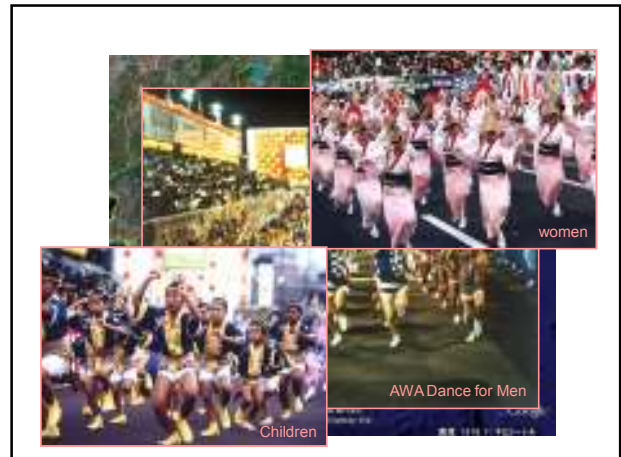


Development of the Teaching Materials for Disaster Management Education

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Characteristics of Tokushima's People

- We love Festival and Dancing.
- We like enjoy anything.
- We endure the heat.
- Champion of thrifty persons



I decided to use these characteristics for disaster management education.

*All the D.M.E. that I will talk includes both earthquake and tsunami

Contents of this presentation



82 techniques

*I conduct a D.M.E. of persons 3 to 80 years old.

Several common points

Enjoy playing

Practicably

Lower-cost



School teachers are easy to be interested.

It leads to continuation of disaster management education.

Street Dance

Street dance is taken up 'HITOMI' of TV prog. which a high rating recently

I arranged methods and procedures of refuge that use Dance Choreography!



Street Dance for Earthquake Disaster



Other type of Dance style

- First; for persons who experienced dance
It is choreography of high quality
- Second; Primary schoolchildren
I assumed the earthquake damage in science room



Evacuation Game

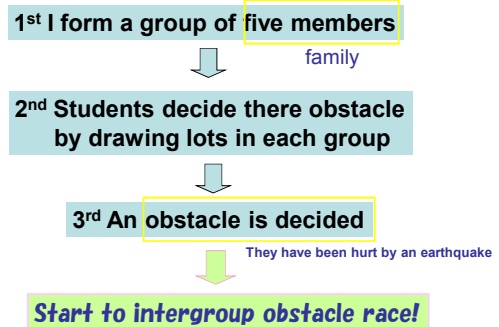
Social welfare

Newspaper

Our Univ.

They are going to treat Challenging Person with consideration.

Explain a way of this game



Evacuation Game



What is KOMATTAKUN?

- It is the suffering reproduction game that assumed 24-48 hours after suffering.
- Participants of this game are troubled with virtual suffering in various ways.
- They think with themselves for an embarrassing problem.
- And it is settled with themselves.



Results of each effect

How to text mining.

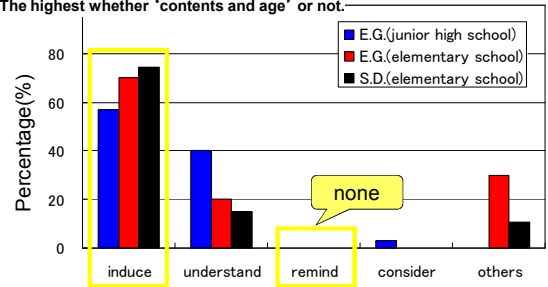
I utilized text mining to judge effects of D.M.E.
I collected compositions describing there impressions.

induce	fun, interesting
understand	fearful, studying
remind	'without my knowledge' 'underestimated the disaster'
consider	'thought about it' 'careful with it'

Results of effect for children

*it shows that our two methods got them turned to disaster management

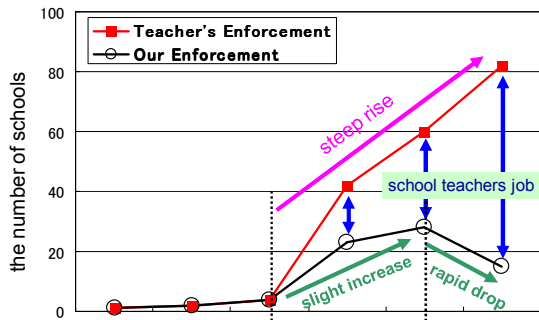
The highest whether 'contents and age' or not.



All of this amounts to saying that children have seen little of life.

Results of effect for teachers

Increase in the number of schools where D.M.E. is carried out.



*This trend is evidence that school teachers have begun to do D.M.E.

*I think that D.M.E. continued if teachers have begun to do it with themselves.

Disaster Trap Game

- Object age of this game is older than 18 years old. I intend for working generation basically.
- Damage outbreak probability and suffering loss sums based on various reports of public and true stories of victims.
- I refer to the American Monopoly Game and the Japanese Jinsei Game. The Squares are written on a board. Roll the dice, and the number on the dice will tell you how far you can go.

Disaster Trap Game procedure

- I set the assets which balanced with age of each person.
- Players decide whether they take out some insurances policy or not by oneself.
Health, Casualty, Fire and sickness insurance
- And they pay the insurance money from them assets.
- They pay the expense likewise if they become earthquake proofing from them assets.

Game explanation

- This is sample. Gray squares shows disaster. For example, earthquake, tsunami, typhoon and traffic accidents.
- And pink squares shows Assets increase for ten years.
- Other squares does not have a particularly meaning.
- Victory or defeat of this game is decided with quantity of assets after a goal.
- In other words this game lets participants understand a disaster and the damage that oneself take in the next 30 years from now on.

Conclusions

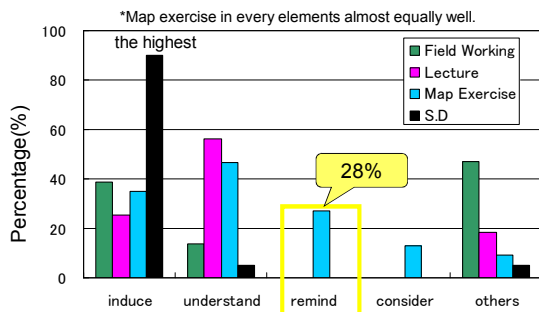
- It is important thing that students grapple with a Disaster management actively.
- Teachers should motivated the students about Disaster Management.
- Continuation has a great significance in the extension of Disaster Management Education.

A stricken area of earthquake disaster in Kashiwazaki ,Niigata Pref., elementary school



Thank you so much!

Results of effect for 17 years old students



Map exercise including 'remind' and 'consider'. High school students have more experience than children