**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
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| **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
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| **Instructional techniques:*** Read instructions
* Open circle discussion
* Note taking by presenters (flip charts)
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| **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?
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| **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?
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| **Estimated duration of activity:** * 20 minutes
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| **Instructor (I) and participant (P) resources/materials:*** Chairs
* Whiteboard and/or flip chart paper
* Markers
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| **Volunteers required (# and specific expertise?):*** Two primary facilitators
* Three to five secondary facilitators (providing clarifications, flagging issues as needed)
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| **Facilities required:*** One large meeting room
* Chairs for all participants
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| **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). |