

July 22, 2016 (Fri)

SGH Program, Kobe-Sendai Interaction Program-Introducing and playing the disaster prevention game with the 5th graders in elementary school.

[Overview] When we visited the Organization for Graduate School Program of Leadership at Tohoku University last December, we learned the “disaster prevention game”. We introduced the disaster prevention game to the elementary school.



The Meeting



We introduced our activities.



The game is played in groups of 4.



Everyone enjoyed playing the game.



We gave them a certificate since they completed the game.



The elementary students answered our questionnaire.

Student's comments

I was the leader of this “disaster prevention game”. All of my team members helped me, so this activity ended successfully. I was worried if I can complete this session. I was also worried that I may make mistakes. All teachers in Kobe City Uzugamori Elementary School gave us a warm welcome. The elementary students called us “Sensei”, and I was really happy about it. I should improve how to teach how this game works, and the game itself must be improved. From this experience, I would like to improve this game activity.

Since I have less opportunity to communicate with elementary children, I was unable to explain this activity at first. But since my teammates supported me, I was able to explain better and better. I want to introduce this game to other elementary schools since this game is suitable to educate children how we should be aware of disasters.

This was our first time to play the “disaster prevention game” at elementary school. I found it difficult as how to operate the game as a deputy leader. I realized that we should explain more easily for the elementary students, so for next time we should do better. I would like to make the Kobe version for this game and teach elementary students what we should be aware of in Kobe when a disaster happens.

I did my best to explain about the disaster reduction simply, so that elementary students can understand well. The word “disaster reduction” was strongly imputed into myself also and this day was very valuable for me. Elementary students had very unique ideas, and I was able to see and learn about earthquake and disaster reduction. I would like to continue this activity for the other areas.

I was always willing to share the disaster reduction and prevention. I thought that we should have practiced more and prepared for this day beforehand. Elementary student seemed to enjoy the game, so I hope that we can play the game in other elementary schools.

We were able to do the “interactions in local area” and “share the experience” at Kobe City Uzugamori Elementary School. We should have prepared more, but I think we did our best. We learned a lot from the elementary students. We realized that whenever we explain to others, we should think what would be the best way to explain.

It was a good experience for me to work with the elementary students about the disaster prevention and reduction. I found difficulty as to how we can explain ourselves to others, especially to

students younger than us. Some were shy, and some couldn't speak Japanese. I was worried if I am doing enough for them to understand how to play. Some told me that they were surprised to know that a tsunami is faster than a car and people cannot swim through the tsunami. I am glad that we taught them that everyone should be aware for the natural disaster which may happen anytime. I would like to improve my presentation so that younger students can easily understand my ideas.

From today's lesson, It was amazing to know that elementary students had more awareness about the disaster prevention and reduction. They were having discussions without us. Some of them told me that "It is hard to think on my own, but it is fun. This action game is more better than listening to the teachers lessons!" I am sure that this would be a big step for them to improve their mind of disaster prevention and reduction.

This was our first time to deliver to others what we have been learning through our Sendai interaction. I am very pleased about it. I know we made some mistakes, but I think everything worked well. On the other hand, I found several points that we should fix to improve our disaster prevention game.