

What happens if

Objectives

- Get to know the correct behaviour in case of an emergency.
- Stimulate creativity and problem solving

STEP BY STEP

BEFORE STARTING

The teacher asks the class to indicate whether and what calamitous events they are familiar with. You may decide to stimulate the class using the following events as examples: earthquakes, floods, landslides, tsunamis, fire.

ILLUSTRATED CARDS

You are asked to draw cards for each of the events listed (it is important to use a stiff card and draw the pictures clearly, as they will be used later in the game). Everyone can interpret the event in their own way, depending on the idea they have. For example, you can draw a wave to represent the tsunami, or the earth split to represent the earthquake. Alternatively, you can use the cards in the attachment "What happens if - Playing cards" (below).

LET'S PLAY!

The class is divided into small groups. Each group chooses a previously illustrated event and writes down a set of correct behaviours and a set of behaviours to avoid. The teacher hands each group a set of right and wrong behaviours. He/she can use the behaviours proposed in the attachment "What happens if - Palying cards" (below) as an example.

CONCLUDING THOUGHTS

All the correct behaviour associated with each event is written down on a blackboard and the knowledge one had is compared with the knowledge one has after the game. The teacher can stimulate reflection by proposing

these questions:

- Did you know all these behaviors?
- Are there behaviors you did not expect?
- Would you have any other suggestions?

ATTACHMENTS



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What happens if - Playing cards