



## Royal Thai Distance Learning Foundation and University of Oregon, AEI Tsunami Zone Project, 2009-2010: Activity, Survival-Escape Plan

### Objectives

Students work individually, in pairs, or in groups for this project. They build a 3-dimensional model or “diorama” and create a survival-escape plan for it to use during a tsunami.

### Key Vocabulary

- Escape (v., n.) – to run away
- Escape route (n.) – the path or direction for running away
- Survive (v.), survival (n.) – to live through a dangerous event

### Materials

- Cardboard or other building materials (these can be recycled materials). Shoeboxes or other small boxes work well for this.

### Instructions

1. Students work individually, in pairs, or in groups for this project. Assign or let them choose different buildings which are in a tsunami zone (e.g. a school, a home, a hospital, a farm, a grocery store, a hotel, etc.). These can be real buildings in a real city or village, or they can be fictional.
2. Students first draw a site plan (map), showing where the building is located in relation to the sea or ocean.
3. Students use cardboard, small boxes, or other materials to build 3-dimensional models of their buildings.
4. Students put signs or markings (a) on the site plan/map and (b) inside and around the buildings to show their survival-escape routes during a tsunami.
5. Students write a description to explain their survival-escape routes.
6. Students show-and-tell other students or groups their survival-escape routes.

### Assessment

The following table can act as both a checklist for students and a grading rubric for teachers.

**Key:** *NC = Not Complete; C = Complete; C+ = Complete Plus Extra Credit*

NC	C	C+	Tasks
			A. The drawing of the site plan (map) is detailed and accurate.
			B. The model of the building is detailed and accurate.
			C. The map and building have clear escape route markings.
			D. The map and building use legible (readable) signs in English.
			E. The written description is logical and easy to understand.
			F. The oral show-and-tell is logical easy to understand.