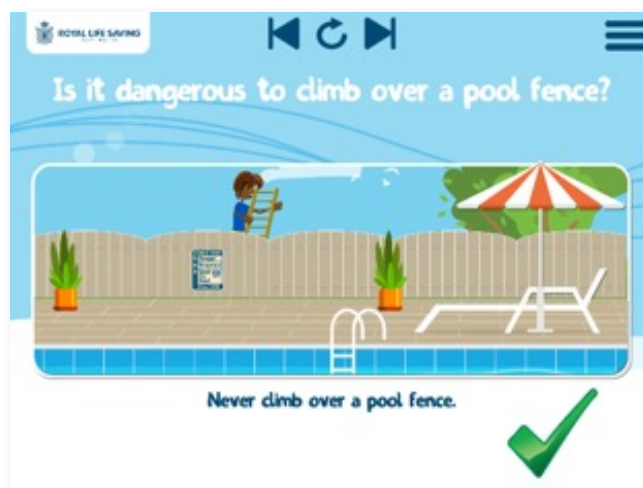
A5



Q6



A6



ROUND 2: DANGERS AROUND WATER

Q7



A7



Q8



A8



ROUND 3: SAFE PLACES TO SWIM



DISCUSSION QUESTIONS

- What should you always do when visiting an aquatic environment?
- Where should you swim when you visit the beach?
- What do signs tell you when you visit an aquatic environment?
- Why should you not swim where there are currents or rips?
- What should you do if the water is unknown and unclear?
- What sorts of dangerous animals may be found in the water at different locations?
- What are the dangers when swimming in areas where there are other aquatic activities? e.g., boating, surfing, fishing
- How do you know whether a place is safe to swim?
- What locations may be dangerous to swim?
- What rules can you think of to keep safe around water?

ROUND 3: SAFE PLACES TO SWIM

QUIZ QUESTIONS

There are 14 questions to answer in this round.

Q1



A1



Q2



A2



Q3



A3



ROUND 3: SAFE PLACES TO SWIM

Q4



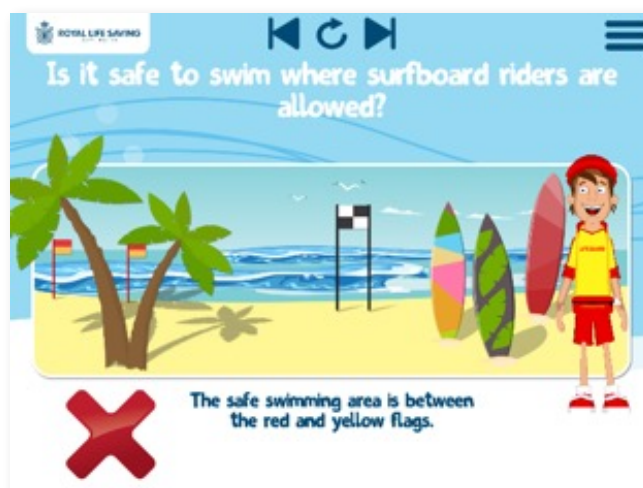
A4



Q5



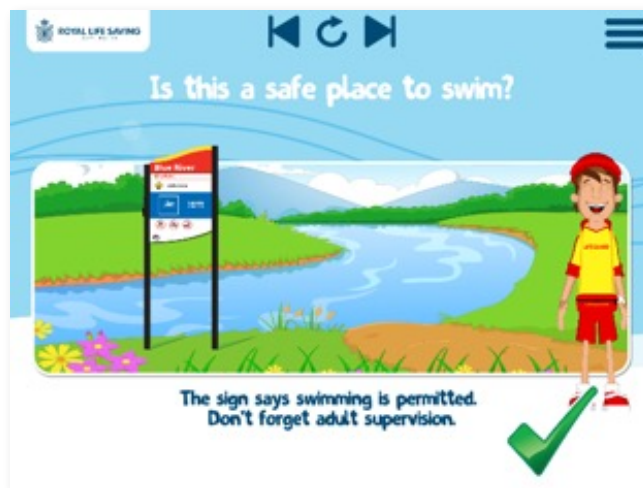
A5



Q6



A6



ROUND 3: SAFE PLACES TO SWIM

Q7



A7



Q8



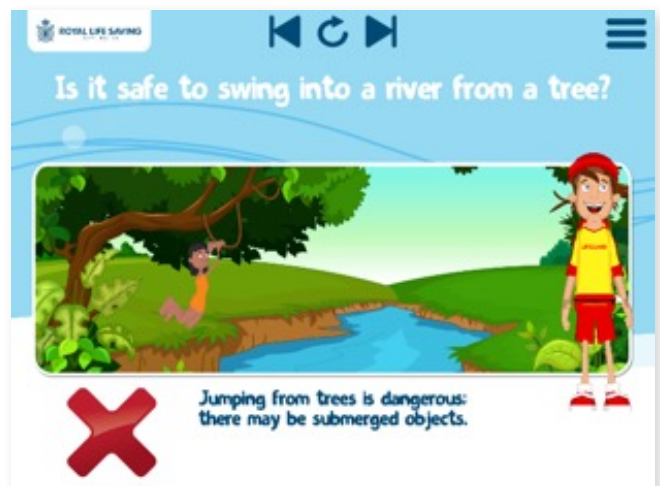
A8



Q9



A9



ROUND 3: SAFE PLACES TO SWIM

Q10



A10



Q11



A11



Q12



A12



ROUND 3: SAFE PLACES TO SWIM

Q13



A13



Q14



A14



ROUND 4: STAYING SAFE IN THE WATER



DISCUSSION QUESTIONS

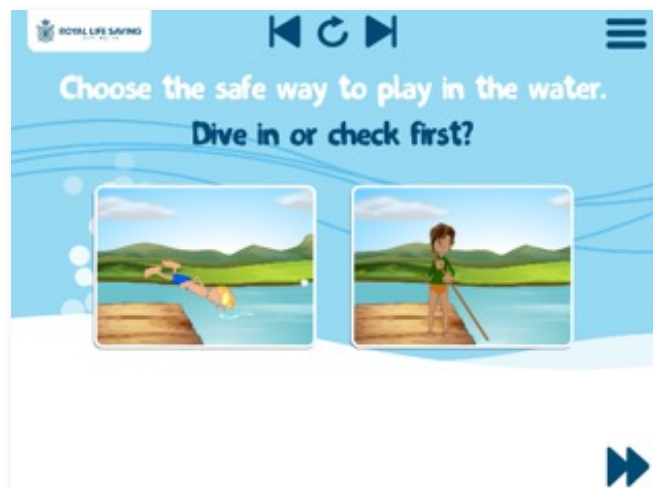
- Why should you check the conditions of the water before entering?
- Why should you not dive straight into water?
- What activities should you always wear a lifejacket?
- Why should you wear a lifejacket?
- What colours are the flags at the beach that indicate a safer place to swim?
- If there are no flags at the beach, what should you do?
- Why should you not swim in areas outside the flags?
- How do signs at aquatic locations help to keep us safe?
- What signs have you seen when you visited a pool, the beach, a river or a lake?
- What are some unsafe places to swim?

ROUND 4: STAYING SAFE IN THE WATER

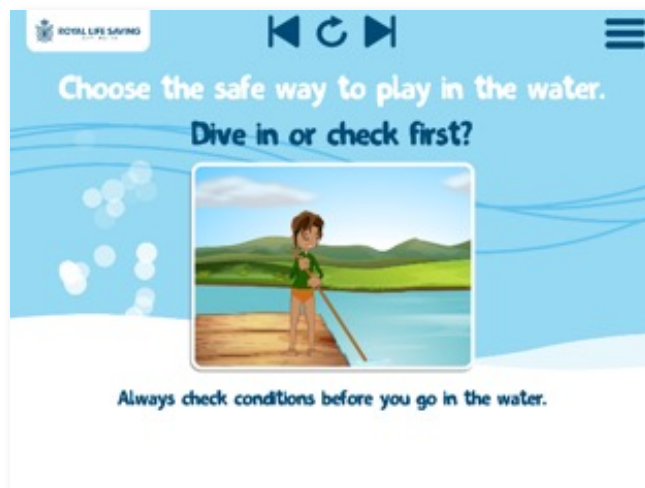
QUIZ QUESTIONS

There are 8 questions to answer in this round.

Q1



A1



Q2



A2



Q3



A3



ROUND 4: STAYING SAFE IN THE WATER

Q4



A4



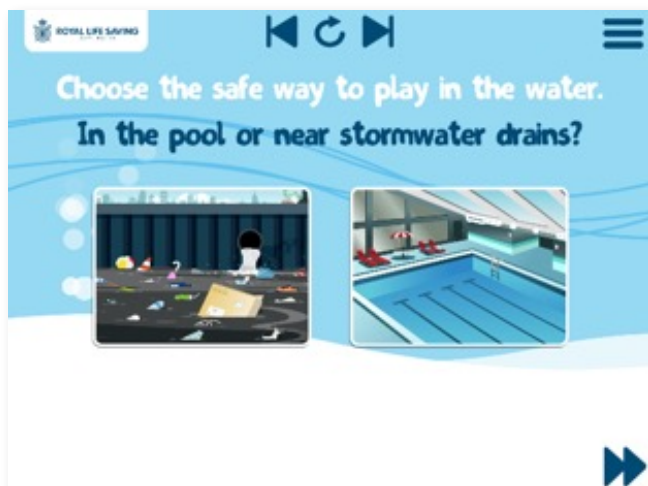
Q5



A5



Q6



A6



ROUND 4: STAYING SAFE IN THE WATER

Q7



A7

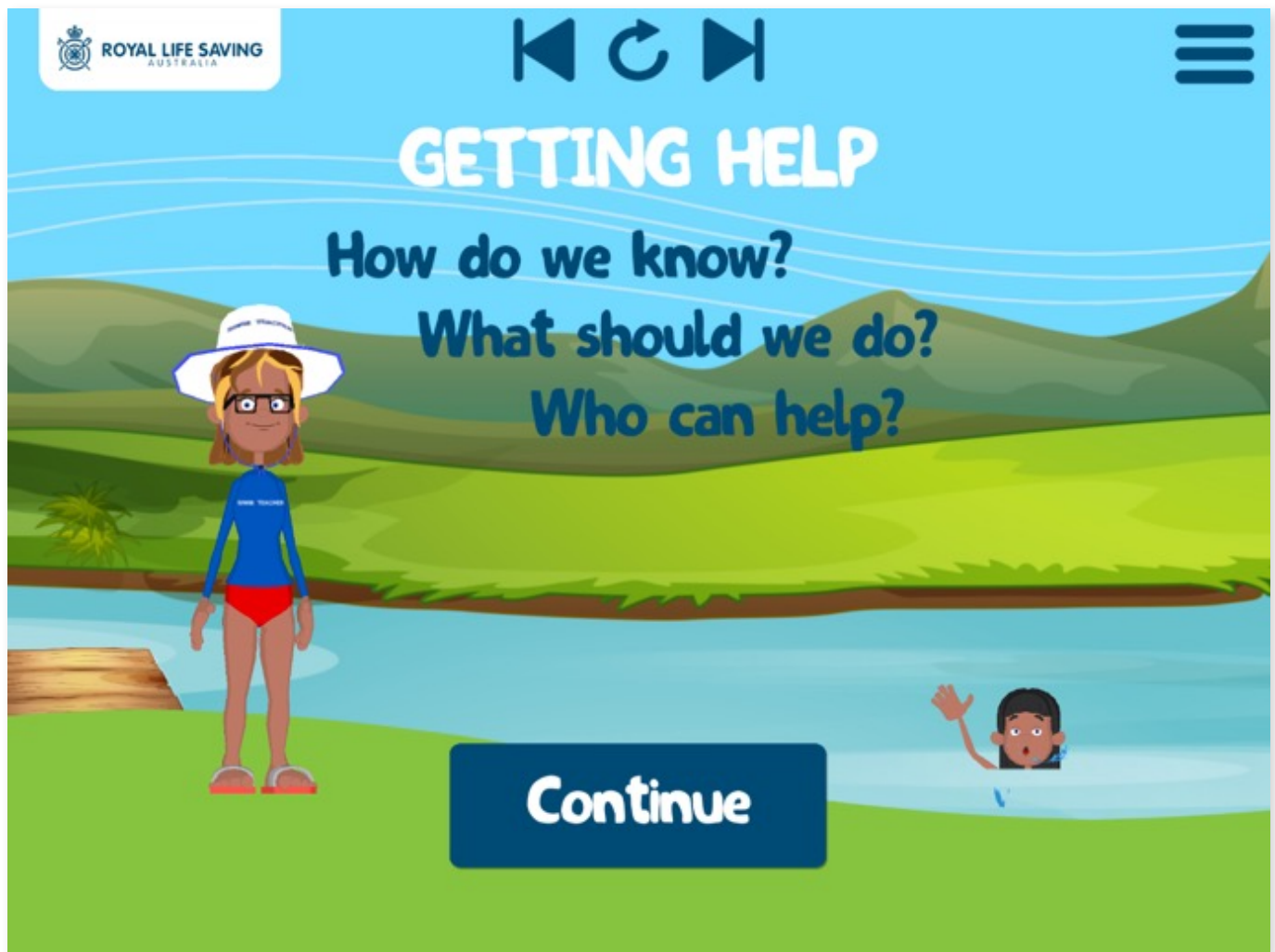


Q8



A8





DISCUSSION QUESTIONS

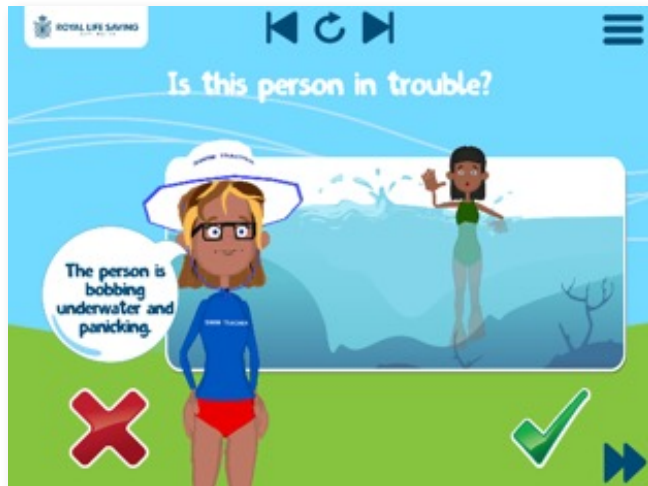
- What are some signs that could tell us there is an emergency?
- What are some signs that could tell us someone is in trouble in the water?
- What should you do even if you are unsure it is an emergency?
- Why shouldn't you get in the water to help somebody?
- Who can help in an emergency at home?
- List some people who can help in an emergency.
- If no one is around to help, what should you do?

ROUND 5: GETTING HELP

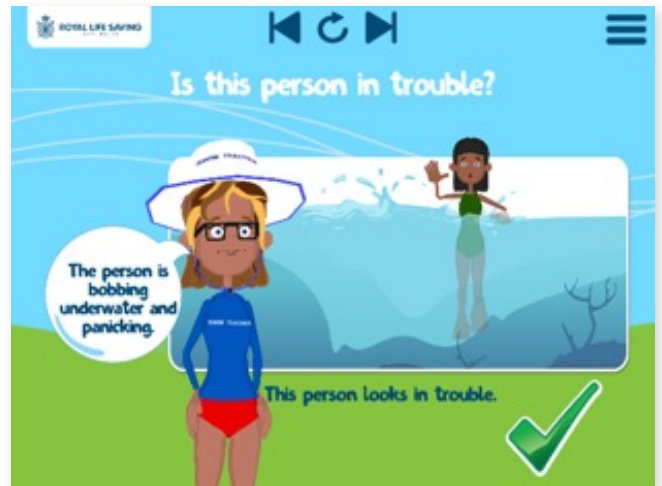
QUIZ QUESTIONS

There are 8 questions to answer in this round.

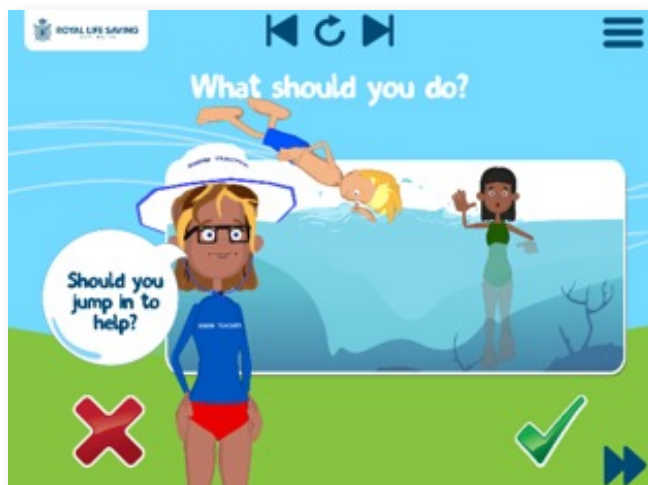
Q1



A1



Q2



A2



Q3



A3



ROUND 5: GETTING HELP

Q4



A4



Q5



A5



Q6

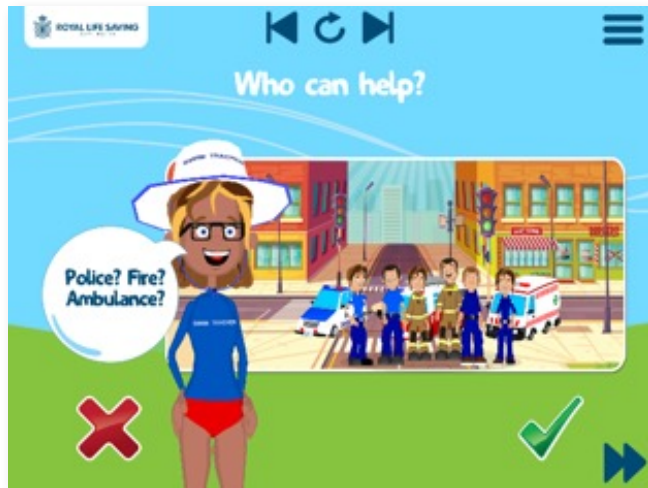


A6

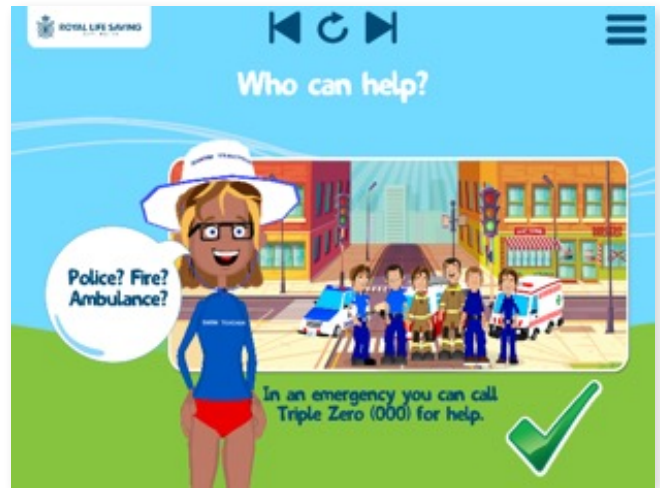


ROUND 5: GETTING HELP

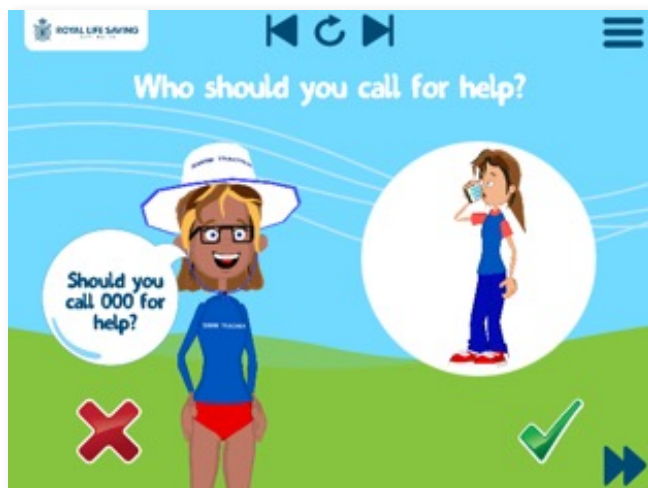
Q7



A7



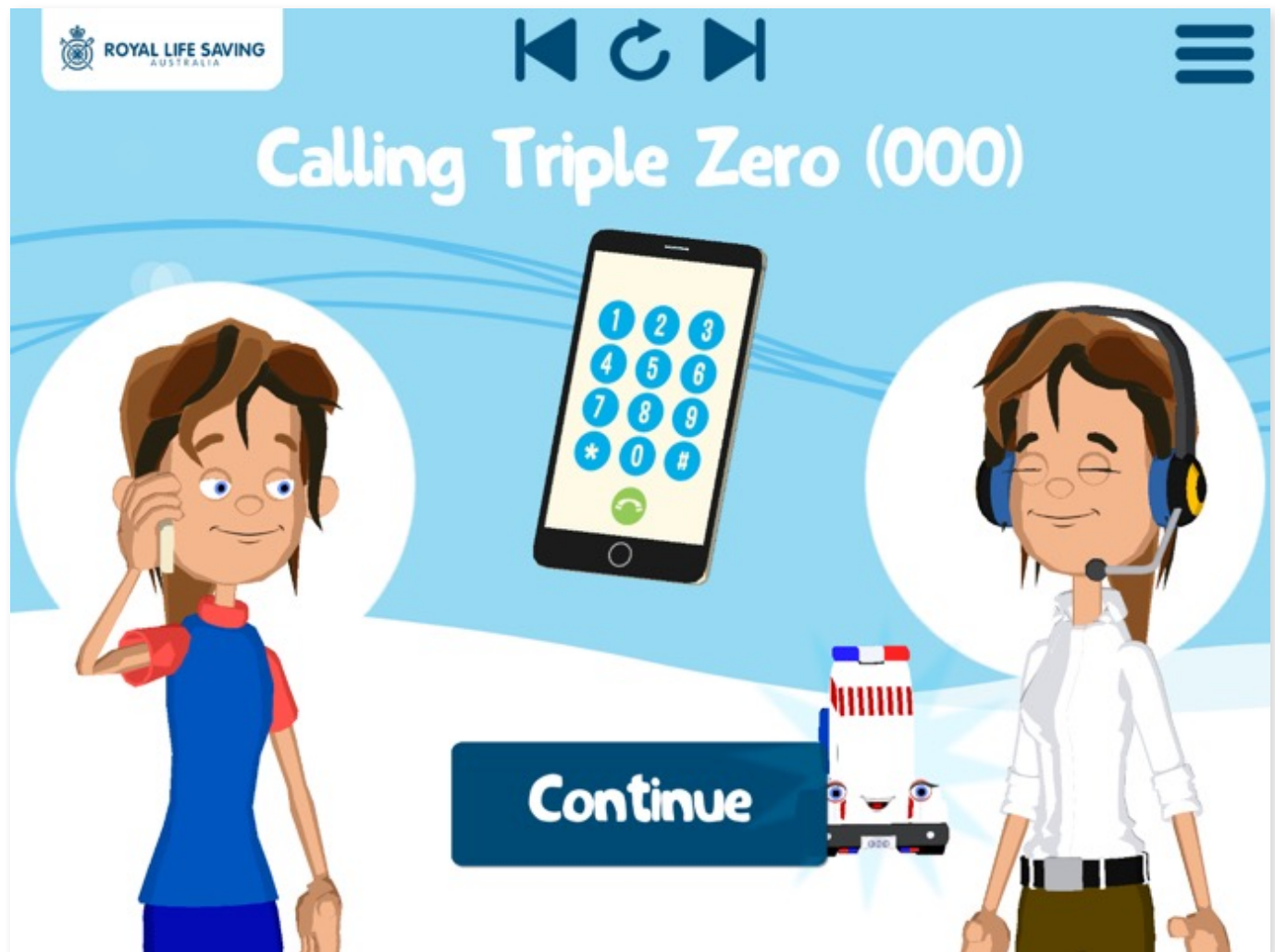
Q8



A8



ROUND 6: CALLING TRIPLE ZERO (000)



DISCUSSION QUESTIONS

- What number do you call for emergencies?
- What types of emergencies should you call Triple Zero (000)?
- Who do you need if there is a medical emergency?
- Who do you need if there is a fire emergency?
- Who do you need if there is a crime emergency?
- What emergency service should you ask for if you are unsure which one you need?
- What information might you need to give the emergency services operator?
- Call you recall your home address and your parents' contact number?

ROUND 6: CALLING TRIPLE ZERO (000)

QUIZ QUESTIONS

There are 2 parts in this round; the first part is to listen to an emergency call, the second part is the quiz questions. You might like to use the Listen Script to practise role playing Calling Triple Zero (000) as a post presentation activity.

There are 4 questions to answer in this round.

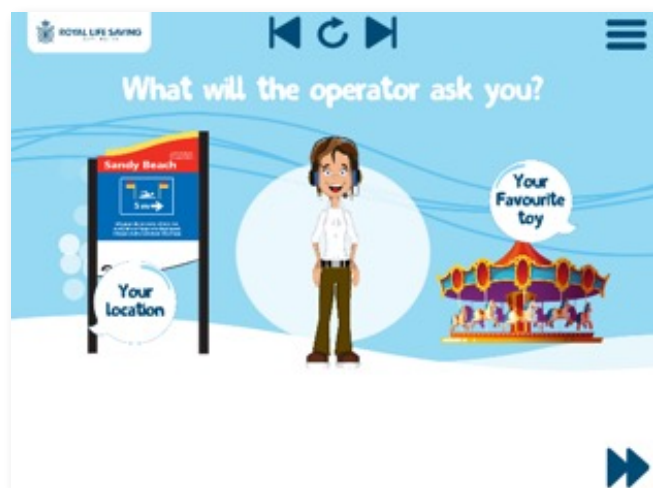
Q1



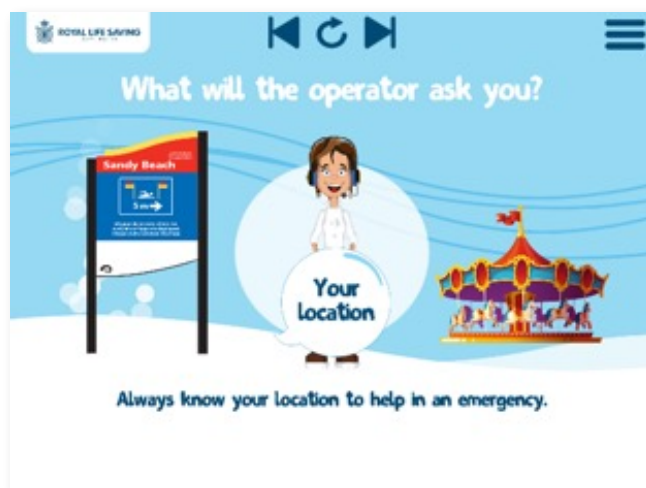
A1



Q2



A2



ROUND 6: CALLING TRIPLE ZERO (000)

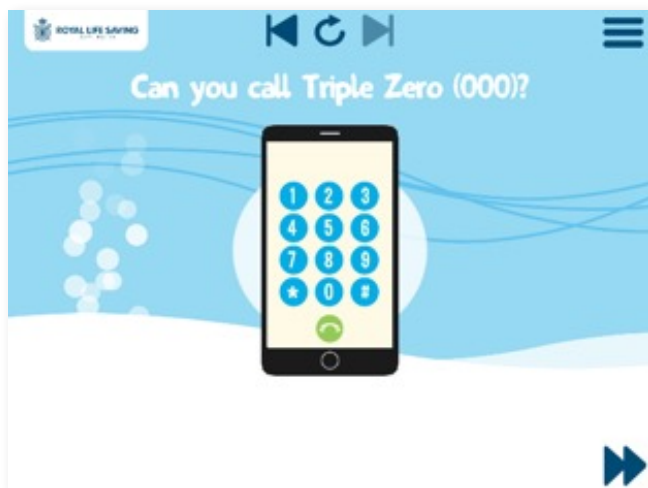
Q3



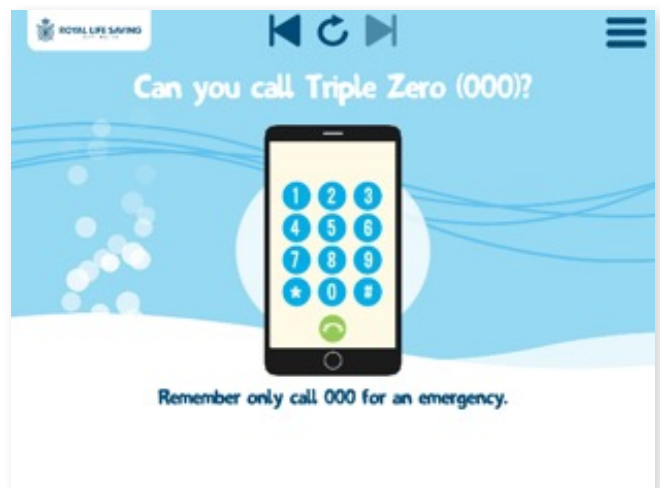
A3



Q4

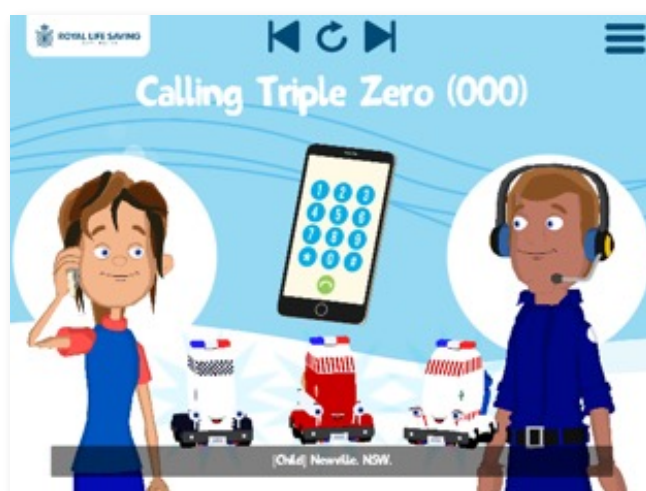
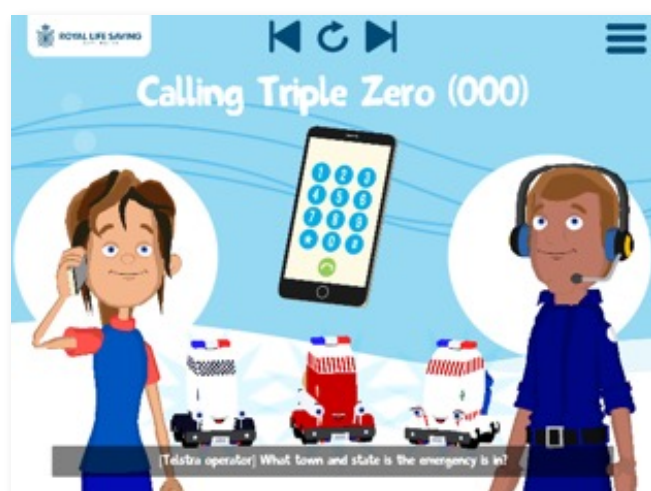
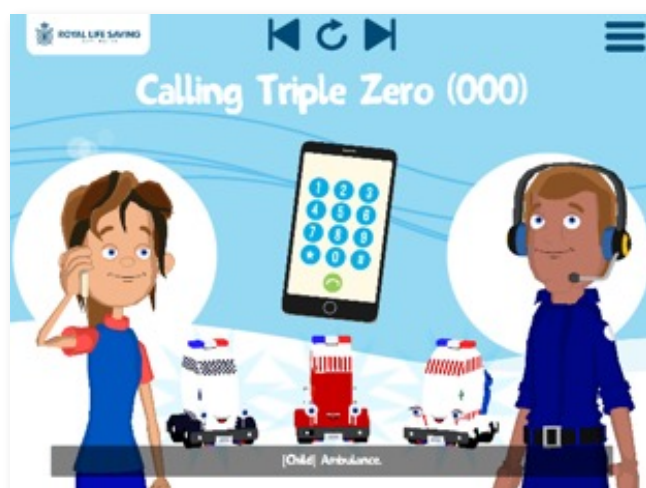
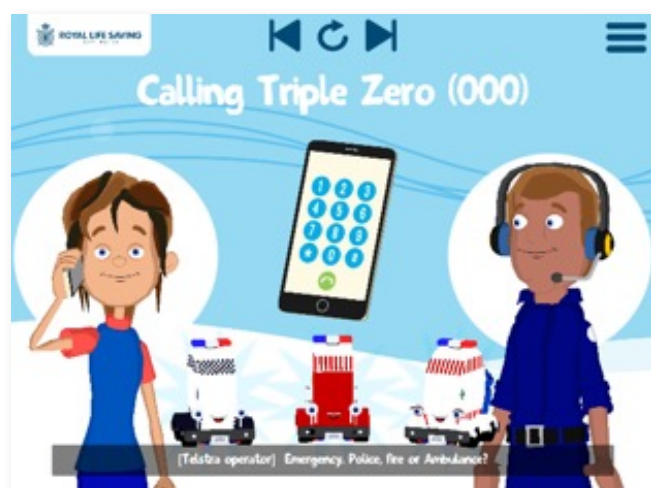
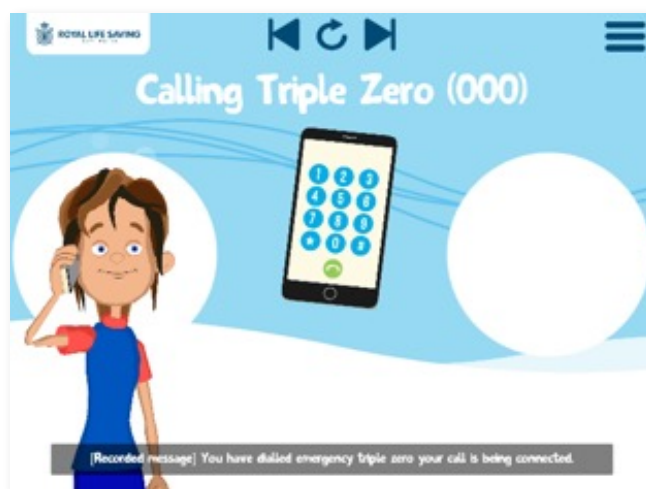
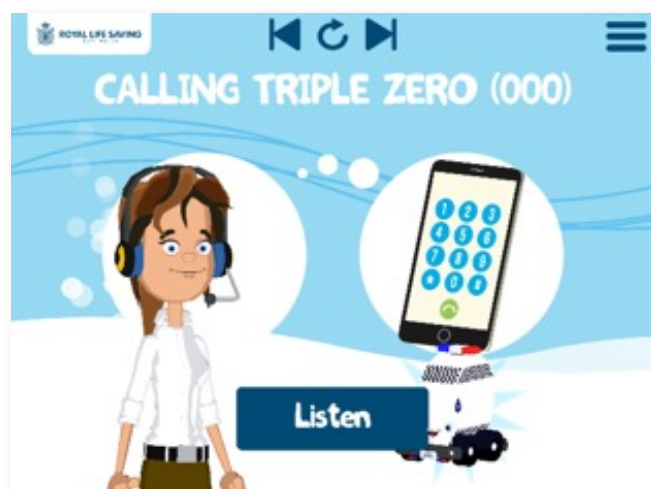


A4



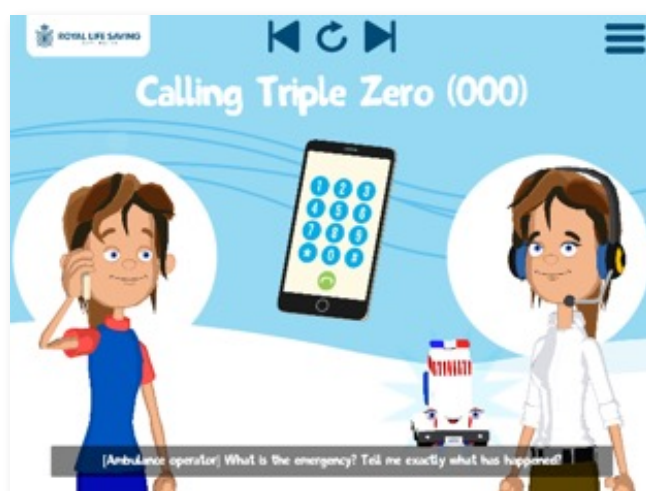
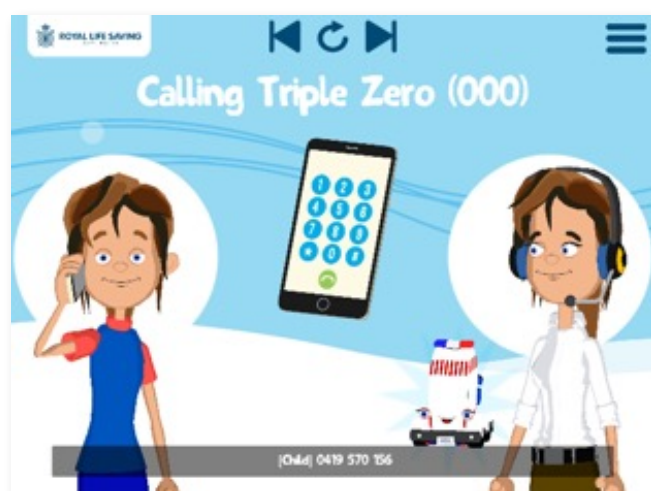
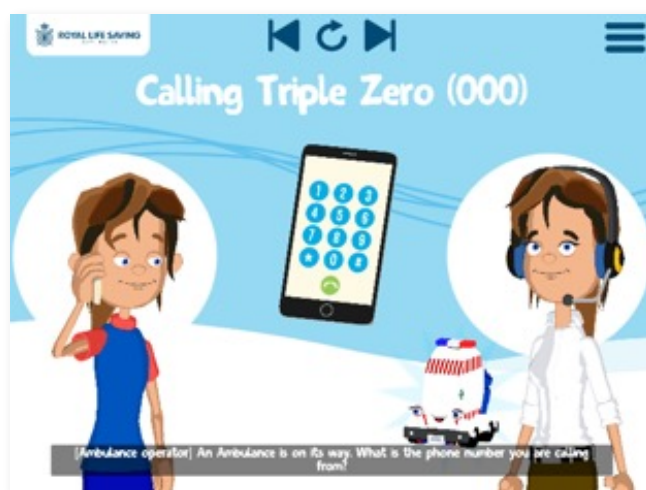
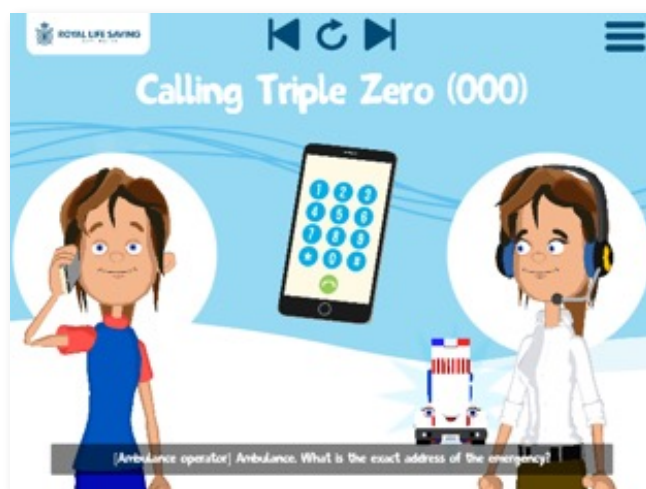
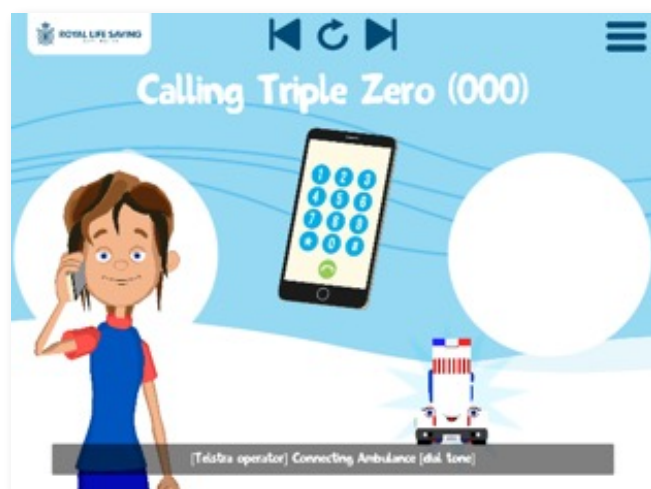
ROUND 6: CALLING TRIPLE ZERO (000)

Calling Triple Zero (000) Listen Script



ROUND 6: CALLING TRIPLE ZERO (000)

Calling Triple Zero (000) Listen Script



Connecting your facilitator device to a projector or smart board

If there is no wireless mirroring available, you will need to use an adapter. It is recommended to use an Apple HDMI adapter from the iPad to smartboard if available. Note that this will mirror the visual display and you will still have to use the iPad for controlling the app. Remember if it doesn't work first go, we know it sounds obvious, but have you checked the cable?

Version number warning messages, updating the Apps

The version numbers are to make sure the devices sync correctly, please make sure all devices have downloaded the same version number.

Where to find the version number

The version numbers are displayed on the main screen or at the top right of the buzzer app.

Internet connections WIFI /Hotspot /Firewalls

An internet connection is required for devices to connect. Please keep in mind that some guest WiFi networks may block this service, this is evident when the join game information is not displayed. To overcome this issue please use the HotSpot WiFi from the facilitator device, as this will circumvent the guest network.

What to do if a device becomes disconnected

Buzzer devices can be connected to the same session again by joining with the same room code, the players will automatically join where at the current point of the session.

What devices are compatible with the Water Safety Challenge and Buzzer Apps

Currently only iOS devices are supported. You can confirm a device is compatible with the Apps by opening the App store links provided. This will display if the app is compatible with the device and can be installed.

How to change display auto-lock settings

The display settings can cause the device to lock the screen, it is best to turn these off, to do this follow these steps:

1. Launch Settings from the Home screen.
2. Tap on Display & Brightness.
3. Tap on Auto Lock.
4. Tap on the Never option.

Game taking too long to load

Check that you haven't got other sites open on the internet. This can slow down the game loading. Close the other sites and try again.

DATA COLLECTION AND ANALYTICS

To help us understand the use of the Water Safety Challenge App, anonymous data is sent to Amplitude Analytics. This data is collected to evaluate responses from the students, whether correct, or wrong, or no answer was received. This provides an insight into what content students are understanding or having trouble grasping to help us improve the content and learning activities.

The information collected includes session date, time and duration, number of devices connected, questions started and finished, answers correct, wrong or no response.

PRIVACY

Royal Life Saving online privacy policy can be found here:

<https://www.royallifesaving.com.au/footer/privacy-policy>

FEEDBACK AND SUPPORT

If you wish to provide feedback or require support
email **helpdesk@rlssa.org.au**

WANT MORE LEARNING OPPORTUNITIES?

Royal Life Saving has a range of other learning activities for students to further enhance their water safety and lifesaving knowledge. You can provide your students with take home activities/printouts, download other Apps or deliver a unit of water safety in the classroom.

Visit **<https://www.royallifesaving.com.au/educate-participate/education>**



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