

The Game: A Charade Game

Rules: The game is a charade game designed to share information and generate discussion about preparedness (what to take, whom to take care for, where to go) for natural disasters.

Materials: Game cards that can be printed from the templates provided & cut with paper cutter or scissors.

NOTE:

- The cards with images that do not relate to the place, or to the natural disaster that is in discussion, can be left aside.
- There should be some blank cards.

Time & Players:

- The amount of time needed to play the game varies depending on:
 - How many rounds are played. It can take from 10 min. (one round per group) to 30 minutes.
 - The time allowed for discussion.
- Number of Players: 3 groups of 3 players each.

Game-Play:

1. Each group takes a card.
2. Each group has 3 minutes to discuss how the content of the card relates with the natural disaster they are dealing with. If the card is empty, the team gets to choose what they think is important in relation to the natural disaster they are dealing with.
3. Without saying the word out loud, one of the teams (the whole team or one person) performs the word or its relation to the natural disaster.
4. When the player finishes his/her performance, the players of the other 2 teams try to guess what he/she was performing. The person that guesses it right has to explain why he/she thought that the word was relevant to the natural disaster they are dealing with. The rest of the group argues the reasons, generating discussion.
5. The team that wins (or one person of the team) performs what is on their card or the relation to the natural disaster they are dealing with.
6. If two groups guess at the same time, the group that performed decides which one wins based on the accuracy of the response (reason) given by the group.

Scoring:

- The game can end after each group acts their card, or each group can have a second card, and/or go on playing until the cards are gone.
- The group that guessed right gets two points and the group that performed gets one point.
- The group that has more points is the winner.

Additional Information:

- There are different editions of cards, with different elements, depending on the community and natural disasters. The cards that don't "apply" can be taken out.
- There are no "right or wrong" answers. Depending on the community and the natural disaster they are dealing with, the relation between the card content and natural disaster will vary, and so the discussion.
- The game can be used as an icebreaker.

Depending on the content of the cards the game can relate to several VCA toolbox; for example:

assessing capacity - list of key organizations; household / vulnerability
livelihoods - coping strategies

For example: if the image on the card is the school (list of key organizations)

The method the game uses is to share information and discuss by playing.

By having empty cards, that the community can fill, the game allows the communities participate, and express what they think is important and relates to their lives and natural disaster. By this way the game also helps RC collect data about the community and their understanding of the disasters they might be exposed to, and their capacity to overcome them.