

# Drawing a Map of Your Community

## Hunt for Hazards and Find Ways to Avoid Them

Remembering the stories you just heard, visit possible areas at risk. Talk to people who live or work there about hazards and what to do about them. Draw a detailed map of each area, using your symbols to show risks and resources.

Put all the maps together on one big community map.

## Take Action!

Share with your classmates and teacher what people in the neighbourhood told you during your visit. What steps could your community take for people to be safe? Who in the community can help you?

Now, take action! Ask your teacher to invite people from the community – the mayor, firemen, police, journalists, doctors, the weatherperson, social workers – and discuss the things you have seen and your ideas of what could be done.

## Enter the Community Map Contest!

### Deadline: 31 March 1996

Send your community risk and resource map to the United Nations International Decade for Natural Disaster Reduction. Each student from the winning classes will receive a t-shirt from IDNDR or from UNICEF. Winning maps will be published in *Stop Disasters* magazine, which is printed in six languages and is sent all over the world.

Remember, a good map is easy to read, and its symbols are clear. It will clearly mark risk areas and community resources.

Along with the map, you may also wish to send written stories or photos of how you or your community used it.

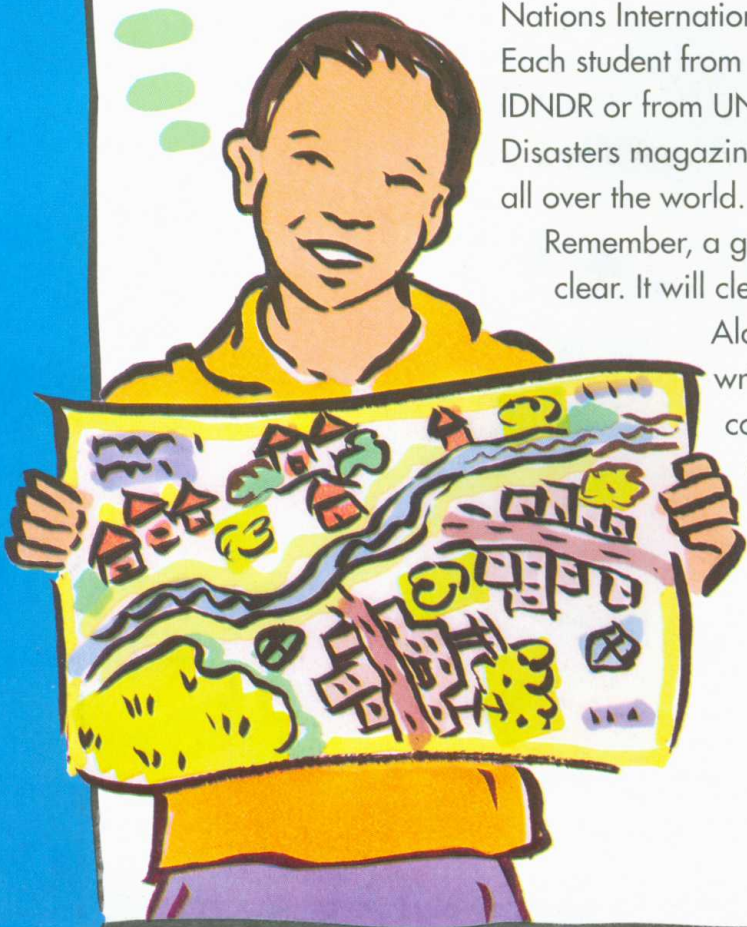
On the back of your map, please include:

Name and address of your school

Grade level and ages of students

Your teacher's name

*The Community Map section is adapted from materials developed by the World Health Organization; the Pan American Health Organization; the Italian Ministry of Foreign Affairs; General Directorate for Development Cooperation; the WHO/DGCS Collaborating Centre for Emergencies.*





# Save Natalie! The Preparedness Game

The game on the next two pages is about how to protect yourself from natural disasters. If you look at the middle square on the game board, you will find a 10-year old girl called Natalie sitting under a table. What is she doing? Why is she under the table? Play the game and you will find the answer to this question!

## RULES OF THE GAME

**Number of players** 2 or more


**Things you need**


- the game board
- 2 dice
- a different marker for each player
- 1 stack of 10 supply cards. (You can make more cards if you have many players.)
- 1 stack of 6 task cards (cut out from page 11)


**How to play**


Each player starts with a marker in square number 1. Follow the spiral in a clockwise direction by moving the number of squares shown on the dice. The youngest player starts.


The first player to reach the center, and save Natalie, with the exact number shown on the dice is the winner. If the number on the dice does not put you directly in the winning square, move backwards the number your dice show.

**Helpful Squares**  Squares with Natalie: You can take a supply card or roll again. If there are no more supply cards left, roll again.

**Trouble Squares**  Squares with lightning: Go back to the beginning and start over.

**Black Square**  Square in black: Stay two turns or give the supply store a flashlight and batteries supply card.

**Broken Window**  Squares with a broken window: Stay two turns or give the supply store a shoe supply card.

**Disaster Squares**  Squares with multiple natural disasters: Take a task card. Follow the instructions, then put the card on the bottom of the deck.



Squares with a single natural disaster: Wait one turn or give two supply cards.



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