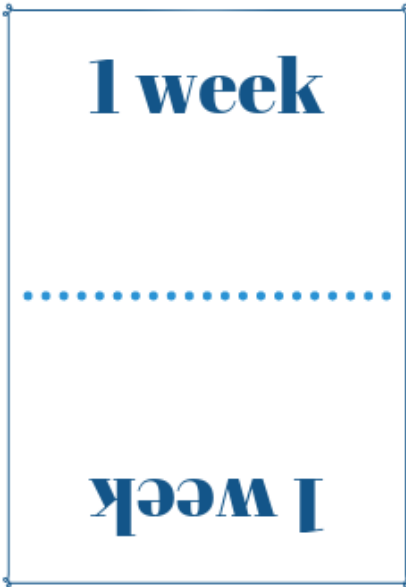


# BEFORE THE STORM

## Time Card



## Forecast Card



## Action Card



10+ mins.



4+ players



Small Space  
with Tables



3

## LEARNING OBJECTIVES

- Discussion-based activity
- Learn about extreme weather events
- Practice making decisions to prepare for disasters
- Friendly competition

## MATERIALS

- Before the Storm deck of cards (included in the back of the booklet)

# BEFORE THE STORM

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## FACILITATION GUIDELINES

1. Ask for a volunteer from each group to be the judge for the game.
2. Shuffle the time cards and have the judge place one on the table. This represents the lead-time of a forecast: how much time is expected to elapse between the issue of the forecast and the actual occurrence of the forecast event. When groups go through all 3 time cards, reshuffle and then continue playing.
3. Shuffle the forecast cards and have the judge place one in front of/ next to the time card.
4. Shuffle the action cards and distribute four cards to each player (except the judge). Some cards might be blank, tell the players that that is OK!
5. Inform players that they should play just one action card per turn, face down. The action cards correspond to recommending a plan for disaster preparedness in response to the forecasts and time given to prepare. The aim is to have a card that will be chosen by the judge as the most appropriate action for that lead time.
  - Note: When a player writes their own card, they must only write down one action (not multiple actions).
6. Have the judge shuffle and review the action cards. Players can try to convince the judge that their card is the best.
7. The judge awards 1 point to the best choice (that player keeps the action card in their score pile).
  - If two players have the same winning card, they both keep it and get 1 point each.
8. Continue play for 6+ rounds (1 forecast card is 1 round). The player with the most cards in their score pile wins. Ties are friendly (multiple winners result in a tie).

## DEBRIEFING QUESTIONS

1. Did you have fun playing this game?
2. What did you learn that you didn't know before?