

Trial edition of the card game for disaster prevention education

*Nobuyuki Yamada¹, Kouya Arimura¹

1. Fukuoka University of Education

In this study, we worked out the card game that could think about disaster prevention while playing. At first, we surveyed it about an existing "game for disaster prevention education" and considered a characteristic and problems. Those main problems were difficult for a child and were the point that was lacking in fun. We made a sample version of the card game while considering the problems of the existing it. Our game like Shogi has some cards with the several functions, the two players use them. There are used three kinds of cards of 'Human cards', 'Disaster cards' and 'Tool cards'. It becomes the victory if I can move all the Human cards from a home ground to a refuge earlier than a partner. In this study, we proposed the card game that could create opportunities to think about disaster prevention experimentally using the break times of the school. However, we have to discuss the some problems in this game.

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