

Activity 7: Debrief Exercise/Identify Community Plan Revisions

Session Title: Debrief Exercise/Identify Community Plan Revisions
Date/Time: 2:15 - 2:40 pm
Presenter:
Description of learning activity: Debrief game <ul style="list-style-type: none">● What worked well?● What could work better? Identify what revisions need to be made to community plans <ul style="list-style-type: none">● How can Community Plans be revised to reflect what was learned?<ul style="list-style-type: none">○ Use language that puts onus on community to keep the community emergency plan going and develop it further
Learning objectives: <ul style="list-style-type: none">● To identify practical lessons learned during the game● To identify ways to improve the Community Disaster Plans
Instructional techniques: <ul style="list-style-type: none">● Participants sit at the table with the group with which you created the community plan● After group work, open discussion● Note taking by presenters (flip charts)
Speaking points: <ul style="list-style-type: none">● Please find a table and sit with the group with which you created the community plan.● With your group, you are going to debrief from the game and figure out what is needed to revise the community plans (don't necessarily need to revise them now but identify what you would revise).● Think through a series of questions first with your table group and then share 1 point with the bigger group. QUESTIONS ON COMPUTER <ol style="list-style-type: none">1. What worked well? e.g. In what ways did the exercise meet your expectations?2. What could work better? e.g. Were there any surprises?

3. How does the exercise affirm your community plan?
e.g. What did you anticipate correctly in your community plan?
4. 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?
5. Where else create an emergency community plan?
e.g. Home, community groups, church; who would you involve to make these plans?

Please write the answers to these questions on a flip chart paper which we will collect by putting Question 1, Question 2 (but do not need to rewrite the wording of the question).

Demo activity details:

- 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:

- 25 minutes

Instructor (I) and participant (P) resources/materials:

- Chairs
- Whiteboard and/or flip chart paper
- Markers

Volunteers required (# and specific expertise?):

- Two primary facilitators
- Two secondary facilitators (providing clarifications, flagging issues as needed)

Facilities required:

- One large meeting room
- Chairs and tables 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 be logistically challenging