

## Production of playing disaster prevention Karuta for the purpose of disaster management awareness-raising activities

Hidekazu Yamamoto<sup>1\*</sup>, Hitomi Kumagai<sup>1</sup>

<sup>1</sup>Faculty of Engineering, Iwate University

In this project we created a Disaster Prevention Karuta, in order to develop teaching materials that can be experienced with the body myself not only look at teaching materials, to enhance awareness of disaster prevention. Karuta productions were aware of the following. Playing Karuta to have a sense of crisis because of the natural disasters, I have tried, however, so as not to give a sense of fear, shock. Do not use expressions such as caught in the tsunami, in particular, is such as not to use Badend representation (worst consequences). Design is aimed at a picture be taken to all people. Colors were so warmly even if there is a sense of urgency. The color scheme I have tried to give an overall sense of unity as much as possible. We have tried some of the children's center the disaster Karuta in Morioka City, Iwate Prefecture. We got the following response was to hear about the playing Karuta from the teachers and the children after playing the Karuta:

They was able to continue untile the playing end without getting tired. They think disaster Karuta to be effective because it was almost like the children are playing Karuta. They think I can be a little interested in disaster reduction have trying to learn their own behavior. They think the Karuta will have an opportunity to look at the disaster prevention. They was able to give the impress texts or pictures by making their experience.

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