



**A Teacher-Led Activity**

Objectives: ... use logical reasoning to make sense of the world and to solve problems  
 ... draw inferences and support them with text evidence

## Refugee Simulation--Part 1

Refugees are the survivors who are forced from their homes by a disaster like the Great Earthquake of 1906. They had little time to plan as they left their homes. They made last-minute choices--some good, some bad.

To prepare for a mock disaster, have everyone put his or her name on a slip of paper. Drop the slips into a basket.

Imagine that a natural disaster has just occurred in your neighborhood. You have 8 minutes to get out of your house...forever.

**First, consider EVERYTHING in your house.** Make a list of valuable **inanimate** objects in your house. Do not include human beings or pets. We will declare them safe for this simulation. (In a real disaster, you would have to find ways to help humans get out, and you would have to make decisions about pets.)

**Time Limit: 5 min.**



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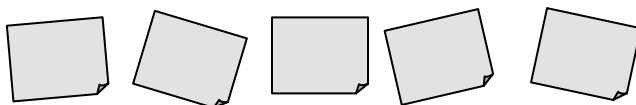
Now, you have three minutes to decide which **five** you can and should carry out with you. Remember, you don't know where you are going or what you can do to be safe. You don't know how long you will be without communication, transportation, shelter, health objects, food, and water. You may wear one set of clothing and take no more. Circle the **five items** that weigh **less** than a total of about 30 pounds that you will take with you.

**Time Limit: 3 minutes.**

List those five things here:

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Take five 2" squares of paper and draw one of these items on each piece of paper.



You are now a refugee. You have left your home carrying five belongings. Outside your home, you see 3 of your neighbors and join with them. The teacher will draw the first name. That person will draw one name from the basket. In turn, the person drawn will draw one name. This continues until a group of four is created. The last of the four drawn will draw one more name. This person will become the first in the second group of neighbors. This continues until each member of the class is part of a group. After this, each group is invisible to the other groups.



Multiple Intelligences Icons

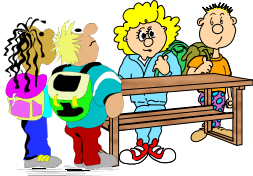


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Do NOT give each student a copy of this page.

## Refugee Simulation--Part 2



A Situation Card will be drawn by the teacher and read to your group from time to time. The group must problem solve to decide how to respond.

A journal will be kept of your journey to safety. The job of writing in the journal will rotate through your group. Keep a record of what happens during your escape, what decisions are made, and why you made these decisions.

Meet with your group. Decide on a name for the group. Number off so that each member has one number from 1-4. Share the objects you have decided to bring with you. **SAVE the slips of paper.** You will need them for your journey. Discuss the items you have brought and why you brought them. Discuss the following questions:

1. How can these items be of help to the group?
2. Should any of them be rationed? How?
3. Will you need something that no one in the group has? How can you get it?
4. How will decisions be made in your group?
5. Who will be the first to write in your group's daily journal?

### Situation Cards

A wild animal is following you. What will you do?

Refugee #3 in your group falls and breaks his left arm. What will you do?

You come to a place that can only be crossed on a bridge. Create a model using debris (popsicle sticks and clay).

Refugee #1 in your group finds a berry bush. What will you do?

A small dog is ahead, whining and buried in unstable rubble. What will you do?

When you woke up this morning one of the objects you brought was gone. Draw an object card from your stack to see what it was. What will you do?

A tree beside you falls and hits Refugee #2. This person stops breathing. What will you do?

A cold rain begins to fall. Refugee #4 begins to cough and shiver. What will you do?

A boulder blocks the narrow path ahead. You cannot turn back. What will you do?

Create more Situation Cards if you want to extend the game.

