



PARTNERS FOR RESILIENCE

Disaster Risk Reduction Game Kit



Ready!

Facilitator Guidelines



Playing this game with or without dice

The game Ready! can be played with and without dice. In certain contexts it might be more culturally appropriate to play this game without dice. Within this booklet you will find a description of both versions of the game.

General

Description: 'Ready' was developed as an innovative way to have focused conversations with communities around location-specific disaster preparedness and disaster risk reduction. 'Ready' is a physical game that can be played using any disaster scenario, and is most effective using a realistic scenario for the participants.

Learning Outcomes: communication skills, disaster preparedness, teamwork. With extended debriefing and follow-up planning a good community "early warning – early action" contingency plan can be generated.

Facilitator Skill Level: 2 out of 5

Intended Audience: Community members. The game can also be played with disaster managers/volunteers/ branch officers etc.

Number of Players: As many teams of 5-10 players as desired. At least 2 teams of 3 or more are needed to play, ideally teams consist of five players each

Time Needed for instructions and game play: 30 minutes

Time Needed for extended debriefing/EW-EA contingency planning:
30-60 minutes

General Guidance

- Give out materials and instructions in a step by step sequence, at the time they are needed: do not give out all materials or explain everything all at once.
- Check in periodically with teams to make sure people are setting up the game correctly, particularly that they are recording the priority number and level of difficulty assigned to each action.
- Remind people to take their early action cards with them once they complete it and that they must leave uncompleted actions where they are if they cannot complete them before time is up.
- Remind people *not* to complete the actions of other teams.
- Remind players at the starting line that *safety comes first*: look where they are going and do not run into each other.
- Keep all teams moving through the steps together: make sure all teams are caught up before moving to the next step.

Ready! With dice

Part 1: Game overview

Materials:

1. 8 Index Cards per team. Each card has 3 blank lines with Team Name, Priority and Difficulty written in top right corner, next to each line. (An example can be found on the last page). Alternatively, use blank sheets, but best in different colours, one colour for each team.
2. Notebook/blank sheet and pens (a few for each team)
3. 20 Beans per team
4. 20 Dice per team
5. Timer
6. Prizes for the winning team(s)
7. 1-3 volunteer “helpers” familiar with the game (1 enough for small group, 2-3 needed for large player groups in communities of 30 or more)

Playspace Requirements: (physical space needed for the game)

A large open space, at least 20 by 20 meters. Mentally prepare and agree with the “helpers” the boundaries of the game area.

Goal:

The team with the highest total of priority action points at the end of the game wins.

Game Play steps:

1. Teams are formed.
2. Facilitator provides the disaster scenario
3. Teams brainstorm actions
4. Teams select 8 most important actions from brainstorm list
5. Teams prioritize actions using beans
 - Record number of beans assigned to each action on the action card
6. Next, facilitator's helper collects beans and exchanges them for dice
7. Teams assign difficulty of action using dice
 - Record number of dice assigned to each action on the action card
8. Teams write down their team name on their cards
9. Facilitator's helper places actions around the game space with the number of dice assigned to that action; do not let players see where cards are placed; so main facilitator distracts player by explaining next steps (below)
10. Facilitator provides instructions on rules of game play (see Facilitation Guidance)
11. Teams discuss their strategy (going individually versus groups to complete actions etc.)
12. Facilitator brings teams to a starting line, announces countdown (READY?, get set, go!) and calls time after 1 minute (but see "Rules" below for large groups/play spaces)
12. When time is up, facilitator calls teams to return with only their completed actions, leaving all uncompleted actions where they were
13. Teams tally points by counting the total number of actions they have 'completed', and adding up the priority points to identify the winning team
14. Facilitator distributes prizes
15. Discussion

Rules

Teams play at the same time in the same area. Important: teams must clearly mark their actions with their team names so that they don't get mixed up (or use separately coloured paper for each group). Players should only complete the actions of their own team.

Rule 1: Players have one minute to complete as many actions as possible.

However, if playing in a community with a larger group of people, who will search and collect early action cards over a larger area, you may allocate 2 minutes.

Rule 2: In order to complete an action, a player must roll the die attached to that action until she rolls a 1. Even if an action has multiple dice, the player may only roll one die at a time.

Rule 3: If multiple people are working on one action, they may each roll one die so that multiple die are being rolled at the same time. This helps speed up the completion of the action.

Rule 4: When a player completes an action she must take the dice and piece of paper for that action with her.

Facilitation guide

Preparation Time: 10 minutes

GamePlay

Step 1: The facilitator must first select an emergency that the game will simulate. Example: “The river is rising and will reach your village this week. What will you do to make sure your household and community is prepared?”

Step 2: The community is divided into teams of about 6 players (you can have as many teams as needed, generally teams of 5-10 players works well).

Step 3: Each team must come up with as many actions as they can think of to complete in the event of the emergency scenario given. The team leader will write down all of the actions on a piece of paper.

FACILITATOR: generate some competitive spirit by having the teams see who can come up with the most actions; each team must come up with *at least* 8 early actions.

Step 4: The teams will then select 8 of most important actions from the list they have brainstormed. They write each action on a piece of paper (thus creating eight pieces of paper with one action each).

Step 5: Each team is given 20 beans. These beans are used to indicate priority. Teams assign each action at least 1 bean, and then assign the rest of the beans according to the priority of each action. So the more important the action, the more beans it gets. Each team must use all 20 beans, assigning at least 1 bean per action. Teams record on each action paper, the number of beans assigned to that action, labelled ‘Priority.’

Step 6: Each team is given 20 dice. These dice represent difficulty of the action. Each team now assigns the dice to the action, in the same manner as they assigned the beans:

- At least one die per action
- The most dice go to the most difficult tasks
- Assign all 20 die amongst your actions

Teams record on each action paper, the number of dice assigned to that action, labelled ‘Difficulty’

Step 7: While the facilitator explains next steps, the co-facilitators (“helpers”) distribute the early action cards in the larger play area; place each card with the dice on top of it – put as many dice as the number of difficulty points indicate. The play space should be at least 20 meters by 20 meters.

Note: If played out-door each action card should be at least 5 meters away from any other action. They should be far enough away from each other that players might want to run from action to action. If the community is small, it would be good to place the actions in their appropriate locations (example: “get water” would be placed close to a river). In most situations, though, actions will be placed around an open space.

End of the Game

When the time is up, all the players in a team bring their actions together. Each team adds up the number of priority points (beans) recorded on each action they completed. The team with the most points wins.

Ready! Without dice

Part 1: game overview

Materials:

1. 8 Index Cards per team (approx. size A5 = 15 × 21 cm)
– best in different colours for each team
2. Notebook/paper sheets
3. Pens (a few for each team)
4. 20 beans per team (any type of large beans or pebbles will do)
5. Timer
6. Prizes for the winning team(s)
7. 1-3 volunteer “helpers” familiar with the game (1 enough for small group, 2-3 needed for large player groups in communities of 30 or more)

Playspace Requirements: (physical space needed for the game)

A large open space, at least 20 by 20 meters for small groups. Mentally prepare and agree with the “helpers” the boundaries of the game area.

Goal:

The team with the highest total of priority action points at the end of the game wins.

Game Play steps:

1. Teams are formed (5 persons per team ideal) – each team selects a name, or notice their team card colour
2. Facilitator provides the “disaster scenario” (see below)
3. Teams brainstorm actions for 5 minutes – as many as possible listed on note paper
4. Teams select 8 most important “early actions” from brainstorm list – and write each of the top 8 actions on individual coloured index cards; allow 3 minutes for this step
5. Teams assign *priority* of each of the early actions using beans – at least 1 bean for each card (more beans = higher priority);
 - a. Record number of beans (= assigned priority) to each action on the card; put a circle around the “*priority* points”; allow 2 minutes for this step
6. Next, teams assign *difficulty* of each early action in the same way – distribute *all* 20 beans on the 8 coloured index cards, at least 1 bean per card
 - a. Record number of “difficulty beans” assigned to each early action on the card; put a rectangle around the “*difficulty* points”; allow 2 minutes for this step
7. Teams write down their team name on their cards, or remember their team card colour
8. Facilitator’s helper(s) place the early action cards around the game space with the number of “difficulty beans” on top of each card (ensure each teams’ cards are distributed widely, not in clusters)
9. Facilitator provides instructions on rules of next step in game play (see Facilitation Guidance below)
10. Teams discuss their strategy (going individually versus groups to pick up their early action cards etc.)
11. Facilitator brings teams to a starting line, announces countdown (READY?, get set, go!) and calls time after 1 minute (but see “*Rules*” below for large groups/play spaces)
12. Loudly announce time – countdown “30 seconds, 15, 10, 5 – and STOP!”

13. Once time is up, the early action cards that were brought home to the teams' base before end of countdown are "valid"
14. Teams tally the total number of "priority points" they gathered for completed actions – and identify the winner
15. Facilitator distributes prize
16. Follow-up discussion – see below for details

Rules:

Teams play at the same time in the same area. *Important:* teams must either use early action cards with different colours for each team (preferred option), or clearly mark their cards with team names so that they don't get mixed up.

Players should only complete the actions of their own team.

Rule 1: Players have 1 minute to complete as many early action cards as possible. However, if playing in a community with a larger group of people, who will search and collect early action cards over a larger area, you may allocate 2 minutes.

Rule 2: In order to complete an action and collect the early action card, a player must run in circles around the early action card (placed on the ground) 5 times for each "difficulty point" (= number of difficulty beans placed on the cards). Change direction for each bean, so players do not get dizzy ;)

Rule 3: If multiple people are working on one early action card, they may run simultaneously, one person for each difficulty bean. This helps speed up the completion of the action.

Rule 4: When a player completes an action (= has run 5 times for each bean/difficulty point) she must take the beans and collect the early action card; continue to next card, or return to base.

Facilitator guide

Preparation Time: 10 minutes

GamePlay

Step 1: The facilitator must first select an emergency that the game will simulate. If you play for real with a disaster-prone community, carefully select a realistic locally applicable scenario so the game will lead to discussions on real early actions to use in their disaster preparedness planning.

Example: “The weather agency reports heavy rains in the mountains upstream and the river is rising. It is very likely we will have severe floods in this area within 2 days. What will you do to make sure your household and community is prepared?”

Step 2: The community is divided into teams of about 6 players (you can have as many teams as needed, generally teams of 5-10 players works well). Large groups of more than 60 people may be difficult to manage.

Step 3: During their brainstorm, each team must come up with as many early actions as they can think of to complete in the event of the emergency scenario given. The team leader should write down all of the actions on a piece of paper.

FACILITATOR: generate some competitive spirit by having the teams see who can come up with the most early actions; each team must come up with *at least* 8 early actions.

Step 4: The teams will then select the 8 most important early actions from the list they have brainstormed. They write each action onto one piece of paper (thus creating eight pieces of paper with one action each). Note – if in illiterate settings, the transfer to the early action cards may be done using simple icons/drawings everybody acknowledges; allow some extra time for this compared to when writing.

Step 5: Each team is given 20 beans. These beans are used to indicate relative *priority* for each early action. Teams assign each action at least 1 bean, and then assign the rest of the beans to designate the priority of each action. So the more important the action, the more beans it gets. Each team must use *all* 20 beans, assigning at least 1 bean per action. Teams record the number of “priority beans” on each early action card; draw a *circle* around the number.

Step 6: Next, in the same manner each team use the beans to assign the relative *difficulty* of each action:

- At least one bean per action
- The most beans go to the early actions most difficult to carry out
- Assign *all* 20 beans amongst the 8 early action cards

Teams record on each card the number of “difficulty beans”; put a rectangle around the difficulty number.

Step 7: While the facilitator explains next steps the co-facilitators (“helpers”) distribute all the early action cards in the larger play area; place each card with the beans on top of it – put as many beans as the difficulty number indicates. Each action card should be far enough away from each other that players might want to run from action to action. The play space should be at least 20 meters by 20 meters for small groups. Clearly explain to participants the boundaries of the play space.

Note: If played out-doors cards should be placed at least 5 meters away from any other action. If the community is small, it would be good to place the actions in their appropriate locations (example: “store water” would be placed at the community well). In most situations, though, actions will be placed around an open space and among houses

End of the Game

When the time is up, all the players in a team bring their collected early action cards together. Each team adds up the total of all *priority* numbers recorded on each action they completed. The team with the highest total priority points wins.

Debriefing

(applicable for both versions of the game)

Basic Discussion Questions:

- Were there any important actions that teams did not complete?
What would happen in real life if this was not done?
- How did you choose your actions?
- What was your top priority?
- Were any of the actions too difficult to complete?
- What did you realize about your current level of preparedness (in the game and in real life)?
- What would you want to do now (in real life), to be ready for this type of scenario in the future?
- What actions/resources/assistance/plan does your community need to make these preparations?

The debriefing and discussion can end here if time is short but if planned the game can serve as the starting point for a participatory planning of a community contingency plan; these steps are described below.

Extended discussion, leading to an “early warning – early action plan”:

Part one

1. The winning team is invited to *line up their early action cards on the ground* and then put them *in the order* they would typically be implemented. Let co-facilitators pick up all the cards that were not picked up before time was up, and use all 8 in this session (in order to make full use of all the ideas teams came up with).
2. When lined up, the team reads out loud their cards in sequence.
3. Then, one by one, the other teams are invited to add their cards to the list in the right order (insert among others where relevant); early actions that are duplicating those already lined up are placed alongside those first laid. The teams read out loud any new cards added to the main line.

4. Then the facilitator removes all the duplicates (keep the best one) so only the main line of action cards is left.
5. Facilitator leads a discussion on the appropriate order of the actions. Ask if now, when all see the total list, there are possibly any important steps missing? Any missing steps can be added on separate new cards.
6. Discuss how the plan now is ready for the *known* disaster scenarios, and ask if there could be extra or other actions that could be relevant if the next disaster event should happen to be more severe than any past records? Discuss which of the early action steps would need to be revised to be ready for a new extreme event. (for example, would a designated evacuation point need to be reconsidered if a flood was even higher than experienced before?)

Part two

1. The facilitators hand out around 15 blank cards (any colour) to each of the groups.
2. The facilitator explains that now we will work on defining at least one piece of information that will serve as the trigger for *doing* each of the actions. These bits of “early warning” information are going to be noted on blank cards distributed to the groups.
3. The facilitator reads out each early action card, starting from the top – one at a time. For each action, ask the groups to discuss for *1 minute* what piece/ source of information they would need before actually *doing* each particular action (= “what early warning would trigger the early action?”). Each group writes down ONE piece of information or source on a card (e.g. “storm warning mentioned in radio news”) – and representatives from each group *place their early action card on the ground, to the left of the relevant early action card.*
Note: the same piece of information may trigger several (a series) actions.
4. Continue through all early action cards.
5. Along the way, the facilitator removes duplicates (keep the best descriptions).
6. At the end the facilitator reads out all the unique ideas (not duplicates) for early warnings to trigger each early action.
7. The facilitator now asks if there could possibly be any early warnings for the **first** early actions that would be *available even earlier than those now listed* from the brainstorm? (Could the first early action steps be triggered even

earlier, e.g. if seasonal forecasts were available, or if upriver rainfall measurements were somehow available/communicated to the communities?).

8. Any ideas coming out are noted by the facilitator and put *before* the early action list on the ground.
9. Refining the information and actions further may not be relevant to do in plenary, so at this stage the facilitator may explain (and have pre-agreed) that the “DRR committee” (or relevant group in the community volunteering/assigned to facilitate DRR efforts) will help compile all these ideas into a written plan and disseminate the details through awareness to all households soon.

This “extended discussion” may of course be shortened or speeded up a bit, in particular if used to revise existing community contingency plans and if the community has identified a “DRR committee” or “Red Cross Action Team” to help in disaster preparedness.

10. Finally, if time and energy allows, you may play a second round of the game, using any long-term or short term “early warnings” that were identified in the discussion above. Playing a second round goes much faster now people know the game, and new ideas for appropriate early actions may come up after the discussions.



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Team Name:

Priority (# of beans): _____

Difficulty (# of dice): _____

Action:

Supported by:



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