**Activity 7: Debrief Exercise**

**We’re Ready! Instructional Plan**

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| **Date/Time:**3:30-3:50pm |
| **Presenter:** |
| **Description of learning activity:**  Debrief the mock disaster game:   * What worked well? * What could work better?   Identify what revisions need to be made to community plans   * How can Community Plans be revised to reflect what was learned?   + Use language that puts onus on community to keep the community emergency plan going and develop it further |
| **Learning objectives:**  E. Participants integrate learnings from the workshop activities and discuss improvement to the various disaster component plans.  Learning objectives are met by:   * Identifying practical lessons learned during the game * Identifying ways to improve the Community Disaster Plans |
| **Instructional techniques:**   * Read instructions * Open circle discussion * Note taking by presenters (flip charts) |
| **Speaking points:**  Revisit questions from Activity 5:   * + Question 1: How did you learn about the emergency/where would you get your information?   + Question 2: What do you do with this information? Where do you go for more information? Can you verify that the information is accurate?   + Question 3: What are your primary concerns? Secondary concerns?   + Question 4: Who are you talking to? Who is looking for you? Who are you looking for? How are you communicating with them?   + Question 5: Who did you ask for help? If official help is not available, what are some other options?   + Question 6: Where was a safe place for you to go?   Debrief from Activity 6:   * What worked well?   + e.g. In what ways did exercise meet your expectations? * What could work better?   + e.g. Were there any surprises? * How does the exercise affirm your community plan?   + e.g. What did you anticipate correctly in your community plan? * In what ways can your community plan be strengthened?   + e.g. Based on exercise, what change do you want/need to make in your community plan? |
| **Demo activity details:**   * Circle conversation * Arrange chairs in one large circle with two facilitators and whiteboard/flipchart in circle - ask for examples * Ask everyone to take a moment and pick one word that describe their experience of the exercise (e.g. scary, fun, confusing, chaotic, exciting)   Round of applause! |
| **Assessment plan:**   * Was the game debriefed? * How many practical lessons were transferred to community plans? |
| **Estimated duration of activity:**   * 20 minutes |
| **Instructor (I) and participant (P) resources/materials:**   * Chairs * Whiteboard and/or flip chart paper * Markers |
| **Volunteers required (# and specific expertise?):**   * Two primary facilitators * Three to five secondary facilitators (providing clarifications, flagging issues as needed) |
| **Facilities required:**   * One large meeting room * Chairs for all participants |
| **Additional notes:**  As currently planned, the revisions to the Community Disaster Plans will only be identified, but not actually made as this may prove to logistically challenging and may be a concrete first step that the newly formed Community Disaster Team can take (see Activity 8). |