



TOOL

Risk Box



<i>Title</i> :	Risk Box		<i>Developed by</i> :	French Government of Ecology
<i>Topics</i> :	Flood Wildfires		<i>Website</i> :	https://www.ecologie.gouv.fr/dossiers/boite-risques

Description

This tool is a fun way to learn about the two natural hazards that have the greatest impact in France. The game puts participants in a fictitious situation: a 30-minute immersion to come to the aid of a departmental councillor. Accompanied by an animator, players have to collect the right reflexes to adopt in the face of a natural risk to help the elected representative protect its population.

The game is divided into 3 stages:

- Reading the worksheets to solving 4 enigmas;
- Finding the right reflexes through a series of collaborative games;
- At the end of the game, there's a chance to discuss natural hazards and good habits with the facilitator.

Duration

45 min

Resources needed

To use the tool, we need:

- Computer and projector;
- Printing activities;
- Instructions and correction.

Age

Broad Range: 9 to 18
years old

Relevance to CRISEPAC Objectives

This tool responds to the objectives of the CRISEPAC project, focusing on prevention and preparedness for flood and fire.

Expected outcomes

- Reflections;
- Know about natural risks (flood, fire);
- Learn about disaster prevention and disaster preparedness;
- Raising awareness and preventing natural risks.

Risk Box

Management

The teacher guides the groups to do the activity.

Everything it's explain in the instructions. It's necessary to prepare before because some activity have to be print and cut.

Risk prevention

- How to do an emergency kit?
- How to prevent flood and fire/How to protect your house when there is a fire?
- How do you stay inform during a flood?
- What to do when a fire begins?
- What are the right reflexes for the flood and fire?

Others

Weaknesses

Some activities cannot be realized by student under 11 years old or they need to be help by the teacher depends of the level of the class.

Need a preparation before the activity.

Strengths

- Cooperative;
- Know what to do in the flooding or wildfires;
- Involve the audience.

Possible adaptations

It is possible to do both activities at the same time, with one group doing the floods and the other the wildfire, followed by a whole-class presentation.

Alternatively, a single activity (flood or fire) can be chosen and divided in several groups, with the teacher correcting the results all together.

Climate change

Natural hazards will be much more intense and more common because of global warming.

Methodologies

The facilitator begins the game by telling an initial scenario.

They have 30 minutes to resolve the issues, and at the end a general assessment will be made of the responses.

The aim is for everyone to agree on the decisions to be taken in response to the current crisis.

Each group is given a booklet to fill in throughout the game.

The enigmas are available for each group.

More informations : <https://www.ecologie.gouv.fr/> - boite-a-risques@developpement-durable.gouv.fr