

----- Part 1: Game Overview-----

Title: Ready!

Description: 'Ready' was developed as an innovative way to have focused conversations with the communities around location-specific disaster preparedness and disaster risk reduction. 'Ready' is a physical game that can be played using any disaster scenario, and is most effective using a realistic scenario for the participants.

Learning Outcomes: communication skills, disaster preparedness, teamwork

Facilitator Skill Level: 2 out of 5

Intended Audience: Community members. The game can also be played with disaster managers/volunteers/ branch officers etc

Number of Players: As many teams of 5-10 players as needed. At least 2 teams of 3 or more are needed to play, ideally teams consist of six players each

Time Needed for gameplay/discussion: 30 minutes

Materials:

1. 8 Index Cards per team; each card has 3 blank lines with *Team Name*, *Priority* and *Difficulty* written in top right corner, next to each line
2. Pens (a few for each team)
3. 20 Beans per team
4. 20 Dice per team
5. Timer
6. Prizes for the winning team(s)
7. A volunteer helper familiar with the game

Playspace Requirements: (physical space needed for the game)

A large open space, at least 20 by 20 meters.

Setup: (physical arrangement of the game -- *a diagram is usually very useful here*)

Goal: The team with the most priority action game points when the ends of the game wins.

Game Play:

Teams are formed.

1. Facilitator provides the disaster scenario
2. Teams brainstorm actions
3. Teams select 8 priority actions from brainstorm list
4. Teams prioritize actions using beans
 - a. Record number of beans assigned to each action in the upper right hand corner *Priority* box
5. Next, facilitator's helper collects beans and sets them aside
6. Teams assign difficulty of action using dice
 - a. Record number of dice assigned to each action in the upper right hand corner *Difficulty* box
7. Teams write down their team name on their cards
8. Facilitator's helper places actions around the game space with the number of dice assigned to that action
9. Facilitator provides instructions on rules of game play (see Facilitation Guidance)
10. Teams discuss their strategy (going individually versus groups to complete actions etc)
11. Facilitator brings teams to a starting line, announces countdown (On your mark, get set, go!) and calls time after 1 minute
12. Once time is up, facilitator calls teams to return with only the complete actions, leave the uncompleted actions where they were
13. Teams tally points by counting the total number of actions they have 'completed', and identify the winner
14. Facilitator distributes prizes
15. Discussion

Rules:

Teams play at the same time in the same area. **Important:** teams must clearly mark their actions with their team names so that they don't get mixed up.

Players should only complete the actions of their own team.

Rule 1: Players have one minute to complete as many actions as possible.

Rule 2: In order to complete an action, a player must roll the die attached to that action until she rolls a 1. Even if an action has multiple dice, the player may only roll one die at a time.

Rule 3: If multiple people are working on one action, they may each roll one die so that

multiple die are being rolled at the same time. This helps speed up the completion of the action.

Rule 4: When a player completes an action she must take the dice and piece of paper from that action with her.

Variations: N/A

----- Part 2: Facilitation Guide -----

Preparation Time: 10 minutes

GamePlay:

Step 1: The facilitator must first select an emergency that the game will simulate.

Example: "The river is rising and will reach your village this week. What will you do to make sure your household is prepared?"

Step 2: The community is divided into teams of about 6 players (you can have as many teams as needed, generally teams of 5-10 players works well).

Step 3: Each team must come up with as many actions as they can think of to complete in the event of the emergency scenario given. The team leader will write down all of the actions on a piece of paper. **FACILITATOR:** generate some competitive spirit by having the teams see who can come up with the most actions.

Step 4: The teams will then select 8 of most important actions from the list they have brainstormed. They write each action onto one piece of paper (thus creating eight pieces of paper with one action each).

Step 5: Each team is given 20 beans. These beans are used to indicate priority. Teams assign each action at least 1 bean, and then assign the rest of the beans amongst the highest priority actions. So the more important the action, the more beans it gets. Each team uses all 20 beans for this, assigning at least 1 bean per action. Teams record in the upper right hand corner of each paper, the number of beans assigned to that action, in the box labeled 'Priority.'

Step 6: Each team is given 20 dice. These dice represent difficulty of the action. Each team assigns the dice to the action now, in the same manner as they assigned the beans:

- At least one die per action

- The most dice go to the most difficult tasks
- Assign all 20 die amongst your actions

Teams record in the upper right hand corner of each paper, the number of dice assigned to that action in the box labeled 'Difficulty'

Step 7: The facilitator places the pieces of paper with the dice on top of them (beans do not need to be included) around the community. Each action should be at least 5 meters away from any other action. They should be far enough away from each other that players might want to run from action to action.

Note: If the community is small, it would be good to place the actions in their appropriate locations (example: "get water" would be placed close to a river). In most situations, though, actions will be placed around an open space. The play space should be at least 20 meters by 20 meters.

End of the Game

- When the time is up, all the players in a team bring their actions together. Each team adds up the number of priority points (beans) recorded in the right hand corner of each action they completed. The team with the most points wins.

General Guidance

- Give out materials and instructions in a step by step sequence, at the time they are needed, do not give out materials or explain everything all at once.
- Check in periodically with teams to make sure people are setting up the game correctly, particularly that they are marking their papers with their team name, recording the number of priority points (beans) and level of difficulty (number of dice) assigned to each action in the upper right hand corner.
- Remind people to take their action with them when they complete it and to leave uncompleted actions where they are on the ground when time is called.
- Remind people not to complete the actions of other teams.
- Remind players at the starting line that safety comes first, to look where they are going and not to run into each other
- Keep all teams moving through the process together, make sure all teams are caught up before moving to the next step.

Discussion Questions:

- Were there any important actions that teams did not complete?
- How did you choose your actions?
- What was your top priority?
- Were any of the actions too difficult to complete?
- What did you realize about your current level of preparedness (in the game and in real life)?

- What would you want to do now (in real life), to be ready for this type of scenario in the future?
- What actions/resources/assistance/plan does your community need to make these preparations?

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