Extra 2

Lights-Out Family Missions

Twenty mission cards that turn your test evening into a game



Extra content for readers of *Bug-In Survival for Families*

FOR GROWN-UPS: HOW TO USE THESE CARDS

These twenty cards turn your Level 1 test evening into a game your children can help run. They follow the evening in Section 5.2 and the jobs in Section 5.1. They don't replace the Test Evening Checklist: the checklist stays with you, and the cards go to the children.

Before the evening

- [ ] **Read Chapter 5 first.** The cards assume your shelf is filled to your Level 1 line and your Starter Family Plan is on the refrigerator.
- [ ] **Print the cards and pick two to four for each child.** Each card shows the ages it suits and the category it helps with. Match the cards to the jobs your children already have, so the light keeper gets the light cards.
- [ ] **Read Safety Rules at a Glance from Chapter 3 together.** Every rule there applies to every card.
- [ ] **Keep a pencil and a sheet of paper on the kitchen table** for notes, as Section 5.2 shows.

How the cards work

- [ ] **Every mission is done with a grown-up nearby.** No card sends a child anywhere alone in the dark.
- [ ] ✋ **Grown-ups only.** A step with this mark is done by an adult. The child watches, holds the flashlight, or helps the way the card says.
- [ ] **One card, one job.** When a child finishes, they tick "Mission done" and bring you what they found.
- [ ] **What a card turns up goes in your notes as a fact,** not a feeling: "Flashlight in the toy bin, batteries dead."
- [ ] **The pass is yours.** Whether a category passes stays on The Three Checks sheet in Section 5.3, filled in by the adults. The "What Worked?" card is the children's version of the working test, not the decision.
- [ ] **A card can also be a short round between tests.** Section 10.1 suggests short games with the lights off in one room. Pick one card, play it, and turn the lights back on.

Safety rules on every card

- [ ] **Flashlights and battery lanterns only.** No card uses a candle or any flame.
- [ ] **No generator, grill, or camp stove indoors, in a garage, or in a carport,** or near doors, windows, or vents. No card uses one.
- [ ] **The stove is never used for heat.** No card uses the stove, for heat or for food.
- [ ] **The CO alarm test button is pressed with a grown-up right beside the child.** The alarm is loud, so warn the children first.
- [ ] **A baby under one never sleeps in a cold room.** If you have a baby, the warm room is where the baby sleeps.
- [ ] **The fridge stays closed.** A closed fridge keeps food safe only for a limited time in an outage, up to about 4 hours (Section 2.3).
- [ ] **Anyone can stop at any time.** If a child gets upset, turn on a light and sit together. Trying again another evening still counts.

Choosing cards by age

AGES	WHAT FITS	GOOD FIRST CARDS
3–5	One-step jobs, close to a grown-up	Flashlight Finder, Little Pourer, Table Helper, Story by Flashlight
6–9	Short counts, fetching, cranking	Light Keeper, Water Counter, Radio Cranker, First Aid Fetcher
10–13	Measuring, writing notes, numbers	Charger Captain, Battery Box Check, Number Keeper

Older children can take a younger child's card and lead it. A child who finds a card too easy is ready for the next one, as Section 10.3 suggests.

A sample evening with the cards

The cards follow the order of the test evening in Section 5.2. Here is one way to hand them out.

WHEN	CARDS
Lights off	Flashlight Finder, Light Keeper, Battery Box Check
The water check	Water Counter, Little Pourer, Towel Helper
Dinner from the food bin	Table Helper, No-Cook Snack Chef, Fridge Guard
Phones and news	Charger Captain, Radio Cranker
Warm room or cool room	Cozy Corner Builder or Cool Crew, Pet Buddy
Safety and the plan	Alarm Button Helper, First Aid Fetcher, Number Keeper, Map Maker
Bedtime	Story by Flashlight, What Worked?

You don’t need every card in one evening. Two to four for each child is plenty; the rest wait for a short round or the next review.

After the evening

Collect the cards, read the notes together the next morning, and fill in The Three Checks sheet (Section 5.3). Keep the cards with your plan for the next review.

This bonus is for general information and education and is not a substitute for professional advice. Supervise children around any equipment, tool, or flame. Follow instructions from local officials, and call 911 or your local emergency number if someone is in danger. Decisions about medicines and medical devices belong to a doctor, a pharmacist, or the manufacturer.

Light

AGES 3–5

FLASHLIGHT FINDER

Your mission: find your own flashlight in the dark and turn it on.

1. The lights go off. Wait a moment, and let your eyes get used to the dark.
2. Walk to your flashlight's spot: by your bed, or on its hook.
3. Turn it on and bring it to the living room.

GROWN-UPS ONLY
walk next to the child the whole way.

☐ **MISSION DONE**

What we noticed, for the notes sheet

Light

AGES 6–9

LIGHT KEEPER

Your mission: make sure every person has a working flashlight.

1. Count the people in the house tonight.
2. Ask each person to switch their flashlight on.
3. Count the flashlights that shine.

Flashlights that work: _____ of _____

If one doesn't work, tell a grown-up right away.

☐ **MISSION DONE**

What we noticed, for the notes sheet

Light

AGES 10–13

BATTERY BOX CHECK

Your mission: check the spare battery box against the lights.

1. Find the spare battery box by flashlight.
2. Count the lights in the house: flashlights and lantern.
3. Count the full spare sets in the box.

Lights: _____ Spare sets: _____

There should be one full set for each light. Write down what is missing.

☐ **MISSION DONE**

What we noticed, for the notes sheet

Water

AGES 6–9



WATER COUNTER

> *Your mission:* count the water jugs and check them against the line.

1. Find the water jugs by flashlight.
2. Count them, one by one.
3. Read the number on the note by the shelf.

Jugs on the shelf: _____ Number on the note: _____

Same number? Tell a grown-up.

☐ **MISSION DONE**

What we noticed, for the notes sheet

Water

AGES 3–5

LITTLE POURER

Your mission: help wash hands at the water station.

1. Hold the small cup with both hands.
2. Pour a thin stream over someone's hands. Stop.
3. Pour a little more to rinse.

A grown-up keeps the basin water for later.

GROWN-UPS ONLY
fill the small cup from the jug.

☐ **MISSION DONE**

What we noticed, for the notes sheet

Hygiene

AGES 3–5

TOWEL HELPER

Your mission: get the handwashing station ready.

1. Put one hand towel out for each person.
2. Put the soap next to the basin.
3. Show everyone which towel is theirs.

Towels out: _____

GROWN-UPS ONLY
set the basin in the sink and bring the jug.

☐ **MISSION DONE**

What we noticed, for the notes sheet

Food

AGES
3–5 + 6–9

FRIDGE GUARD

Your mission: keep the fridge door closed all evening.

1. Stand by the fridge with your flashlight.
2. If someone reaches for the door, say: "Fridge Guard! Is it time?"
3. The door opens only when a grown-up says so, and closes fast.

Times the door opened: _____

☐ **MISSION DONE**

What we noticed, for the notes sheet

Food

AGES 6–9

NO-COOK SNACK CHEF

Your mission: serve a snack that needs no stove and no fridge.

1. Open the food bin by flashlight.
2. Pick one snack your family likes.
3. Put it on paper plates, one for each person.

Snack I served: _____

GROWN-UPS ONLY
opening cans.

☐ **MISSION DONE**

What we noticed, for the notes sheet

Food

AGES 3–5

TABLE HELPER

Your mission: set the table for dinner without lights.

1. Get the paper plates and cups from the bin.
2. Put one plate and one cup at each place.
3. Put the forks and spoons next to the plates.

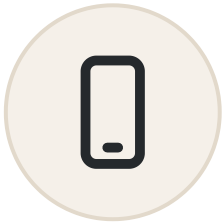
Places set: _____

☐ **MISSION DONE**

What we noticed, for the notes sheet

Charging

AGES 10–13



CHARGER CAPTAIN

Your mission: measure how much one power bank gives the phone.

1. Count the lights on the power bank before you start.
2. A grown-up plugs the phone in at the kitchen table.
3. When the phone is full, count the lights again.

Lights before: _____ Lights after: _____

Write both numbers on the notes sheet.

☐ **MISSION DONE**

What we noticed, for the notes sheet

Charging

AGES 6–9

RADIO CRANKER

Your mission: get the radio talking.

1. Crank the radio handle, slow and steady.
2. Turn the dial until you hear a voice.
3. Listen, and tell your family one thing you heard.

One thing I heard: _____

☐ **MISSION DONE**

What we noticed, for the notes sheet

Warmth

AGES 6–9

COZY CORNER BUILDER

Your mission: set up the warm room for the night.

1. Carry blankets and sleeping bags to the warm room.
2. Lay out one bed per person.
3. Help close doors and draw curtains.

Beds made: _____

A grown-up sets up any baby's own sleep space. Coats, hats, and socks go on early.

☐ **MISSION DONE**

What we noticed, for the notes sheet

Cooling (summer)

AGES 6–9



COOL CREW

Your mission: keep everyone cool on a hot evening.

1. Wet a washcloth for each person.
2. Bring everyone a cup of water.
3. Read the room thermometer and tell a grown-up the number.

Thermometer says: _____ °F

The window stays open while the fan runs.

☐ **MISSION DONE**

What we noticed, for the notes sheet

Safety

AGES 6–9

ALARM BUTTON HELPER

Your mission: test the carbon monoxide alarms.

1. Listen: a grown-up warns everyone that the alarm will be loud.
2. Press the test button until it beeps, then let go.
3. Go to the next floor together and test that alarm too.

Alarms that beeped: _____ of _____

GROWN-UPS ONLY
hold the step stool and stay right beside the child. Out of reach? You press; the child counts the beeps.

☐ **MISSION DONE**

Medicines and first aid

AGES 6–9

FIRST AID FETCHER

Your mission: find the first aid bag by flashlight.

1. When a grown-up asks, walk to the bag's spot.
2. Bring it to the kitchen table.
3. After the check, put it back in the same spot.

I found it in: _____

☐ **MISSION DONE**

What we noticed, for the notes sheet

Plan

AGES 10–13

NUMBER KEEPER

Your mission: know where the family's numbers are.

1. Show everyone where the emergency numbers are posted.
2. Say the out-of-area contact's number from memory.
3. Tell a grown-up when to call 911.

If someone is in danger, call 911. If you're not sure, call.

☐ **MISSION DONE**

What we noticed, for the notes sheet

Plan

AGES 6–9

MAP MAKER

Your mission: draw a map of where everything is.

1. Draw the rooms of your home on the back of this card.
2. Mark the flashlights, the lantern, the water, and the radio.
3. Mark the first aid bag and the warm room.

Things on my map: _____

☐ **MISSION DONE**

What we noticed, for the notes sheet

Pets

AGES 6–9

PET BUDDY

Your mission: make sure your pet is ready too.

1. Find your pet's water bowl and food.
2. Ask a grown-up how much water your pet gets.
3. Fill the bowl with that amount.

My pet's name: _____

GROWN-UPS ONLY
decide the amount, from the vet or the label.

☐ **MISSION DONE**

What we noticed, for the notes sheet

Light

AGES 3–5

STORY BY FLASHLIGHT

Your mission: tell a story by flashlight.

1. Sit together in the warm room.
2. Shine your flashlight on the wall.
3. Make shadow shapes with your hands and tell their story.

My shadow was a: _____

☐ **MISSION DONE**

What we noticed, for the notes sheet

All categories

AGES
ALL

WHAT WORKED?

For each one, tick what happened tonight.

Water: ☐ worked ☐ we found it

Food: ☐ worked ☐ we found it

Light: ☐ worked ☐ we found it

Charging: ☐ worked ☐ we found it

Warmth or cooling: ☐ worked ☐ we found it

Hygiene: ☐ worked ☐ we found it

Medicines and first aid: ☐ worked ☐ we found it

Give this card to a grown-up for the notes.

Our favorite mission tonight:

Our test evening



WE'VE GOT THIS

We turned off the lights, did our missions, and found what we needed.

Our family: _____

Date: _____

Missions done tonight: _____