

The Passer-by

Scene

You are walking in a local park when you see several young people (15-16 years of age) running away from a person lying on the floor.

A jogger approaches this person and you see the jogger turning the person on the ground on to their side. You hear the jogger shouting for help and you quickly make your way to them.



Image 1 Prostooleh-Freepix.com

You see that the casualty is approximately 15 years of age they are lying in the recovery position surrounded by several empty cans and bottles. You then speak to the jogger.

Helper: What's going on?

Jogger: I think he/she may be choking. Do you have a mobile phone?

Helper:: Yes. I'll get an ambulance.

You then ring 999 and have the following conversation with the telephone operator.

Operator: Which emergency service do you require?

Helper: Ambulance and hurry.

Operator: Connecting you now.

Ambulance Operator: What is the nature of the emergency?

Helper then describes what is happening (unconscious casualty in recovery position, persons who had run off, location of incident, possible reason for casualty's state-empty alcohol bottles). The operator will require as much information as possible.

Use your imagination to answer questions such as the exact location of the casualty in the park.

Adnodd 3b. – Resource 3b.

For instance, “Near the children’s playground.”

AO: Does the casualty have any visible injuries?

H: No

AO: Is there any further danger to the casualty or others?

H: What do you mean?

AO: Is there any broken glass around the casualty?

H: No

AO: Is there any sign of his friends returning?

H: No

This might seem a strange question but if they did return and they were under the influence of alcohol their perception of the scene might be irrational. They may see the helpers as a threat and be hostile towards them. The helpers’ safety is just as important as the welfare of the casualty.

AO: An ambulance is on its way and will be with you in two minutes.

The AO will then take details of the caller, which are logged on the incident.

End of role-play.