

## FACTSHEET RISK COMMUNICATION MEASURES

### Board game (with question cards)

#### Where was it implemented?

Lower Silesia, Poland

#### Related to measure from the catalogue of measures

- Communication activities in education

#### Target group

- Direct: educational/training centre and school children (10-15 years old)
- Indirect: People around the children who play the game with them, teachers of primary school who could introduce the game geography/nature lessons

#### Messages for children

- “Heavy rain risk is very important for you because the effects of heavy rain can also affect you.”
- “You can acquire knowledge on relevant and difficult issues in an encouraging and enjoyable way.”



Source: B. Miszuk IMGW-PIB

#### Description and aim

The concept of the game was created as an attractive form of checking knowledge on heavy rain risks and risk mitigation measures after lessons. The game consists of a board, instructions and cards with questions to be answered during the game. By using the question cards, the content of the lesson on the subject of heavy rain can be repeated and the knowledge acquired in the lessons can be consolidated. The game can also be used without any relation to the lessons. To increase the impact of the game (as a part of training package), it is aimed to place it on the European Commission's education website.

#### Effect of measure

Children have the opportunity to repeat and consolidate the knowledge gained during lessons about heavy rain risk. Repeating the material in the form of a game is more attractive and efficient than “standard questioning” of school children.

#### Description of implementation

##### Effect horizon:

Short-term to long-term

##### Involved stakeholders:

Teachers of primary school

##### Implementation:

September 2019 (ongoing)

##### Initiator / responsible

Institute of Meteorology and Water Management - National Research Institute (IMGW-PIB).

Lessons-learned	
<p><b>Main success factor:</b> The form of repetition of knowledge in the form of a game is very encouraging to children. They associate this way of learning with entertainment, not with school.</p>	<p><b>Main challenge:</b> Adapting the content to the age of the recipients. Therefore the game was prepared in an attractive way with graphics made by a teenager.</p>
<p><b>Synergies / beneficial aspects:</b> Supports the implementation of teaching program regarding climate adaption in geography lessons at primary schools. Games are a good way for repetition and checking knowledge.</p>	<p><b>Conflicts / Constraints:</b> Conducting a game may require additional time for children and teachers. In the case of a limited timetable, there may not be time to play the game.</p>
Key message to others starting with a similar task	
<p>First, plan an attractive graphic design and an interesting way of playing the game. Focus on the the content of question cards. Prepare simple and attractive questions that match the age of the trained children.</p>	
Contact	
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