

Educational objectives:

- Make the notion of natural risks common and familiar.
- Teach the response to natural disasters.
- Develop community and social awareness.

Audience:

- **Children of 8 to 11:** The format - sounds, images and games have been particularly designed and adapted for ease of comprehension by junior school children.
- **Parents:** The programme has been extensively tested by adults as well as children. Many "older" users were surprised to have made mistakes when answering the quiz! The "course" element provided in this programme will help parents and their families develop a greater understanding of natural disasters - how to avoid them, and how to react appropriately when faced with disaster.
- **Teachers:** This software has been designed as a pedagogical support for courses and assessments on the topic of natural hazards.

Example of activity with 1 child per computer during a period of 45-55 minutes:

1/ *Before starting the software:* Children are briefed on one of the natural disaster elements chosen by the teacher. The teacher may prepare the material with support from within the "Lesson" module of the software.

2/ *At the PC*

- + **Cartoons:** Child explores the issue through short stories
- + **Puzzle :** Child continues to learn through exposure to imagery
- + **Quiz:** The teacher can determine the child's progress
- + **Board Game :** Children in class who have completed the quiz can play the board game and review their new understanding together

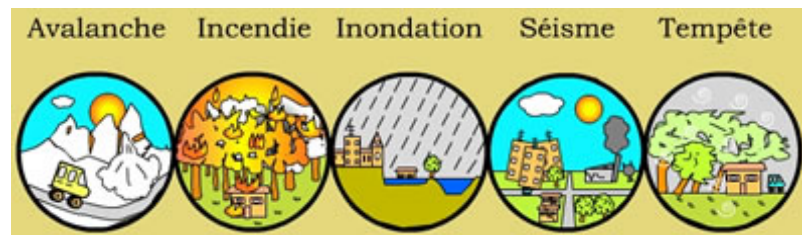
The Natural Hazards dealt with include:

- Storm
- Flood
- Fire
- Avalanche
- Storm

Entertaining design and games:

In order not to overload school programs, an entertaining approach has been preferred. Sauvie, the rescuer assisted by Flairtous help and accompany children in their adventure.

- **The Puzzles:** They have been designed especially for younger children who have limited reading ability. Imagery is the most appropriate means to teach basic features of natural disasters.



- **The Board Game:** this is a combination of image and text that explains natural disasters in the form of a long and adventurous journey. It is possible for up to 8 children to play but in practice, it is usually best for 4.

- **The Quiz:** It is mainly a reading-based learning module. It is based on understanding and evaluation of presented alternatives. The objectives of the questionnaire are the understanding of the cause and effects of natural disasters and how to minimise on their impact on people and property. Correct answers are rewarded with various motivational musical animations!

- **The Lessons:** With illustrating images, they are designed for older children who can read. It is the step that prepares them for the quiz and gives them more information about recommended attitudes towards danger.

- **The Cartoons:** They present a variety of characters with Sauvie the rescuer. Image is the basic media and therefore children of mixed reading abilities have the same access to the information.

- **The Screen Backgrounds:** They help children remember the fundamental educational elements acquired in the games.

- **Simple Browsing.** It is very simple to browse during the games. Each game has various buttons illustrating the links. The player can suspend the game at any time to visualise either the outline of the particular game or the overall program. Users can of course quit at any time.

Required configuration:

The software is written for use with either IBM-PC compatible or Macintosh computers. With a low level of minimum specification, the software will run on virtually any PC.

The minimal configuration required:

IBM PC - Macintosh computers

166 Mhz processor

32 MB RAM

Windows 95

Free disk space: 17 MB

This software is set up with an easy automatic installation program. Downloading the application is easy and quick (less than 50 mins with a 56K modem).

Survey in School:

This software was developed to meet the recommendations of the French Ministry of Ecology and Sustainable Development. Children of 8 to 11 years of age assessed the game and answered a quantitative and qualitative survey. The results were extremely positive with 86% of the children indicating they would choose to use the software. The survey's findings were used to refine the application further.



The results of the survey are available for inspection on request.

Publishing:

It has been displayed during the "Euromediterranean Forum on Disaster Reduction" in Madrid in October 2003, also at the Orleans Conference Centre and at the French Ministry of Ecology and Sustainable Development. It has been very well received.

Available for download on www.visiorisk.com:

- - [demonstration](#) : (1.4 MB application windows)
- - [brochure](#) : (335 KB/pdf)

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