SAFETY OFFICER INSTRUCTIONS/INTRODUCTION

You will soon be participating in an imaginary voyage aboard one of the San Diego Maritime Museums historic tall-ships. This program is uniquely designed to teach history using role-playing and a hands-on approach. In addition to the programs historical instruction, the students are challenged to develop problem solving and teamwork skills while experiencing lessons in responsibility.

Students will be reliving the life of a sailor. The students have been prepared to role-play and understand that they will be going on an imaginary overnight voyage.

YOUR ROLE:
As a Safety Officer, you will be asked to play three roles simultaneously. First, you will be an extra set of eyes that look out for the children’s safety. If at any time you see the students in danger it is your job to step in and keep them safe.

Second, you are a role model. The students will look to you to see if you are willing to play along with the role-play of the program. Just as the students do, you will be signing aboard as one of the “merchant sailors” with the understanding that you are to be an active participant. The student mate will be told that you are simply another hand in his crew.

Third, you will let the students benefit from their own experience rather then yours. Always be ready to lend your body but never your mind - let the students do the problem solving. It is the student’s critical thinking skills, teamwork and communication that are the focus of this experience.

Night Watch:
During the night watch you are the only adult on deck with the students and will be the primary adult responsible. The Bosun will give you all the instructions after the evening’s activities; your job will be to keep an eye out for the safety of the crew.

The students will have several duties that they are to complete, primarily “running” the ship and watching out for the safety of all the souls on board. Night watch is the time that students have to step up to the challenge of self-discipline and motivation; they can not do this if you are an authority figure over and above your safety duties. Do not let them get hurt, but allow them to fail or succeed in this challenge on their own terms.
Specific Instructions:

♦ Know the scenario of your program.

♦ Leave your watch at home or keep it in your pocket as we generally use bell time aboard ship.

♦ Your cell phone must remain off and stowed in your sea bag; however, you may check messages at mealtime and before bedtime. Please do this out of sight and earshot of the children.

♦ We are accountable for all people on the ship therefore you must remain on the ship between 3 PM and 9 AM unless there is an emergency AND you have contacted the museum education staff.

♦ Fire regulations prohibit smoking on board the ship. Please reconsider your involvement if you cannot forgo tobacco during this entire time period.

♦ Always stay with your assigned crew and keep an eye out for safety.

♦ Follow the instructions given by the Captain and crew.

♦ Adults only may bring a compact sleeping pad or cushion.

♦ Please pack your gear in a separate “sea bag” from your son or daughter.

♦ The program is most effective when students are learning independently. Their natural tendency to “lean on” their parents can prevent them from experiencing all that the program can offer. Therefore you will not be in the same crew as your child. Parents that would like a family experience are invited to join us for our public overnights during the summer.

Keep in mind that you are part of a role-play where instructors will be pretending you are part of the crew, not 21st century parents! Most of all enjoy watching the program as the students learn and grow, and know that it is only because of parents like you that children can participate in these special experiences.

Thank you!