



TOOL

Stop disasters



Co-funded by
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Title : Stop disasters | *Developed by* : UNDRR

Topics : Natural disaster | *Website* : <https://www.stopdisastersgame.org/>

Description

This online game teaches adults and children how to build safer villages and cities against disasters. Users learn through playing how the location and the construction materials of houses make a difference when disasters strike and how early warning systems, evacuation plans and education save lives.

The game explores natural risks such as tsunamis, earthquakes, floods and forest fires in different parts of the world.

Duration

10 to 20 min

Resources needed

To use the tool, we need:

- Computer;
- Install the game or access to internet.

Age

Broad Range: 9 to 16
years old

Relevance to CRISEPAC Objectives

because this game puts the players in a situation where they have to protect their territory depending on the risk.

Expected outcomes

- Understanding the organisation of a region;
- Observe the difficulties depending of a territory or the natural risk;
- Implementing solutions;
- Know about disaster prevention;
- Know your vulnerability.

Stop disasters

Management

The game can be played individually after a course on natural disasters or with the teacher guiding the children on the strategy to take.

An introductory lesson is necessary.

Risk prevention

The whole strategy of the game is based on risk prevention.

Others

Weaknesses

- Online game;
- The teacher must have some knowledge about risk prevention.

Strengths

- Playful activity;
- Interactive game;
- Participative;
- Immersive;
- Strategy game.

Possible adaptations

Teachers can use this game as a concluding exercise or to complement their lessons on natural disasters.

Whole class or half group to work on an additional disaster. For teenagers, it can be played in pairs.

Climate change

The IPCC report predicts more intense and more frequent natural disasters as a result of global warming.

Growing population and urbanisation are increasing the risk of exposure to natural hazards.

Methodologies

This simulation game involves five scenarios, requiring players to save lives by building upon an established community and providing defences and upgraded housing to prepare for an inevitable disaster. Each scenario can be played on easy, medium or hard difficulty levels, and takes between 10 and 20 minutes, depending on the disaster and your skill level.

The natural disasters covered are:

- Tsunami - South East Asia in a coastal village;
- Earthquake - Eastern mediterranean in a lowland hills;
- Flood - Eastern/Central Europe in a valley flood plains;
- Wildfire - Central Australia in a arid plains;
- Hurricane - The Caribbean in a caribbean island.

The game has three levels of difficulty (easy to difficult). At each level, you are assigned a budget to protect your territory, a time limit before disaster strikes and a population to protect.

The game can be used in classrooms composed of children 9-16 year old as well as in environments of higher learning. That way everyone will learn more about preventing disasters.

More informations : UNDRR - <https://www.stopdisastersgame.org/>