



TOOL

That's the last drop!



Title : That's the last drop! | *Developed by* : DREAL PACA

Topics : Flood | *Website* : <https://www.paca.developpement-durable.gouv.fr/une-goutte-de-trop-jeu-collaboratif-sur-la-gestion-a13958.html>

Description

This is a cooperative game. The aim is to help each other to form crisis management teams before flooding occurs in one of the 3 mediterranean municipalities in the catchment area.

Players have to assemble crisis management characters with the tools they need to prepare for flooding. Of course, it's complicated to predict the exact timing of a storm, so it's up to the players to be as prepared as possible.

Duration

20 min

Resources needed

To use the tool, we need:

- Game rules;
- Card game;
- Game board.

Age

Primary School : 5 to 11
years old

Relevance to CRISEPAC Objectives

This tool responds to the objectives of the CRISEPAC project because it allows young people to put themselves in a situation and understand how an area is organised for crisis management.

Expected outcomes

- To improve knowledge of the functioning of the region, its watercourses and the water cycle;
- Understand all the mechanisms involved in flooding in the Mediterranean environment;
- Understand flood risk management at the level of the individual, the school and the local authority;
- Learn how to live with the risk of flooding.

TOOL



That's the last drop!

Management

The teacher is the facilitator of the game and ensures that the essential points are covered.

Risk prevention

This cooperative game highlights the importance of working together to better prepare for the next disaster. By forming crisis cells, they get a better understanding of how an area is organised to prepare for risks.

Others

Weaknesses

The game can only be played by a maximum of 12 players.

Mediterranean area

The teacher must prepare the game before and prints board, cards and rules.

Possible adaptations

Depending on the teacher's wishes, it can be adapted to a larger group, either by dividing the class into two workshops, one doing the card game and the other working on the same subject but with a different activity. Or by dividing the class into two groups working on two different areas with different risks and/or different issues.

Strengths

- Cooperation and teamwork;
- Approach of crisis management;
- Playful activity.

Climate change

Flooding will become increasingly intense as a result of global warming, due to the phenomenon of evaporation and cloud formation.

That's the last drop!

Methodologies

Number of players: Multiple of three

Assemble 6 cards on the game board on a table to form the catchment area. Each player or team chooses the commune they wish to manage:

- Coastal municipality
- Lowland municipality
- Mountain community

Distribute 5 cards to each player and continue distribution.

Shuffle the remaining pile of cards and place it in the centre as a draw pile.

Game play:

Players take it in turns to play. On each turn, players can choose between :

- Ask the others for a card
- Give a card to another player
- Place on the table a reconstituted pair of cards from the community cell they manage
- Place one of the common pairs on the table
- Pick a card and take the risk of coming across a 'heavy rain' or 'hazard' card.

To win, you need to pick a card at the right moment, inform your team-members intelligently and memorise the other players' requests before the flooding occurs.

More informations : Charline Morin - 09 53 61 19 20 - charline.morin@mayane.eu