

BE BOAT SAFE



ACTIVITY BOOK YEARS 5 AND 6

Name



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MAST

MARINE and SAFETY TASMANIA
making boating better

Four steps to remember before you go boating



STEP 1

Check your boat is safe



STEP 2

Check your safety equipment



STEP 3

Check the weather



STEP 4

Have a plan and tell someone

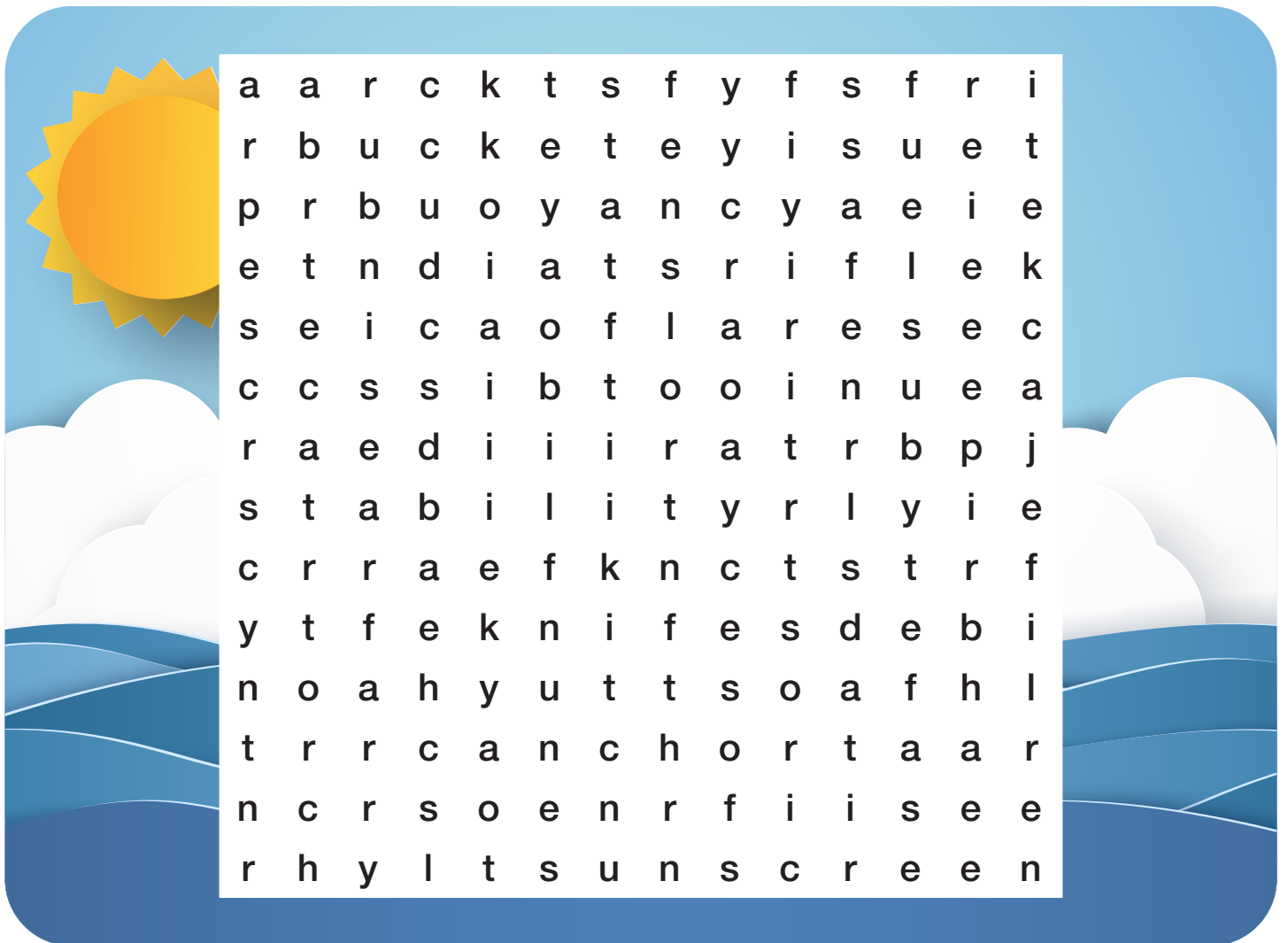
Step 1 - Check your boat is safe



Scan the QR code to watch the MAST 30 second challenge.

List 6 things that you need on your boat.

1	2	3
4	5	6



radio
anchor
buoyancy
first aid

torch
lifejacket
epirb
fuel

knife
sunscreen
stability
oars

flares
safety
bucket

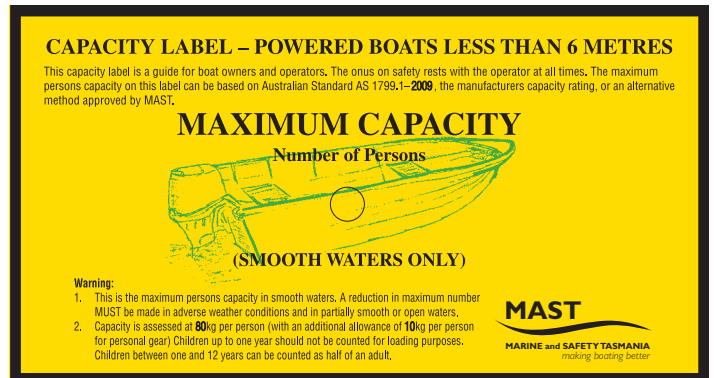
Boat Capacity

Overloading a boat is one of the easiest ways to capsize your boat. The more weight in the boat, the lower the boat is in the water.

So ... always check the capacity label in the boat before you leave.

Capacity is assessed at 75 kilograms per person plus 15 kg per person for personal gear.

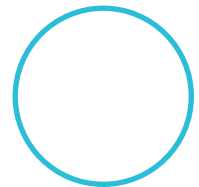
That makes 90 kilograms per person.



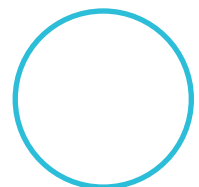
Remember that there must always be an adult onboard!



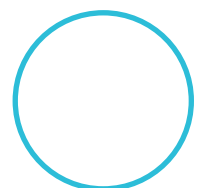
How many people can be in this boat?



How many people can be in this boat?



How many people can be in this boat?



Step 2 - Check your safety equipment



Life jackets

There are several different types of life jackets. The correct life jacket standard must be AS4758 and must be worn at all times by a child under 12 years when in a boat, on a kayak, paddleboard or similar.



Study the photos carefully and circle the one that is right for you.

Which lifejacket would you choose? Why?

Who should wear a lifejacket at all times when on a boat?

If you are on a paddleboard or kayak, do you need to wear a lifejacket?

Step 3 - Check the weather



When is it safe to go boating?

Wind is described using 12 levels and measured in knots.
(Not the knots that you tie!)

Level	Description	Knots (wind speed)
0 - Safe boating	Calm conditions and smoke rises vertically.	0 knots
1-3 - Safe boating	Light winds. You can feel the wind on your face.	10 knots or less
4 - Safe boating	Moderate wind. The waves are getting bigger.	11-16 knots
5 - Not so safe now	Fresh winds. White crests on the waves.	17-21 knots
6 - Not so safe now	Strong winds. Large waves	22-27 knots
7 - Too windy!	Near gale. White foam from the waves begins to be blown along the water.	28-33 knots
8 - Stay at home	Gale. Hard to stand up in the wind.	34-40 knots
9 - Stay at home	Strong gale. Very high waves, spray across the water.	41-47 knots
10 - Stay at home	Storm. Hard to see on the water, trees uprooted.	48-55 knots
11 - Take cover	Violent storm. Exceptionally high waves with ships occasionally lost from view behind the waves.	56-63 knots
12 - Take cover and hang on	Hurricane. The sea is completely white. Devastation!	Over 64 knots

Draw a picture to go with each level of wind category

0 knots

1-10 knots

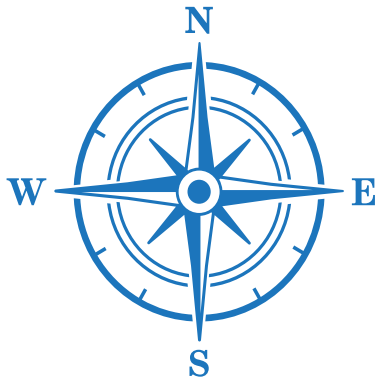
11-16 knots

22-27 knots

34-40 knots

Over 64 knots

What do you know about the wind direction?

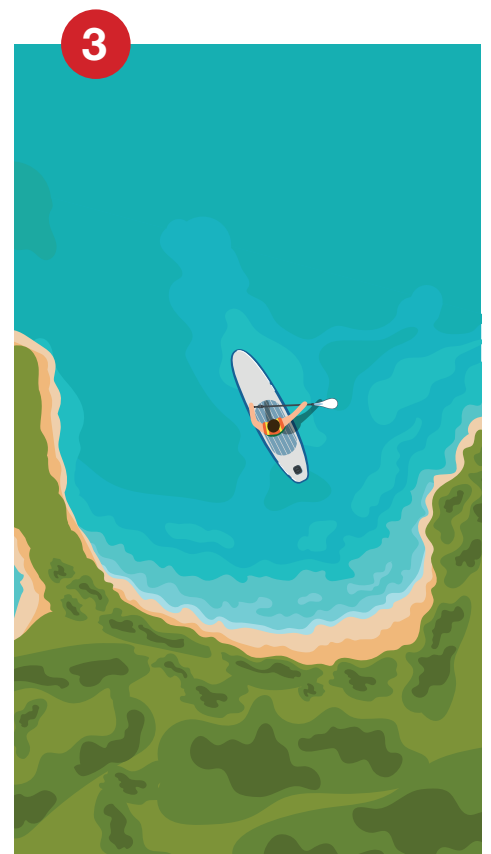
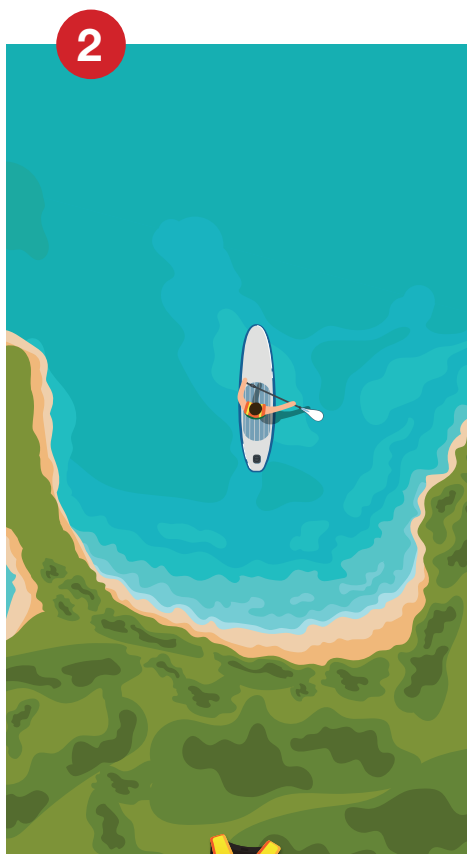
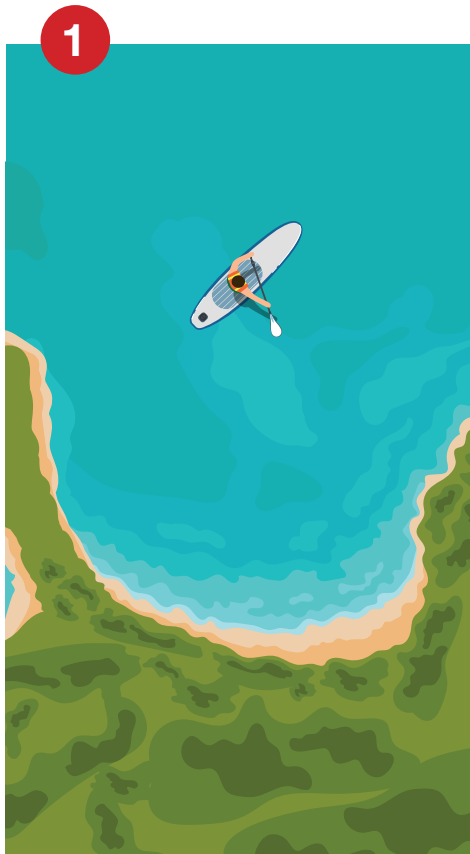


The wind can help us, but it can also hinder us when we are in a boat, on a paddleboard or kayak.

Here is a compass that helps tell us the direction of the wind. Remember, the wind is coming from that direction so you will be blown the opposite way!

- 1 The wind is blowing from the South. Draw an arrow to indicate which way the paddleboard will be moving on the water.
- 2 The wind is blowing from the West. Draw an arrow to indicate which way the paddleboard will be moving on the water.
- 3 The wind is blowing from the East. Draw an arrow to indicate which way the paddleboard will be moving on the water.

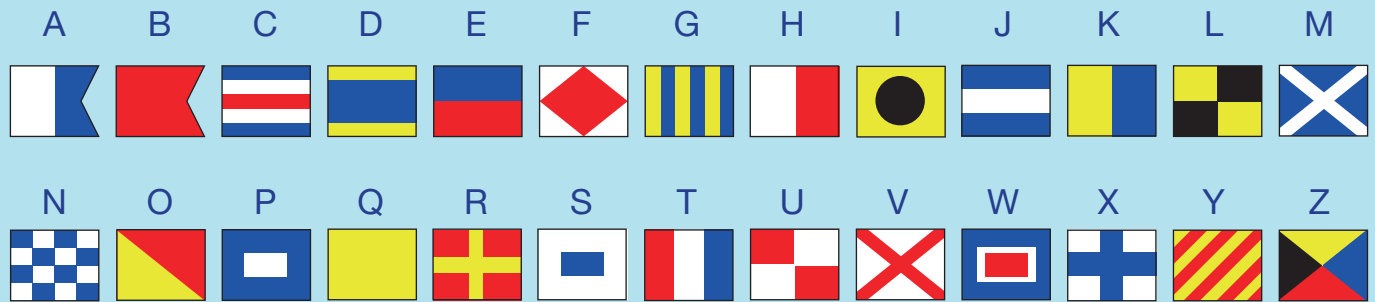
Which wind direction would not be safe? Why?



Step 4 - Have a plan and tell someone

CRACK THE CODE

Using the International Code Flags below – can you crack the code?



- You should always have an      with you in the boat.
- The information should include the number of       on board.
- You should also include      and     you are going.
- You need to have a     in case of an emergency.
- Trip details need to be left with a            person.

1

2

3

4

5

Draw the flags for the following words:

a) FUEL

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b) TIME

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c) NAME

--	--	--	--

d) PLACE

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