



From
the People of Japan



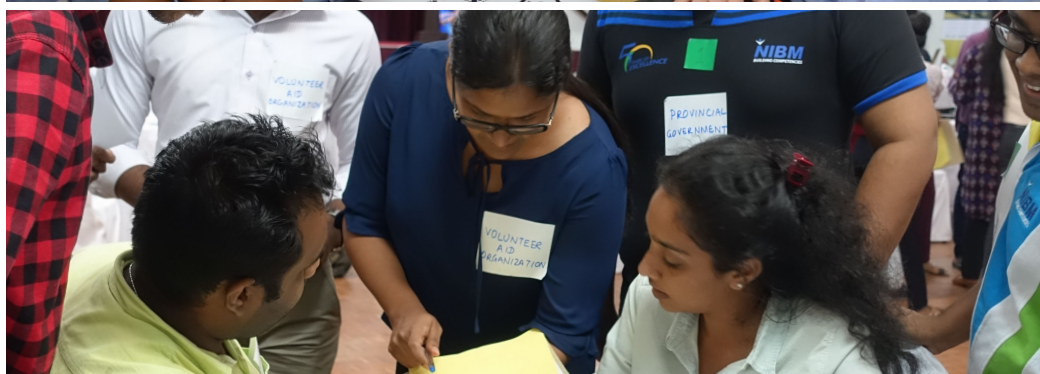
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DISASTER RESPONSE ROLEPLAY SIMULATION

A READY-TO-USE TOOL FOR EDUCATORS AND PRACTITIONERS



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INTRODUCTION

DESCRIPTION

This activity is a two-hour roleplay simulation for 12-30 participants of at least 13 years of age in a classroom, workshop or professional setting. Participants respond to flooding within a single community over the course of three simulated days as community members, government officials and aid workers. The simulation requires minimal resources and can be conducted by a facilitator without any specific expertise. Participants do not need previous experience or knowledge about disasters. This activity focuses on communicative challenges, rather than on complex logistics.

LEARNING OBJECTIVES

- Recognize the communicative and emotional challenges of experiencing and responding to disasters in a community
- Develop communication skills for high-pressure disaster situations
- Inspire thought and action on disaster preparedness, response and risk reduction

RATIONALE

This activity simulates communicative challenges that emerge in a single community during a disaster. Each group is given unequal resources and responsibilities, which necessitates communication, cooperation and preparedness. Participants confront the scarcity of three resources: food, water and evacuation capacities. Interpersonal and communicative challenges emerge due to limitations of resources, information, time and movement. This activity is designed to reward clear communication, cooperation between communities and organisations and disaster preparedness. It also incorporates some key issues in disaster management such as the disparate effects of disasters based on socioeconomic status and bodily ability. Although this activity focuses on severe flooding, its lessons are applicable to any emergency in which groups must communicate about and manage scarce resources in a short amount of time.

This activity is designed as a simplified simulation that is accessible to a wide variety of participants including community members, students at secondary schools and universities, and professionals. An individual can facilitate this roleplay simulation with minimal resources and expertise. Since the focus of this simulation is on communicative challenges, the operational logistics of disaster management have been simplified considerably in contrast to most real-world situations. However, disaster management practitioners may benefit from participating in this

roleplay simulation as an opportunity to experience and reflect upon the emotional challenges faced by families during disasters. However, it is not a high-fidelity simulation, drill, or SimEx to prepare disaster management practitioners in standard operating procedures. While such high-realism simulations are undoubtedly crucial in strengthening institutional disaster preparedness, they are often not accessible or appropriate for the broader public.

“By engaging in this roleplay simulation, participants are immersed in an approach to disaster management that centres around live experiences within communities.”

By engaging in this roleplay simulation, participants are immersed in an approach to disaster management that centres around live experiences within communities. As in the real world, the majority of participants are not placed in the roles of disaster management practitioners, but rather experience disaster as members of families and communities with their own specific concerns and vulnerabilities. Therefore, this roleplay simulation differs from top-down approaches to disaster management that often downplay the role of community agency, instead letting participants

experience first-hand the vital role that community members play in disaster preparedness and response.

This activity gives participants a sense of genuine agency and allows for learning through making mistakes and reflecting upon them afterwards. For example, those roleplaying as government officials do not receive explicit instructions to methodically assess the needs of the community. Instead, they are presented with a situation that challenges them to identify their responsibilities and meet them using their resources. If they fail to adequately determine the needs of families, they experience immediate consequences that demonstrate why disaster needs assessments are so essential. The immersive and dynamic nature of this roleplay simulation is intended to inspire reflection and further interest in disaster management at a practical, professional and theoretical level.

This roleplay simulation was designed by the United Nations Volunteers as part of a global effort to train volunteers in disaster management. In a global context of increasingly frequent disasters, volunteers are often the first to respond to disasters when they occur. The Sendai Framework for Disaster Risk Reduction, a 2015 agreement between member states of the United Nations, identifies volunteers as key stakeholders in disaster management and the training of volunteers as a vital element in global disaster risk reduction. Similarly, the Sustainable Development Goals set by the United Nations General Assembly assign a significant role to volunteers in fostering sustainable communities. This roleplay simulation is a training tool to engage volunteers around the world.



■ ROLEPLAY SIMULATION



PREPARATION

The key to a successful roleplay simulation is the facilitator's preparation and leadership. As the facilitator, you will introduce the roleplay simulation to your participants and ensure that it progresses according to the actions of the participants. This document will guide you step-by-step through the roleplay simulation. By becoming familiar with the instructions and materials, you will be ready to lead a roleplay simulation that will educate your participants on the communicative challenges faced during disasters and help prepare them to react and communicate in a real-world disaster situation.

► ESTIMATED ACTIVITY TIME

The duration of this activity depends on the abilities of the participants, as well as the depth of discussions before and after the activity. The roleplay itself is expected to take one hour and 15 minutes. For older participants or participants of exceptional ability, the intensity of the roleplay simulation can be increased by making each round's countdown timer shorter by a few minutes. The entire activity, including discussions and briefings, is likely to take two hours. For younger participants, explanations may take longer and therefore the length of the entire activity may increase.

► PARTICIPANTS

The roleplay simulation is ideal for 12-30 participants, although it can be played with as few as 6. Since participants will be required to rapidly interpret complex information and respond independently, the recommended age of participants is at least 13.

► MATERIALS

- Room with adequate space to separate your participants into six groups
- Stopwatch or another countdown timer
- One print copy of this document for your reference
- 7 print copies of the Local Map
- 7 print copies of the Peak Flood Map
- 7 print copies of each Main Prompt
- One print copy of each Group Prompt
- One print copy of each Action Card
- 5 print copies of the Severe Need for Food Prompt
- 5 print copies of the Severe Need for Water Prompt
- 5 print copies of the Medical Emergency Prompt
- 12 Severe Need for Food badges
- 12 Severe Need for Water badges
- 12 Medical Emergency badges
- 6 large envelopes or folders
- One roll of tape
- 36 food tokens
- 36 water tokens (each water token represents 3 litres)

Printable materials have been provided at the end of this document. Additionally, you may display Main Prompts, the Local Map and the Peak Flood Map on a projector if one is available.

If possible, place each group's Day 1 materials into separate envelopes before conducting the simulation. Each envelope should contain the Day 1 Main Prompt, Day 1 Group Prompt and Day 1 Action Card corresponding to that group (except for the Volunteer Aid Organisation, which has no Action Card on Day 1). In addition include in the envelope the Printed Local Map. Finally, include the amount of starting food and water indicated on the Day 1 Group Prompt for each group:

Group	Day 1 food	Day 1 water
Family 1	2 packets	None
Family 2	4 packets	9 litres
Family 3	7 packets	30 litres
Family 4	None	None
Provincial Government	12 packets	30 litres
Volunteer Aid Organisation	None	None



This roleplay requires tokens to represent food and water to be used during the roleplay simulation. It is ideal to use the printable tokens provided at the end of this document. Otherwise, tokens should be shaped from a sturdy material such as cardboard and small enough to fit in the envelopes. Food tokens could resemble food packets and water tokens could be in the shape of a water bottle.

Each food token represents one food packet. Each water token represents 3 litres of water. If making your own tokens, label each water token with “3L” to make this clear.

USE OF LOCAL TERMINOLOGY

General terminology has been used when possible. It may be beneficial to adapt some of the terminology to suit your local context. In particular, the Provincial Government and the Community Leader positions could be given titles specific to your country. For example, the “Community Leader” could be renamed “Alcalde” in parts of Latin America, “Grama Niladhari” in Sri Lanka, or “Penghulu” in Malaysia and Brunei.

Some terms used throughout this document that may be adapted to local terminologies, languages and situations include:

- Community Leader
- Volunteer Aid Organisation
- Provincial Government
- Lanoda
- Colis
- National Disaster Management Agency
- International Disaster Aid Charity

RULES

These rules are intended for the roleplay simulation facilitator only. Do not show them to participants.

The activity simulates the progression of severe flooding over three days. Participants are separated into six groups, each representing a particular actor responding to the disaster. At the beginning of each day, read the corresponding Main Prompt aloud to all participants. Once you have finished reading the Main Prompt, deliver printed Group Prompts and Action Cards for that day to their corresponding groups.

Divide the groups into two sides of the room. All four families begin on one side of the room, which represents the village of Lanoda. The Volunteer Aid Organisation (VAO) and the Provincial Government are on the other side of the room, which represents the town of Colis. During the roleplay simulation, participants are allowed to talk with anyone on their side of the room, including those of other groups. They are also allowed to give food or water to other groups on the same side of the room, except for families in Lanoda on Day 2. Participants cannot show their Group Prompts to

members of other groups. They cannot look at the Group Prompts of other groups.

By the end of each day, all families must secure one food packet and 3 litres of water for each family member. The food and water needs of each family correspond to the number of family members described in the group prompt, and not to the number of simulation participants in each group. Families can give food and water to other families. At the end of each day, families must submit that day's Action Card to the facilitator, along with the food and water tokens required for that day. The facilitator then counts the food and water tokens provided to ensure that they meet that family's requirements listed on the Action Card. Families who have already evacuated still need to secure food and water.

Families who do not meet their food or water requirements receive the corresponding Severe Need Prompt and Severe Need Badge from the facilitator. For each family member whose needs were not met, attach a corresponding Severe Need Badge to one of the participants in that group. To remove their badges, those family members must fulfill that extra food or water requirement on the next day in addition to their normal food and water requirements. Families who have already received a Severe Need Prompt on the previous day and again fail to meet their requirements receive a Medical Emergency Prompt in addition to a second Severe Need

Badge. Families who have already received a Medical Emergency Prompt and still fail to meet their needs can be said to be in critical medical condition, or to have passed away.

When families are evacuated from Lanoda, move them across the room to the Colis side after receiving their Action Card at the end of Day 1. Family 3 and Family 4 do not need boat assistance on Day 1, and can evacuate if they so choose. Family 1 and Family 2 require boat assistance, so they can only evacuate on Day 1 if they have written on their Action Card that they would like to evacuate, and if the Provincial Government has written on their Action Card that they are sending boat evacuation assistance to that family. If a family is not willing to evacuate on Day 1, but receives boat evacuation assistance, then they are evacuated only if the Provincial Government has written on their Action Card that they want to forcibly evacuate the family.

On Day 2, families can only evacuate from Lanoda if they receive boat evacuation assistance from the VAO. Family 1 is safe even if they have not evacuated by the end of Day 2. If families 2, 3, and/or 4 have not evacuated by the end of Day 2, all participants in that group receive Medical Emergency badges.

On Day 3, all groups can cross the centre of the room. All families can freely evacuate, but they still must secure food and water.

BRIEFING GUIDE

Gather all participants together to introduce the roleplay simulation. First, explain the purpose of the roleplay simulation. Then, describe the setting in which it takes place. Next, explain the roles of the Provincial Government and the Volunteer Aid Organisation. Finally, explain the basics of the rules and how the simulation will progress. Ask participants if they have any questions but be careful not to reveal any of the surprises that will come in Day 2 or Day 3.

An effective briefing may discuss these key points:

- This is a roleplay simulation that places you within a community next to a river as it begins to flood
 - You will experience the challenges of communicating during a disaster
 - You will be playing a role, meaning you must act, speak and think as if it was real
 - By the end of the roleplay simulation, you will have a better understanding of why it is important to prepare for disasters long before they happen
- The roleplay simulation takes place in Lanoda, a small village along a large river
 - Some of you will roleplay as families in Lanoda
- About 20 kilometres away is the larger town of Colis
 - Both the Provincial Government and the Volunteer Aid Organisation (VAO) have offices in Colis
 - Some of you will roleplay as government officials or as workers for the VAO
 - The Provincial Government is responsible for knowing the needs of the citizens of Lanoda and making sure that they are safe if disaster strikes
 - The VAO has developed a good relationship with families in Lanoda after many years of aid and development work in the village
- The roleplay simulation will be played in three rounds
 - Each round represents a day
 - You will be divided into groups
 - Families will be on one side of the room, in Lanoda
 - Families must secure food and water each day to survive
 - The Provincial Government and the VAO will be on the other side of the room, in Colis
 - You can speak with, give food, and give water to people on the same side of the room as you
 - You cannot cross over or talk with groups on the other side of the room unless you are told otherwise
 - Each group will receive a Group Prompt that explains what they are experiencing on each day
 - By the end of each day, you may take an action by giving me an Action Card
 - The decisions you make could mean life or death for the families of Lanoda

STEP-BY-STEP INSTRUCTIONS FOR THE FACILITATOR

► BRIEFING

Explain to the participants the objectives of the roleplay simulation, the setting and the basic rules.

► SETUP

1. Separate participants into six approximately equal groups
2. Divide the groups into two sides of the room, with two groups on one side and four on the other
3. Give one envelope to each group, ensuring that the side with two groups receives the envelopes for the Provincial Government and the VAO, and the side with four groups receives the envelopes for the four families

DAY 1

1. Read Day 1 Main Prompt aloud to all participants
2. Remind participants that they cannot communicate with groups on the other side of the room in any way, nor can they give tokens to groups on the other side of the room, unless their Group Prompt says otherwise
3. Begin 20 minute countdown timer
4. Post Day 1 Main Prompt and Local Map for all to see
5. Give each group their corresponding Day 1 Group Prompt and Action Cards, along with the appropriate amount of food and water tokens as per the Group Prompt
6. When the countdown timer reaches zero, announce the end of Day 1 and instruct all participants to return to their groups
7. Receive Action Card from the Provincial Government
8. Receive Action Cards and tokens from the four families
9. Determine outcomes of food and water needs based on tokens provided by families
10. Make a note of which families did not meet their food and water needs and thus will receive a Severe Need Prompt and Badges on Day 2
11. Determine outcome of the evacuation based on the Action Card of the Provincial Government and move the evacuated family to the other side of the room

DAY 2

1. Read Day 2 Main Prompt
2. Remind participants that they cannot communicate with groups on the other side of the room in any way, nor can they give tokens directly to groups on the other side of the room, even if they were able to on Day 1
3. Begin 15 minute countdown timer
4. Post Day 2 Main Prompt and Peak Flood Map for all to see
5. Give each group their corresponding Day 2 Group Prompt and Action Cards
6. Give Severe Need Prompts and Badges to families who did not meet their food and water needs on Day 1
7. Give 10 food packets and 18 litres of water to the VAO
8. When the countdown timer reaches zero, announce the end of Day 2 and instruct all participants to return to their groups
9. Receive Action Card and tokens from the VAO
10. If the VAO decided to distribute food and water, give their tokens to families according to the VAO's Action Card and allow families to add any newly received tokens to their submission to fulfill their needs
11. If the VAO decided to evacuate a family, determine the outcome of the evacuation based on the Action Card and move the evacuated family to the other side of the room
12. Receive Action Card from the Provincial Government
13. Receive Action Cards and tokens from the four families
14. Determine outcomes of food and water needs based on tokens provided by families
15. Make a note of which families did not meet their food and water needs and thus will receive Severe Need Prompts and Badges or Medical Emergency Prompts and Badges on Day 3

DAY 3

1. Read Day 3 Main Prompt
2. Announce that all participants can cross the centre of the room and give or receive food and water
3. Begin 15 minute countdown timer
4. Post Day 3 Main Prompt and Local Map for all to see
5. Give Family 2 and the VAO their Group Prompts
6. Give Medical Emergency Prompts to all participants of Families 2, 3, and 4 if they did not evacuate during Day 1 or Day 2
7. Give Severe Need Prompts and Badges or Medical Emergency Prompts and Badges to families who did not meet their food and water needs on Day 2
8. Give either 20 food packets or a 42 litres of water to the Provincial Government, according to the decision indicated on their Action Card from the previous day
9. If groups do not seem to be discussing the International Disaster Aid Charity fund, you may intervene halfway through Day 3 and instruct the families that they each have two minutes to present their case to the group as to why they should receive the fund
10. Receive Action Cards and tokens from the four families
11. Announce which family the Community Leader has chosen to receive the disaster recovery fund
12. Announce the end of Day 3 to conclude the roleplay simulation

► **DISCUSSION**

Gather all participants together and ask questions to guide a discussion about their experience with the roleplay simulation.

► **DEBRIEFING**

Conclude the activity by presenting to participants the most important lessons learned.

DISCUSSION

Gather your participants into one group and guide a discussion to reflect on their experience. An effective discussion may explore these questions:

- What were the main challenges you faced during the roleplay simulation?
- How did you feel on Day 1?
- Did the families share resources to survive?
- Did the Provincial Government and the Volunteer Aid Organisation communicate with others to figure out how much food water each family needed?
- Did you choose to evacuate on Day 1? Why or why not? What were the consequences?
- Were any families forcibly evacuated? Why was this decision made? How did it make you feel?
- How did you feel on Day 2?
- How many of you were in a family that got a Severe Need Prompt on Day 2? On Day 3?
- How did you decide which family to recommend for the disaster recovery fund?
- Were certain families more vulnerable than others? Why or why not?
- If you did the roleplay simulation again, what would you do differently?
- Why is it important for members of a community to cooperate with one another before, during, and after a disaster?
- In addition to food, water, and evacuation, what other resources might be scarce during a real-world disaster situation?
- What other challenges that were not in this simulation might families face during a real-world disaster situation?
- What other challenges that were not in this simulation might governmental and non-governmental organisations face during a real-world disaster situation?
- Are you prepared for a disaster in your real-life community, school, or workplace? What steps can you take to prepare?

DEBRIEFING GUIDE

Debriefing your participants will help them understand how the roleplay simulation experience relates to the real world. Explain to participants the complexities of real-world disaster preparedness, response, and recovery. An effective debriefing may explain these points:

- Effective communication is necessary for disaster preparedness and response
 - At the same time, disasters bring many serious challenges to communication
 - In real life, communication is difficult during disasters because people often experience serious emotional distress, loss, and trauma
-
- The logistics of coordinating disaster preparedness and response are far more complex than in this roleplay simulation
 - Flooding can happen over the course of a few hours and last far longer than three days
 - Other types of disasters present different sets of challenges
 - Technical challenges include preparing for disasters, securing funding, establishing lines of communication and transportation, coordinating between many organisations, communicating with the media, mobilizing volunteers, addressing public health emergencies, mapping and assessing impacts, and rebuilding communities after disasters
-
- Communities play a very important role in disaster preparedness and response by meeting to discuss disaster risks, determine evacuation routes, delegate responsibilities, and share resources
 - Not all communities or people within communities are equally vulnerable to disasters
 - Low-income communities and rural communities are more vulnerable to disasters because they often lack legal titles to property, live in disaster-prone areas, and have less access to resources
 - Within communities, women, children, and people with disabilities are more vulnerable to disasters
-
- Governmental and non-governmental organisations generally take steps to prepare for disasters well in advance

- Long before disasters, organisations gather demographic and statistical data on populations to make assessments about risks and needs in case disaster strikes
 - During disasters, organisations follow standard operating procedures for an effective response
 - Disasters have lasting effects on communities, and therefore disaster recovery is just as important as disaster preparedness and response
-
- By participating in this roleplay simulation, you are now part of a global effort for disaster risk reduction
 - The Sendai Framework is a United Nations agreement between governments around the world to reduce the risk of disasters
 - The Sendai Framework says that volunteers are very important in managing disasters, because they are often the first people on the scene of a disaster
 - Make sure you have a plan for disasters in your community, school, and/or workplace
 - Do you have emergency food and water stored in your home?
 - Do you know who you can contact in case of disaster?
 - Do you know the evacuation routes from your home?
 - Do you know where your nearest emergency shelter is?
 - Are there people in your community who may need extra assistance in case of emergency?
 - To contribute to disaster preparedness, get involved now with local, national, or international organisations that work in the field of disaster management



■ APPENDIX I: GLOSSARY

Roleplay simulation: An activity in which people make decisions according to a hypothetical scenario, see the results of their actions, and then make new decisions

Simulation facilitator: The person or people in charge of running the simulation

Disaster management: Policy and action that aims to lessen the impacts of disasters, with attention to preparedness, response, and recovery

Development: Intentional efforts to improve the lives of social groups who experience poverty or other challenges

Non-governmental organisation: An institution not affiliated with any government that helps communities address particular social, political, or economic problems

Aid organisation: A non-governmental institution that helps countries and communities to meet their basic needs, especially in times of crisis

Provincial government: A governmental authority below the national level that oversees a single region, state, or district of the country

Evacuation: Quickly leaving a place to avoid immediate harm

Relief centre: A place designated to provide people with food, shelter, and medical attention in event of an emergency

Flood gauge: A tool that measures and shows how much the water level of a lake or river has changed

■ APPENDIX II: PRINTABLE MATERIALS ■

DAY 1 PROMPTS AND ACTION CARDS

DAY 1 ► **MAIN PROMPT**

The village of Lanoda is a farming community along the banks of a large river. Although the river is important to the people of Lanoda for growing food, bathing, and relaxing, it also has flooded a number of times in the past. Some community members say that the floods seem to happen more often with each passing year.

Lanoda has had an unusual amount of rain this past month. Last night, a rainstorm swept over Lanoda and caused torrential downpours. The river has overflowed, covering the streets with standing water. The waters have risen past the yellow marker on the village flood gauge, which means that community members should think about evacuating from the village. The National Meteorology Agency forecasts continuous rainfall over the next two days.

The road from Lanoda to the nearest town is already flooded with knee-deep water. The name of the town is Colis, which is 20 kilometres away from Lanoda. Colis is safe from flooding. It is also the location of both the Provincial Government and the regional office of the Volunteer Aid Organisation (VAO). Both the Provincial Government and the VAO have been notified of the flooding in Lanoda and are preparing their emergency response efforts. Some aid workers of the VAO are visiting the community to assess the situation.

Back in the village of Lanoda, piped water has not been working since last night's storm. The community well, which is built on low ground, is unsafe to drink because it has been contaminated by floodwater. Community members are worried about getting food and drinking water for themselves and their loved ones. Some are considering evacuating down the partially-flooded road to Colis, but others do not want to leave their valuables behind. Families must secure at least 3 litres of water and one packet of food for each family member by the end of the day. They are free to share food and water with other families if they choose to do so. Families also must decide whether they will attempt to evacuate on the road from Lanoda to Colis.

Most people in Lanoda are currently unable to directly contact Organisations in Colis. The Provincial Government has declared a state of emergency, so its officials are extremely busy. Likewise, the VAO is very busy coordinating relief efforts. However, special lines of communication have been established in case of emergency.

The centre of the room represents the road between Lanoda and Colis. This means that you cannot communicate in any way with people on the opposite side of the room. You cannot walk across to the opposite side of the room unless your Group Prompt states otherwise. If you are one of the groups allowed to cross the room, you can communicate with groups on the other side, and bring food and water between the two sides.

You have twenty minutes to respond to this emergency. Do not show your Group Prompt to any members of another group. Please open your envelopes and begin now.

DAY 1**► GROUP PROMPT : FAMILY 1**

Choose a family name to use when introducing yourself to other groups.

There are 2 adults and one child in your family. One of the adults is pregnant, so your family cannot evacuate on the first day unless you receive assistance from a boat.

In your kitchen, you have enough ingredients to make two food packets. Your water tap is not working, and you have no water stored.

Your house is on the slope of a small hill. You are not aware of any instance in which this land has flooded. Therefore, you do not believe you will be directly affected by the floods. You do not want to evacuate because you are worried about leaving your valuables behind, especially your livestock such as cows and chickens.

You must secure at least 3 litres of water and one packet of food for each family member per day. You can give extra food and water tokens to other families if you wish. By the end of the day, give your Action Card to the simulation facilitator, along with 3 food packets and 9 litres of water. Remember that each water token represents 3 litres of water.

You cannot cross the centre of the room or communicate with groups on the opposite side in any way. You cannot show this Group Prompt to members of any other group.

DAY 1**► GROUP PROMPT : FAMILY 2**

Choose a family name to use when introducing yourself to other groups.

There are 3 adults and one child in your family. One of the adults is in a wheelchair, so you cannot evacuate on the first day unless you receive assistance from a boat.

In your kitchen, you have enough ingredients to make 4 food packets. Your water tap is not working, but you have 9 litres of drinkable water stored in bottles.

The head of your household is the Community Leader who is legally designated to make key decisions in case of emergency. Because of your close contact with the Provincial Government, you are allowed to cross the centre of the room to communicate with groups on the opposite side. You also have the legal responsibility receive aid supplies from the Provincial Government and give them to families. Therefore, you can bring food and water tokens across the centre of the room.

You must secure at least 3 litres of water and one packet of food for each family member per day. You can give extra food and water tokens to other families if you wish. By the end of the day, give your Action Card to the facilitator, along with 4 food packets and 12 litres of water. Remember that each water token represents 3 litres of water.

You cannot show this Group Prompt to members of any other group.

DAY 1**► GROUP PROMPT : FAMILY 3**

Choose a family name to use when introducing yourself to other groups.

There are 3 adults and 2 children in your family. You live in a two-story house, so you feel mostly safe from flooding. During previous floods, the water level has never reached as high as the second story.

In your kitchen, you have enough ingredients to make 7 food packets. Your water tap is not working, but your family regularly drinks bottled water. Therefore, you have 30 litres of drinkable water stored in bottles.

You have valuable family heirlooms that you cannot take with you. You are very worried about leaving them behind. If you choose to evacuate, you can wade through the waters to safety. You do not need a boat to evacuate. Indicate your decision about whether to evacuate on the Action Card.

You must secure at least 3 litres of water and one packet of food for each family member per day. You can give extra food and water tokens to other families if you wish. By the end of the day, give your Action Card to the simulation facilitator, along with 5 food packets and 15 litres of water. Remember that each water token represents 3 litres of water.

You cannot cross the centre of the room or communicate with groups on the opposite side in any way. You cannot show this Group Prompt to members of any other group.

DAY 1 ► GROUP PROMPT : FAMILY 4

Choose a family name to use when introducing yourself to other groups.

There are 2 adults and 2 children in your family. Your house is close to the river, so your house is already flooding. Your floors are under an inch of water, contaminating the food you had stored. Your water tap is not working, and you have no water stored.

If you choose to evacuate, you can wade through the waters to safety. You do not need a boat to evacuate. Indicate your decision about whether to evacuate on the Action Card.

You must secure at least 3 litres of water and one packet of food for each family member per day. By the end of the day, give your Action Card to the simulation facilitator, along with 4 food packets and 12 litres of water. Remember that each water token represents 3 litres of water.

You cannot cross the centre of the room or communicate with groups on the opposite side in any way. You may not show this Group Prompt to members of any other group.

DAY 1**▶ GROUP PROMPT :
VOLUNTEER AID ORGANISATION**

You are the Volunteer Aid Organisation (VAO), a nonprofit that uses volunteers to help with community development and aid projects. Your regional office is in the town of Colis, just a few blocks away from the office of the Provincial Government.

The International Disaster Aid Charity has sent you a shipment of food and water, which will arrive on Day 2.

A team of VAO volunteers is preparing to send a boat to Lanoda on Day 2, which can either be used to evacuate a family, or to distribute food and water.

After many years of work in the area, the VAO has developed a good relationship with Lanoda, a village 20 kilometres away from the VAO regional office. Therefore, you can cross the centre of the room to talk with families and give them food and water tokens on the opposite side of the room.

You cannot show this Group Prompt to members of any other group.

DAY 1**▶ GROUP PROMPT :
PROVINCIAL GOVERNMENT**

You are the Provincial Government. Your office is in the town of Colis. You are responsible for knowing the needs of your citizens and making sure that they are safe if disaster strikes. You have been notified that Lanoda, a town 20 kilometres away, is experiencing some flooding in its streets.

You have been given supplies by the National Disaster Management Agency to distribute to the people of Lanoda. The supplies consist of 12 food packets and 30 litres of water. However, you do not have a field team prepared to deliver the supplies to Lanoda. You must distribute the food and water either through the Volunteer Aid Organisation (VAO), which also has an office in Colis, or to the legally designated Community Leader.

The Provincial Government has also been notified that a large shipment of food packets is expected to arrive at the VAO on Day 2. It is being sent to the VAO from overseas by the International Disaster Aid Charity.

You are expecting a shipment of either food or water from the National Disaster Management Agency, which will arrive on Day 3. Before that, on Day 2, they will ask you whether they should send food or water based on your assessment of Lanoda's needs.

Your police force has activated an emergency rescue team that is equipped with a small boat. The police rescue team can give boat evacuation assistance to a family on Day 1. If the family is unwilling to leave their home, the police can forcibly evacuate the family. The boat cannot be used for food or water distribution. Indicate your decision about how to deploy the police rescue team on the Action Card.

The Provincial Government is communicating with many officials in other cities and towns. You do not have the resources to visit every village that needs help, so you cannot cross the centre of the room or communicate with groups on the opposite side in any way.

You cannot show this Group Prompt to members of any other group.

DAY 1

► ACTION CARD : FAMILY 1

Submit this card to the simulation facilitator at the end of Day 1.

Include the following tokens to meet the basic requirements of your 3 family members:

- 3 food packets
- 9 litres of water (3 water tokens)

Also, indicate your evacuation status below:

If you receive boat evacuation assistance today, are you willing to leave your home behind and board the boat?

☐

Yes

☐

No

DAY 1

► ACTION CARD : FAMILY 2

Submit this card to the simulation facilitator at the end of Day 1.

Include the following tokens to meet the basic requirements of your 3 family members:

- 4 food packets
- 12 litres of water (4 water tokens)

Also, indicate your evacuation status below:

If you receive boat evacuation assistance today, are you willing to leave your home behind and board the boat?

☐

Yes

☐

No

DAY 1

► ACTION CARD : FAMILY 3

Submit this card to the simulation facilitator at the end of Day 1.

Include the following tokens to meet the basic requirements of your 3 family members:

- 5 food packets
- 15 litres of water (5 water tokens)

Also, indicate your evacuation status below:

Are you evacuating on Day 1?

☐ Yes

☐ No

DAY 1

► ACTION CARD : FAMILY 4

Submit this card to the simulation facilitator at the end of Day 1.

Include the following tokens to meet the basic requirements of your 3 family members:

- 4 food packets
- 12 litres of water (4 water tokens)

Also, indicate your evacuation status below:

Are you evacuating on Day 1?

☐ Yes

☐ No

DAY 1**▶ ACTION CARD :
PROVINCIAL GOVERNMENT**

Submit this card to the simulation facilitator at the end of Day 1.

If you are providing boat
evacuation assistance to a family,
indicate which family below:

☐

Family 1

☐

Family 2

☐

Family 3

☐

Family 4

Also, indicate your evacuation status below:

If this family is unwilling to leave
their home behind, will you
forcibly evacuate them?

☐

Yes

☐

No

DAY 2 PROMPTS AND ACTION CARDS

DAY 2 ► MAIN PROMPT

Rains continued throughout the second night of flooding in Lanoda. On many of the streets in the village, floodwaters have risen to five feet, bringing the water level above the red warning indicator on the rain gauge by the river. On the radio, the Provincial Government is advising to evacuate immediately.

Due to rising waters and heavy winds, the communication and electricity infrastructure has been damaged. There is no electricity, telephones are not working, and piped water is still not available.

Evacuated families are now staying in a local school that is being used as a shelter for people who have left their homes. The families who evacuated on Day 1 must join the Provincial Government and the VAO to the other side of the room now. Families who still have not evacuated must remain in place.

The floodwaters are contaminated and dangerous to swim through, so food can no longer be shared between families who have not evacuated. Families cannot evacuate unless a boat comes to rescue them.

Communication between Lanoda and Colis is now impossible. Today, you cannot cross the centre of the room to talk to groups on the other side.

Families on both sides of the room must secure the amount of food and water shown on their Action Cards by the end of the day. You have fifteen minutes to respond to this emergency. Begin now.

DAY 2**► GROUP PROMPT : FAMILY 1**

If your family has already evacuated from Lanoda, you are now staying in a school in Colis that is being used as a disaster relief centre. Please relocate your group to the other side of the room, alongside the Provincial Government and the Volunteer Aid Organisation (VAO). You can give food and water tokens to any families who have also already evacuated. You must still secure 3 food packets and 9 litres of water for your family. By the end of the day, give your 3 food packets and 9 litres of water to the simulation facilitator.

If your family is still in Lanoda, then you have found that although water levels have risen, your home does not seem to be in danger because it is located high enough on the hill. However, the waters are far too deep to give food or water to other families. You cannot give or receive any food or water from another family today. By the end of the day, give your 3 food packets and 9 litres of water to the simulation facilitator to ensure your survival.

You can only evacuate if you receive boat assistance today. You cannot show this Group Prompt to members of any other group.

DAY 2 ► **GROUP PROMPT : FAMILY 2**

If your family has already evacuated from Lanoda, you are now staying in a school in Colis that is being used as a disaster relief centre. Please relocate your group to the other side of the room, alongside the Provincial Government and the Volunteer Aid Organisation (VAO). You can give food and water tokens to any families who have also already evacuated. You must still secure 4 food packets and 12 litres of water for your family. By the end of the day, give your 4 food packets and 12 litres of water to the simulation facilitator.

If your family is still in Lanoda, you have found that water levels have risen to flood your house under three feet of water. You and your family have moved onto your rooftop, along with any food and water you had secured, where you wait to be rescued. You are worried that your family members may get hypothermia because of torrential rains and cold winds. You must evacuate now or face immediate danger. The waters are far too deep to give food or water to other families. You cannot give or receive any food or water from another family today. You have also lost the ability to communicate with Colis, so you cannot cross the centre of the room. By the end of the day, give your 4 food packets and 12 litres of water to the simulation facilitator to ensure your survival.

You can only evacuate if you receive boat assistance today. You cannot show this Group Prompt to members of any other group.

DAY 2**► GROUP PROMPT : FAMILY 3**

If your family has already evacuated from Lanoda, you are now staying in a school in Colis that is being used as a disaster relief centre. Please relocate your group to the other side of the room, alongside the Provincial Government and the Volunteer Aid Organisation (VAO). You can give food and water tokens to any families who have also already evacuated. You must still secure 5 food packets and 15 litres of water for your family. By the end of the day, give your 5 food packets and 15 litres of water to the simulation facilitator.

If your family chose to stay in Lanoda, you have found that the first story of your house is completely underwater. Your second floor is under 6 inches of standing water. You and your family have moved onto your rooftop, along with any food and water you had secured, where you wait to be rescued. You are worried that your family members may get hypothermia because of torrential rains and cold winds. You must evacuate now or face immediate danger. The waters are far too deep to give food or water to other families. You cannot give or receive any food or water from another family today. By the end of the day, give your 5 food packets and 15 litres of water to the simulation facilitator to ensure your survival.

You can only evacuate if you receive boat assistance today. You cannot show this Group Prompt to members of any other group.

DAY 2 ► **GROUP PROMPT : FAMILY 4**

If your family has already evacuated from Lanoda, you are now staying in a school in Colis that is being used as a disaster relief centre. Please relocate your group to the other side of the room, alongside the Provincial Government and the Volunteer Aid Organisation (VAO). You can give food and water tokens to any families who have also already evacuated. You must still secure 4 food packets and 12 litres of water for your family. By the end of the day, give your 4 food packets and 12 litres of water to the simulation facilitator.

If your family chose to stay in Lanoda, you have discovered that water levels have risen to flood your house under 5 feet of water. You and your family have moved onto your rooftop, along with any food and water you had secured, where you wait to be rescued. You are worried that your family members may get hypothermia because of torrential rains and cold winds. You must evacuate now or face immediate danger. The waters are far too deep to give food or water to other families. You cannot give or receive any food or water from another family today. By the end of the day, give your 4 food packets and 12 litres of water to the simulation facilitator to ensure your survival.

You can only evacuate if you receive boat assistance today. You cannot show this Group Prompt to members of any other group.



DAY 2

▶ GROUP PROMPT : PROVINCIAL GOVERNMENT

You have been notified that the VAO has received a shipment of food and water from the International Disaster Aid Charity. They have also brought together a team of volunteers to go to Lanoda by boat. You have the legal authority to direct the VAO in choosing whether to evacuate families or distribute food and water. If they distribute supplies, you have the legal authority to direct them in deciding which families receive this food and water.

The National Disaster Management Agency has contacted you regarding a shipment of aid supplies that they are preparing to send to you on Day 3. They have asked whether you advise them to send food or water. Indicate your response on the Action Card.

You cannot show this Group Prompt to members of any other group.



DAY 2

▶ **GROUP PROMPT : VOLUNTEER AID ORGANISATION**

A shipment of food and water has arrived from the International Disaster Aid Charity. It contains 10 food packets and 18 litres of water.

A team of VAO volunteers has assembled at your regional office in Colis to assist families in Lanoda by boat. You must choose whether your volunteers will use their boat to distribute these supplies to families in Lanoda, or whether they will evacuate one family. The team of volunteers only has time to visit each family once, so they cannot cross the room to ask beforehand how much food and water each family needs. Instead, you must use only your Action Card to distribute supplies to families today.

Since communication infrastructure is no longer functional, you cannot communicate with families in Lanoda. This means that you cannot cross the centre of the room to the opposite side, nor can you communicate in any way with people on the opposite side of the room. You also cannot directly give food or water tokens to families on the other side of the room.

You must give your Action Card to the facilitator halfway through Day 2. Indicate on your Action Card whether your team of volunteers will evacuate one family or distribute food and water. If they will evacuate one family, indicate which family will receive evacuation assistance. If they will give supplies to families in Lanoda, indicate how much food and water will be given to each family.

You cannot show this Group Prompt to members of any other group.

DAY 2 ► ACTION CARD : FAMILY 1

Submit this card to the simulation facilitator at the end of Day 2.

Include the following tokens to meet the basic requirements of your 3 family members:

- 3 food packets
- 9 litres of water (3 water tokens)
- 1 extra food packet for each Severe Need for Food Badge
- 3 extra litres of water for each Severe Need for Water Badge

DAY 2 ► ACTION CARD : FAMILY 2

Submit this card to the simulation facilitator at the end of Day 2.

Include the following tokens to meet the basic requirements of your 4 family members:

- 4 food packets
- 12 litres of water (4 water tokens)
- 1 extra food packet for each Severe Need for Food Badge
- 3 extra litres of water for each Severe Need for Water Badge

DAY 2 ► ACTION CARD : FAMILY 3

Submit this card to the simulation facilitator at the end of Day 2.

Include the following tokens to meet the basic requirements of your 5 family members:

- 5 food packets
- 15 litres of water (5 water tokens)
- 1 extra food packet for each Severe Need for Food Badge
- 3 extra litres of water for each Severe Need for Water Badge

DAY 2 ► ACTION CARD : FAMILY 4

Submit this card to the simulation facilitator at the end of Day 2.

Include the following tokens to meet the basic requirements of your 4 family members:

- 4 food packets
- 12 litres of water (4 water tokens)
- 1 extra food packet for each Severe Need for Food Badge
- 3 extra litres of water for each Severe Need for Water Badge

DAY 2**▶ ACTION CARD :
PROVINCIAL GOVERNMENT**

Submit this card to the simulation facilitator at the end of Day 2.

Indicate whether you will advise the National Disaster Management Agency to send you food or water on Day 3:

- ☐ Request food for Day 3
- ☐ Request water for Day 3

DAY 2

► ACTION CARD : VOLUNTEER AID ORGANISATION

Submit this card to the simulation facilitator at the end of Day 2.

Indicate whether your volunteer rescue team will use their boat to distribute these supplies to families in Lanoda, or whether they will evacuate one family. Only choose one of the two options below:

- ☐ Evacuate one family
- ☐ Distribute supplies to families

Also, indicate your evacuation status below:

If you choose to evacuate one family, indicate which family will be evacuated below:

- ☐ Family 1 ☐ Family 2
- ☐ Family 3 ☐ Family 4

If you choose to distribute supplies to families, count how many packets of food and litres of water you and the Provincial Government have available to distribute. Then, indicate how many food packets and litres of water to give to each. When you give this action card to the simulation facilitator, also give them the appropriate number of food and water tokens.

- Family 1 will receive ____ packets of food and ____ litres of water.
- Family 2 will receive ____ packets of food and ____ litres of water.
- Family 3 will receive ____ packets of food and ____ litres of water.
- Family 4 will receive ____ packets of food and ____ litres of water.

____ packets of food in total

____ packets of water in total

DAY 3 PROMPTS AND ACTION CARDS

DAY 3 ► MAIN PROMPT

The rains have stopped, and the water levels have gone down below the yellow marker on the rain gauge by the river.

Communication has been restored, so all groups can cross the centre of the room to talk to other groups.

A shipment of food has arrived in Colis from the International Disaster Aid Charity. There is more than enough food at the school that is being used as a relief centre, so families do not need to secure food for themselves today. You may remove all Severe Need for Food badges now.

Families now only need to secure 3 litres of water for each family member. They are free to share water if they choose to do so.

The International Disaster Aid Charity has allocated a disaster recovery fund, which consists of a large amount of money, for one family in Lanoda. This fund will be given to one family who has faced serious hardships so that they can use the money to recover from the flooding. By the end of Day 3, the Community Leader must decide which family it will recommend receiving the fund. You have fifteen minutes to respond to this situation.

DAY 3 ► GROUP PROMPT : FAMILY 2

You have been notified by the Provincial Government that the International Disaster Aid Charity has allocated a fund, which consists of a large amount of money, for one family in Lanoda. This fund will be given to one family who has faced serious hardships so that they can use the money to recover from the flooding.

As the legally designated Community Leader, you must decide which family you will recommend receiving the fund.

You cannot show this Group Prompt to members of any other group.

DAY 3**▶ GROUP PROMPT :
PROVINCIAL GOVERNMENT**

If you advised the National Disaster Management Agency to send food,
you have received a shipment of 20 food packets to distribute among families.

If you advised the National Disaster Management Agency to send water,
you have received a shipment of 45 litres of water to distribute among families.

You cannot show this Group Prompt to members of any other group.



DAY 3 ► ACTION CARD : FAMILY 1

Submit this card to the simulation facilitator at the end of Day 3.

You only need to secure water today. Include the following tokens to meet the basic requirements of your 3 family members:

- 9 litres of water (3 water tokens)
- 3 extra litres of water for each Severe Need for Water Badge

DAY 3 ► ACTION CARD : FAMILY 2

Submit this card to the simulation facilitator at the end of Day 3.

You only need to secure water today. Include the following tokens to meet the basic requirements of your 4 family members:

- 12 litres of water (4 water tokens)
- 3 extra litres of water for each Severe Need for Water Badge

As the Community Leader, indicate which family you will advise the International Disaster Aid Charity to grant the disaster recovery fund.

- | | |
|-----------------------------------|-----------------------------------|
| <input type="checkbox"/> Family 1 | <input type="checkbox"/> Family 2 |
| <input type="checkbox"/> Family 3 | <input type="checkbox"/> Family 4 |

DAY 3 ► ACTION CARD : FAMILY 3

Submit this card to the simulation facilitator at the end of Day 3.

You only need to secure water today. Include the following tokens to meet the basic requirements of your 5 family members:

- 15 litres of water (5 water tokens)
- 3 extra litres of water for each Severe Need for Water Badge

DAY 3 ► ACTION CARD : FAMILY 4

Submit this card to the simulation facilitator at the end of Day 3.

You only need to secure water today. Include the following tokens to meet the basic requirements of your 4 family members:

- 12 litres of water (4 water tokens)
- 3 extra litres of water for each Severe Need for Water Badge

ADDITIONAL MATERIALS

▶ SEVERE NEED FOR FOOD PROMPT

Due to your failure to obtain enough food yesterday, one or more of your family members are experiencing severe hunger. You must ensure that your family secures one food packet and three litres of water for each member by the end of today or face immediate danger. For each family member whose needs were not met, attach a Severe Need for Food Badge to one of the participants in that group. To remove their badges, those family members must secure an extra food packet today in addition to their normal food and water requirements. Also, if you have not evacuated from your home at this point, you must do so to receive medical attention.

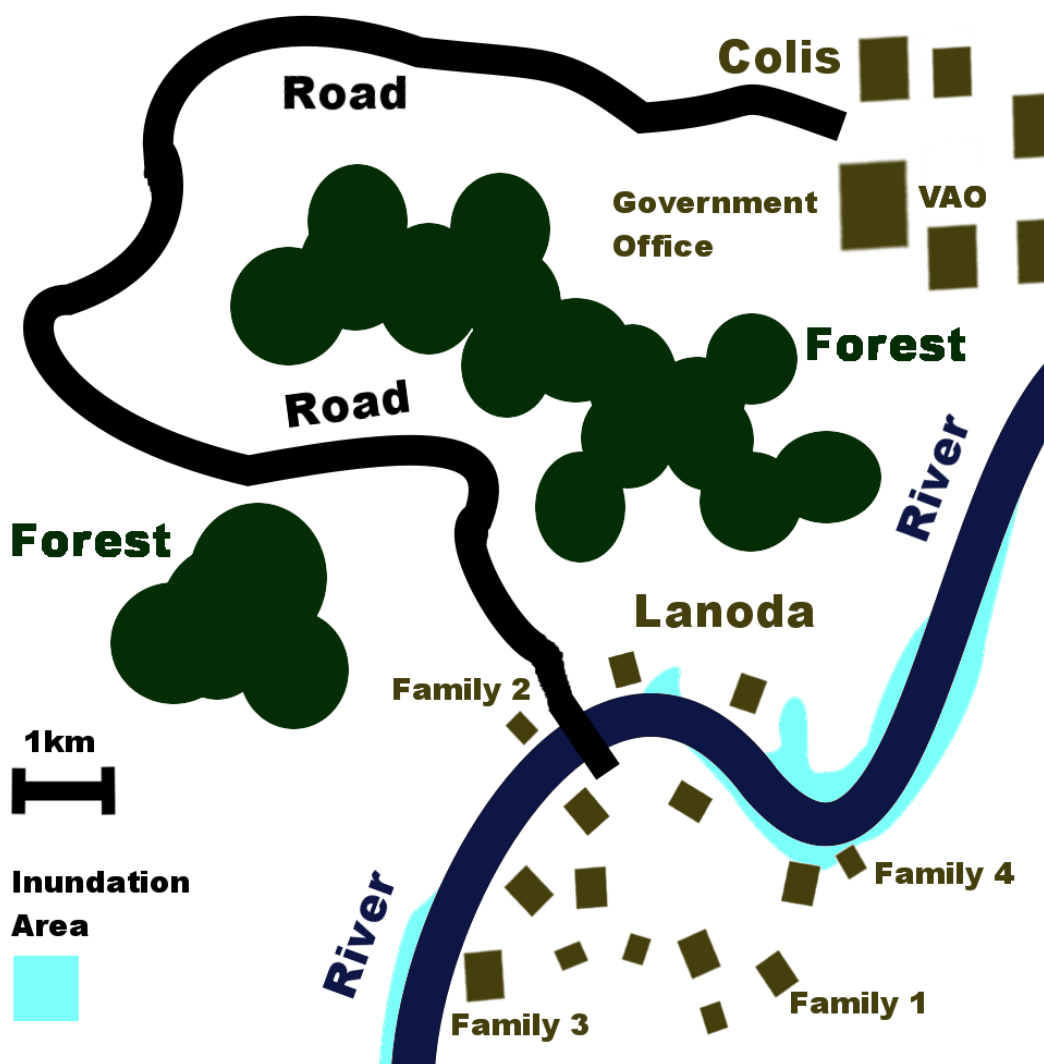
▶ SEVERE NEED FOR WATER PROMPT

Due to your failure to obtain enough water yesterday, one or more of your family members are experiencing severe thirst. You must ensure that your family secures one food packet and three litres of water for each member by the end of today or face immediate danger. For each family member whose needs were not met, attach a Severe Need for Water Badge to one of the participants in that group. To remove their badges, those family members must secure three extra litres of water today in addition to their normal food and water requirements. Also, if you have not evacuated from your home at this point, you must do so to receive medical attention.

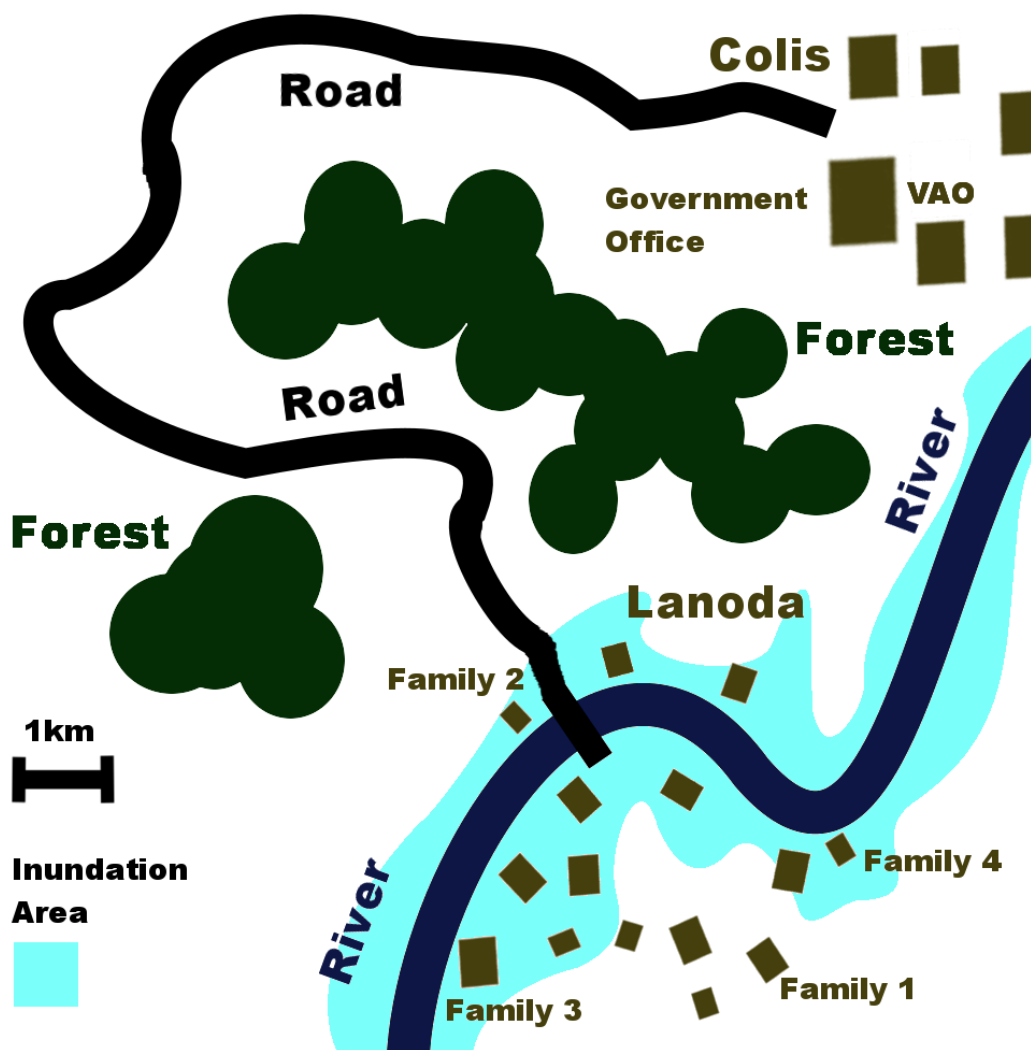
▶ MEDICAL EMERGENCY PROMPT

Due to your failure to obtain enough supplies, or due to your failure to evacuate when necessary, one or more of your family members is in critical medical condition. Attach a Medical Emergency Badge, in addition to a second Severe Need Badge, to one of the participants in your group for each affected family member. You must fulfill all food and water requirements today or face imminent death.

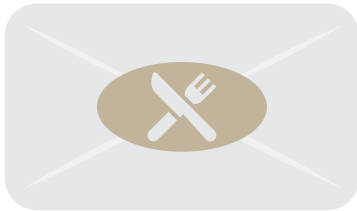
PROVINCIAL MAP



INUNDATION MAP



TOKENS



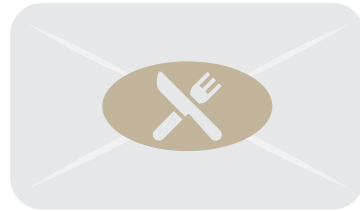
FOOD PACKET



FOOD PACKET



FOOD PACKET



FOOD PACKET



**3L
WATER**



**3L
WATER**



**3L
WATER**



**3L
WATER**

BADGES



We are
inspiration in action