



## **Captain's Coming! First Aid Edition**

The traditional game rules: <https://www.scouts.org.uk/activities/captain-s-coming/>

Emergency Services themed instructions:

Ambulance	Wander around pretending to drive an ambulance (Sound effects optional!)
Police	Stand to attention, walking back and forth on patrol
Firefighters	Pretend to put out a fire by using a hose
Coast Guard	Act like you are rowing a boat
Cave Rescue	Lie down on the floor and commando crawl around a cave
Mountain Rescue	Pretend to climb up a mountain
Bomb Squad	Act like you are inspecting an object
Time to call	Players form groups of three and hold up their fingers to make the number 9
Search and Rescue	Players should spread out and pretend to scan the surroundings
Helicopter Rescue	Carefully spin around in a circle with your hands out like a helicopter
Traffic Control	Pretend to direct traffic
Emergency to the North/East/South/West!	Drive to the relevant direction

Adapt the game to suit your section:

- Start slowly and build up instructions over time.
- If someone cannot take part in the game, they can help call out the words.
- Adjust the vocabulary and actions as appropriate for the age group e.g. Add a challenge by replacing 999 with 112.