

Junior high school students experienced the "Shelter Management Game"

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In disaster prevention education, "how to escape" (avoiding the disaster) is often emphasized. However, depending on the location conditions of schools, it is necessary to prepare the "how to accept" side (setting up and managing shelters, protection of victims, etc.) at all times.

The "Shelter Management Game" (HINANJO HUG) is a game-style shelter management experience tool developed by Shizuoka Prefecture. In the event of a large-scale disaster such as a huge earthquake or tsunami, schools and community centres, which are designated by local governments in advance, become shelters. The people who come to evacuate these disasters are various, such as the elderly, the sick, and the person with small children. Recently tourists from foreign countries led by tourism workers, as well as foreigners living and working in the local area, may come to the shelter. The players of the game is assumed to be in a position to operate the shelter appropriately as an officer of the local community association or the voluntary disaster prevention association. The game uses the "evacuee cards" which are to be placed properly in the school gymnasium and classrooms. The "event cards" including information from the headquarters and requests from evacuation centres are also placed for players to respond properly in the shelter. Teamwork and role-sharing by discussing how to respond to the card are to be required to the player's team.

Once a year, the University of the Ryukyus Junior High School offers special classes for students by university teachers. Therefore, the author gave a special lecture titled "Real Experience! Management of shelters" to the grade 9 junior high school students on November 28, 2019 by use of the "Shelter Management Game".

In the questionnaire after the end of the class, 7 answered "It was easy to understand" and 7 "There were some difficulties, but I could understand mostly" in response to the question "Was the contents of the class easy to understand?". 9 answered "It was very interesting" and 5 "It was interesting" in response to the question "Were you interested in the content of the class?".

When the author facilitated the HUG workshop at a community centre and a school child care facility, the majority of the participants were adult and some high school students participated. This special class was the first trial for the grade 9 junior high school students for the author. One of the purposes of this attempt was to see whether the junior high school students were able to act appropriately in such a situation. As a result, even junior high school students can act almost in the same way as adults. The author was able to be convinced that the junior high school students would be able to cooperate in the shelter management enough even if their school was designated as a shelter.

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