

### Plan:

- What potential disaster will you simulate?
- When and where will this camp take place?
- What will you need? Who will organize the required supplies?
- Is there a local make-up artist who might help create fake injuries for first aid scenarios?

### Do:

- Throw some imposing scenarios at the other Venturers, and see how well they can rise to the challenge.

### Review:

- What do you know now that you did not know before?
- How well did everyone deal with the disaster-inspired scenarios?
- What obstacles did you encounter in planning this Adventure, and how did you overcome these problems?
- How did your Expedition Team manage the tasks involved in putting together this camp?
- How can you share what you learned with the broader community?

### Safety note:

Make sure everyone keeps in mind at all times that this event is a **simulated** disaster. No scenario needs to have any real element of danger to it.

### Online Resources:

- [Wilderness & Remote First Aid](#)
- [Outdoor Adventure Skills](#)
- [Alberta Flood 2013](#)
- [Looking back at the Ice Storm of 1998](#)
- [Into That Darkness, by Steven Price](#)



It starts with Scouts.

## Disaster LARP

## Citizenship



### The Adventure:

All across Canada, natural disasters pose a risk to communities. A disaster can strike in many forms, including earthquakes, flooding, blizzards, tsunamis, tornados, ice storms or even hurricanes.

Form an Expedition Team to test your Company's emergency preparedness. Plan a LARP (live action role play) inspired camp for the other Venturers, all created around the scenario of the aftermath of a disaster. Encourage the other Venturers to think through how they will help the community by providing first aid, shelter, food and water to those in need. For some potential disasters, you will need to develop an evacuation plan.



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