

TEACHING THE CHILDREN WITH BASIC PREPAREDNESS ACTIONS ***The Application of the Disaster Prevention Duck Tool in the Philippines***

Tool from Japan

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Basic Introduction to the Tool

Disaster Prevention Duck (DPD) is a game which has been developed and conceptualized on the non-prejudiced character of disaster impacts. Children, who are among the groups most susceptible to disaster risks, were the primary consideration when this tool was designed. It is an effective mechanism for teaching young people basic safety measures as it requires them to react physically to an imaginary hazard and call out the hazards posed to them. The aim is to help children create a culture of preparedness and effectively respond to the disaster while recognizing the forthcoming impacts of the said disaster. The messages on the cards can not only save the lives of children during emergencies, but also can educate them on social customs and simple manners. The Disaster Prevention Duck game is intended for individuals aged 4 and older.



Project Brief

A child-oriented action-research project entitled “**Critically Analyzing Risk Communication Pathways: Lessons from the Child-Centered DRR Approaches in the Philippines**” is being implemented by the Center for Disaster Preparedness in partnership with Plan International and the Institute of Development Studies (IDS). In particular, this project aims to carefully study the role of children and youth as risk communicators in their respective localities. It aims to know what factors determine or influence their level of awareness of DRR and whether they are treated by adults as capable actors in advancing a safe community. The project was launched in November 2008 and covers four provinces (Cebu, Eastern Samar, Southern Leyte and Rizal) in the Philippines.

Barangay Banaba, one of the villages comprising the municipality of San Mateo, is the specific project site in Rizal. To achieve the set goals of the research project, the team facilitated a focus group discussion (FGD) with members of the Barangay Disaster Coordinating Council (BDCC), Buklod ng Kabataan (BK) and non-active children and youth. Furthermore, key-informant interviews at the Barangay, municipal and provincial levels were also conducted to gather more comprehensive data. In addition, household interviews



were carried out to solicit the ideas of parents and other adults in the community. Although the team's primary objective was to gather perceptions of hazards and identify the details of their DRR activities, the researchers saw the need to provide basic education to the non-active children and youth regarding the actions they should take when hazards strike.

Relevance of the Tool

DPD was identified as an important tool for sensitizing the non-active group of children, especially those 4-years-old and older, to disaster awareness and preparedness. Games provide an interactive means of learning safety measures. Since the DPD cards show the hazards as well as the corresponding physical actions, the non-active group was able to learn what to do in case of disasters such as earthquakes, fires or tsunamis. Highlighting such life-threatening events is beneficial to them since their communities are prone to two of the featured hazards. A fault line is situated near the area which makes them exposed to earthquakes. They are also threatened by fire given their high population density of the urban setting where they live.

Integration of Tool in the Project Method

DPD was promoted as an effective tool for enhancing young people's knowledge and awareness of efforts related to the realization of a safe environment. The cards were designed by a research team that gathered the information on hazard perceptions and informal activities undertaken by children in response to the identified vulnerabilities.

By closely looking at the cards shown to them, the children were easily able to recognize the hazards as well as the corresponding safety actions. The project evaluation process also showed that the children were easily able to grasp the actions that should be taken in the event of any disaster.

Impact on the Community

The community members commended the development of this game since it provided an effective and efficient avenue for children and youth who do not belong to any organized groups to learn basic actions for disaster preparedness. This allowed for greater engagement of people in proactive DRR work, which is critical in the achievement of a livable and sustainable environment. Continuous participation in similar workshops would allow young people to learn risk reduction activities that would be an advantage for both the present and future generations.

Impact on the Implementing Staff

This project gave the staff a feeling of fulfillment since it was able to spread the culture of preparedness to greater numbers of people. The more people who gain knowledge of DRR, the closer a community comes to realizing its goal of safety and disaster resilience.

Reference

Copyright of Bosai (Disaster Prevention) Duck: the General Insurance Association of Japan
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