

Activity 7: Debrief Exercise
We're Ready! Instructional Plan

Date/Time: 3:30-3:50pm
Presenter:
Description of learning activity: Debrief the mock disaster 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: E. Participants integrate learnings from the workshop activities and discuss improvement to the various disaster component plans. Learning objectives are met by: <ul style="list-style-type: none">• Identifying practical lessons learned during the game• Identifying ways to improve the Community Disaster Plans
Instructional techniques: <ul style="list-style-type: none">• Read instructions• Open circle discussion• Note taking by presenters (flip charts)
Speaking points: Revisit questions from Activity 5: <ul style="list-style-type: none">○ 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 be logistically challenging and may be a concrete first step that the newly formed Community Disaster Team can take (see Activity 8).