



Final Presentation

Amornthip Paksuchon

Thai Visiting Researcher 2010B

Dissemination

of Disaster Prevention Activities for Communities

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Asian Disaster Reduction Center



DDPM Department of Disaster Prevention and Mitigation, Ministry of Interior

1

Scope of Final Presentation

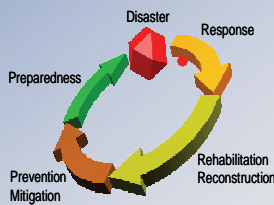
1. Background & Significance
2. Specific Aims
3. Activities
4. Data & Information Resources
5. Expected results on "Iza! Kaeru Caravan in Thailand"



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2

DDPM in Preparedness' s activity



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3

Disaster Prevention Learning Center is highly requested and urgently wanted .



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What is your most perception ? 

Fresh Fruit, Thai Food , Friendship, & Fantastic



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5

What is your most perception ? 

Fresh Fruit,		Or Flash Flood	
			
			
			

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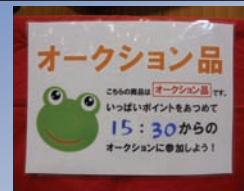
Research Plan

Title : Dissemination of Disaster Prevention Activities for Communities

My work : As a liaison in task force of CBDRM; the 4 years plan project on Capacity Development (JICA-DDPM)

Objective: for scale up disaster prevention activity in Thai communities which introduce new practices in different styles of drill or exercise for specific target groups;

Focus on kids & public.



Concept /approach : by transfer & sharing knowledge, technical know – how in CSR's activities, **Kaeru Caravan** “Learning with fun”, community participation by **Card Game** ; **“Crossroad”** by the spirit of friendship, sympathy and forgiveness in public awareness on disaster prevention as “self-help society” with sustainable and safety community.



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7

1. Background & Significance

As the concept of CBDRM is principle of public participation ⇒By using community based approach ; it's important for different target groups in communities to be prepared & knowing how to response when disaster strike.



AS ADRC VR can get good opportunity to learn how to disseminate new knowledge of disaster Drills “ Iza! Kaeru Caravan” for proper preparedness in term of Emergency.

Children : the main target for promoting safety culture.

Best channel to transfer DRR through amusement activities be able to get more involvement with great pleasure.



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8

2. Specific Aims

Objective :To enable the communities of disaster reduction capacity of Thai communities to cope with disaster by raising community awareness on DRR operation among various targets, particularly through the children.

Focus on Making disaster reduction part of the daily routine & proper prepared.



4. Research Activities

- | | |
|--|--------------------------|
| 1. Identify Problems:
how to create more DRR's activities. | 1. Research |
| 2. Set Objective: to achieve | 2. Edit/ Classify |
| 3. Design: materials, tools, event | 3. Tool Making |
| 4. Conduct : Iza! Kaeru Caravan | 4. Implementation |



Flow of Activity “ Iza! Kaeru Caravan”	
1. Research	Interview 167 victims of Hanshin-awaji earthquake in Kobe
2. Edit/Classify; knowledge	List up the lessons , knowledge results and techniques of DRR that are original to Kobe
3. Tools making	Transform the outputs above & extracted to be Edu. tools for kids, require artists to create
4. Implementation	Using DRR learning materials & game developed from step 3 to conduct “Iza! Kaeru caravan”

Source: NPO+art

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11

Research
1. Searching internet
2. Reading books
3. Learning at Museums , Public Park etc.
4. Listening stories from expert or survivors

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12

Disaster Reduction Education and Cultivation Programs Developed After Compiling the Results of Research (I)

“Iza! Kaeru Caravan!”
 Learning through fun; a new disaster reduction training program for families.

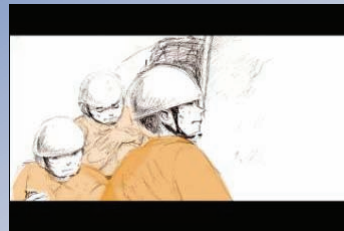


Disaster Reduction Education and Cultivation Programs Developed After Compiling the Results of Research (II)

To convert the diaries of the survivors of the Great Hanshin-Awaji Earthquake into media aimed at children.



Clay Animation “Rescue Dog-Pochi”



Animation “ORANGE”



Simulation Game: “KIKU-KIKU”



Exhibit Panel “YUHE”

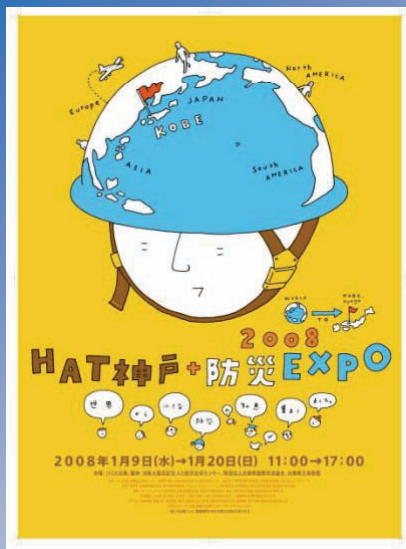
Disaster Reduction Education and Cultivation Programs Developed After Compiling the Results of Research (III)

One month large scale disaster reduction exhibition held in Yokohama in 2007



Disaster Reduction Education and Cultivation Programs Developed After Compiling the Results of Research (IV)

A "disaster reduction, art and international cooperation" themed exhibition held in Kobe in 2008



Disaster Reduction Education and Cultivation Programs Developed After Compiling the Results of Research (V)

Development of a Disaster Reduction Educational Game (1)

“Disaster Reduction Sugoroku Game – GURA GURA TOWN”



● This is basically a “shopping game”. The aim was to develop a game which was generally fun to play.

● The game teaches that it is helpful to have certain items when an earthquake suddenly hits.

Disaster Reduction Education and Cultivation Programs Developed After Compiling the Results of Research (V)

Development of a Disaster Reduction Educational Game (2)

“Disaster Reduction Card Game – Catfish School”



Illustrations of challenges which occur during an earthquake are presented, and the players choose cards with possible solutions from their hand. Points are awarded for the effectiveness and ease of implementation of the solution, and a high score wins the game.

Disaster Reduction Education and Cultivation Programs Developed After Compiling the Results of Research (VI)

The planning of a new kind of disaster reduction manual, the "Earthquake Anytime Notebook"



- A book which presents the voices of 167 survivors of the Great Hanshin-Awaji Earthquake, almost all with illustrations, and with no hierarchy.
- Rather than presenting the material in a one direction educational manner, an effort was made to create an interactive manual that encourages readers to think for themselves.
- The illustrations present not only the emergency conditions but how the changes at the time of affected individual's emotional states.
- The conditions in evacuation areas is also presented, which is rare for this type of book.
- In addition to physical preparation such as quake-proofing and furniture-tipping prevention, the importance of human factors such as routine greetings is presented.

Iza! Kaeru Caravan by + arts

Highlight "Hands-on, Fun & Learn program for disaster prevention and response"

Theme : DRR Activities

- Making disaster reduction part of the daily routine & proper prepared
- Creativity in DRR works & activities
- Disaster reduction measures that are fun to learn



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20

What is the “Iza*! Kaeru Caravan!” ?

*“iza” means emergency

A new type of disaster drill system

- Kids learn disaster reduction while playing fun games
- Disaster drills that allow large numbers of participants
- Family-oriented disaster drills; parents and kids



Source : NPO+art



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Goal :

Learn with fun on DRR activities by localize characteristic in Iza! Kaeru Caravan

**Review activities of Iza! Kaeru Caravan in original in Japan; Kobe, Tokyo and transfer to Indonesia by renewal of logo & Mascot of “Kaeru”
frog ► deer**



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22

Why is it a “Kaeru” character ?

“Kaeru” is the Frog

“Kaeru” carries the same pronunciation as the word for **return or change.**

In “Iza!Kaeru” Caravan context, this fun works as a friendly character of frog and the activity of exchange toys in “Kaekko” Bazaar.

The popularity of the “Kaekko” Bazaar

make the disaster response training much more attractive for kids & their parents, a group who are new to such training.

Since its start in Kobe 2005, these events have been nationwide in Japan, as well as recently in Indonesia.

(Source: <http://www.Kaerulab.exblog.jp>)



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23

Learning from +arts NPO



Disaster Reduction Training Programs as of Lessons Learned from +art at JICA HIC

Emergency ! Kaeru Caravan! Is the best practice to reduce the victims of natural disasters, we are all be aware of the great natural disasters, it is important to be able to practice one by one with their own natural disasters.

To reduce the disaster damage," we need to increase of the expected supporters to be lead for improving disaster prevention.



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Structure of the Emergency! Kaeru Caravan!

START 1. Bring a toy!



Bring an unneeded toy to the Kaekko Bank and exchange it for Kaeru Points.*



2. Get a toy!



Go to the Kaekko Shop to exchange (Kaekko) your points for a toy!

3. Collect points at the disaster reduction workshops!



Children who have used up all their points or who did not bring a toy with them can earn points by participating in the Disaster Reduction Workshops



4. Participate in the auction!



Use the Kaeru Points you've collected to participate in an auction for the most popular toys.



"JICA Hyogo" and "Disaster Reduction and Human Renovation Institution"

The hall was divided into two implementation of about 1,800 people who participated! And many people crowded at both venues.

Also indicated here's cooperation with various organizations working in the Kansai

26 workshops were held on the day of how the booth! !

Each program is a unique experience lined disaster.

Date: January 30, 2011 (Sun) 13:00 to 16:00 (Pre-event coordination: the end of January 2009 to mid-December 2010)

At JICA HIC



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Fun & Learn program for disaster prevention and response

“Iza! Kaeru” Caravan!

By combining the “Kaekko” Bazaar

This event has been a new fun-n-learn approach on disaster prevention and key techniques ; toy exchange programe



Blanket stretcher time practice



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Source : NPO+art ²⁷

Learn With Fun : Play & Learn New Kinds of Disaster Drills “Iza! Kaeru Caravan!”



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Crossroad: A training tool for disaster preparedness and response



- To facilitate mutual communication among the parties concerned, 'Crossroad' seems useful
- In order to get a grip with the idea of Crossroad, let me show some of the aftermath of the earthquake in Kobe area 1995, from which the basic concept of Crossroad stemmed.



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29

Crossroad ; care & Share

In emergency ,it's important to learn appropriate action as the dominant behavior; when under strain or in a state of excitement.



- 1) Accurate knowledge of disasters -History of disasters in local areas
 - Mechanism of disasters
 - Information shown on hazard maps
- 2)The process and scale of disasters can be beyond any expectations.
 - It is important to independently make decisions and take action.
- 3)Safety training and ways of thinking



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30

Crossroad's Character

AIM : “Crossroad” aims at making participants consider the disaster response –and sharing their own views and opinions in case of emergency easily with other participants.

In real situation for disaster response, people are forced to stand at a critical juncture to take important decision.

RULE: Crossroad is a kind of game by using 'system' of Crossroad means 'rule'. The Crossroad questions have three parts:

1) role, 2) situation, and 3) your decision : Yes or No alternatives.

KEY Usually there is no single right answer for the decision because of the different circumstances with uncertain factors.

In “Crossroad”, winning the game is not particularly important.



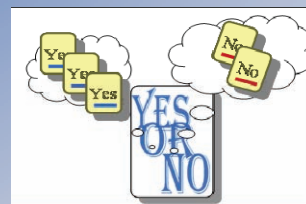
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Crossroad: Flow of the game

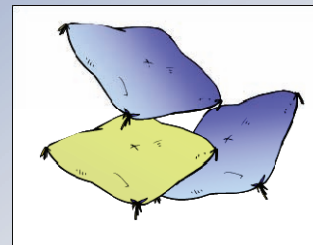
1. Read a card



2. Put either a 'YES' or 'NO' card, face down



3. Turn the cards face up



4. Majority = blue 'zabuton'
(Unique opinion = Gold 'zabuton')

Merits of using a game

1. Positive participation can be expected towards “game” ; not just “play”.
2. Get knowledge or problems for themselves (Voluntary learning)
3. Learning about feelings
4. Participants can notice other people’s ways of thinking.
5. Realize what issues in term of disaster prevention are represented by the rules of the game.



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Awareness raising activities for communities on DRR

Thanks for learning together in JICA’s course
“Dissemination and Establishment of Disaster
Prevention Culture for Asian Countries”



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34

Be Ready to prepared !

With my deepest condolences,
As one of VR 2010B
To your high spirit of people of
Tohoku area .

"I am sure that Japan is able to
come through this difficulty
crisis after re- bounce back
better in a relatively proper
period, given the strength of
the Japanese people."

Now, I realize that our lives are
always dynamic,
not stable anymore. Please be aware
of vulnerable in every step of your
taken , or living with risk.

Be ready to prepared!

Cause

**Tomorrow is never guaranteed
to anyone!!!**

**That's why; I try to start the new
activity as soon as possible.**

In case of tomorrow, will be too late!



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35

As member of ADRC VR program

- 1. The accumulation and provision of information on natural disaster and disaster reduction;**
- 2. Studies on the promotion of disaster reduction cooperation;**
- 3. Gathering of information concerning disaster management;**
- 4. Planning of activities for dissemination and raising awareness of disaster reduction;**



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36

My Impression

We would like to express our heartfelt sympathies to those who have been affected by the Tohoku Pacific Earthquake, which struck on March 11, 2011.

On behalf of ADRC's Visiting Researcher 2010B during January 11 until May 10, 2011

I'm always remember well , and I mean as I feel on the deepest of my heartfelt sympathy to the Japanese



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37

My Impression in different places



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38

My Impression in different weather



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39

Significance of “appreciation”

The significance of “appreciation” for working here in ADRC as a part of the same house; as same family
ADRC’s house in my idea is: all of the staff here is always generous mind without expecting anything in return. Cause your mission is sacrificing yourself for the benefit of the general public in term of DRR.



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40

Domo Arigatoo Gozaimasu



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