

Disaster Prevention Board Game

~Improve disaster prevention awareness in the Philippines~

Osaka Prefectural Mikunigaoka Senior High School

11 SUSTAINABLE CITIES AND COMMUNITIES

4 QUALITY EDUCATION

13 CLIMATE ACTION

1. Overview of Research Activities

Developed a disaster prevention education board game and dispatching workshop instructors.

Goal : To raise disaster prevention awareness among Filipinos and reduce disaster damage.



2. Background of the Problem

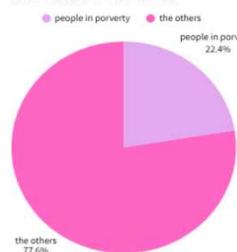
Comparison of major disasters* in Japan and Philippines(2000-25)

Types of Disasters	Japan	Philippines
Earthquakes	31	27
Volcanoes	3	18
Floods	28	112
Typhoons	69	190

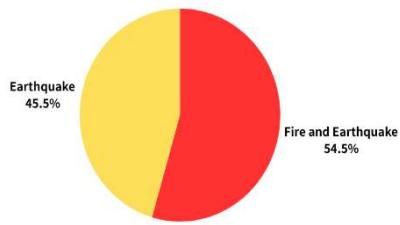
*Definition of major disasters
At least 10 deaths
At least 100 people affected
Declaration of a state of emergency
A request for international assistance has been made
Natural or technological disasters that meet any of the above criteria
EM-DAT

4. Reasons why the Philippines is inferior to Japan

PSA (Philippine Statistics Authority)
says a quarter of people live in poverty.



We conducted a survey and the results



Disaster Prevention Education in the Philippines is insufficient compared to Japan.

6. Disaster Prevention Game Overview

(1) Overview: Game features

- Board game
Two teams must play.
Answer the quizzes and you can get points!!
- There are squares for discussion time
- The problem circular spaces are interlocked.
To prevent two teams from touching the same issue in one game.

(2) Values of this Game

- There are discussion spaces.
it enables students to think deeply.
- There are quizzes about various disasters.

(4) Benefits

Japanese Companies

- Contribute to society
- Increased name recognition

Philippine Public Elementary Schools

- Free disaster preparedness classes
→Raising disaster prevention awareness across the nation

(3) Customer Relationships



Of the 12 companies, 5 expressed interest and 3 promised to provide funding.

Our ideal

Disaster prevention education will become more widespread.
Children can pass it on to the next generation!

7. Evaluation

Japan Finance Corporation Business Grand Prix BEST100

Points evaluated:

- Develop judgment and sociability
- Original ideas that make learning fun

Improvement points

Diversifying approaches to Japanese companies and ways to give back.

8. Future Outlook

- Include company logos on board games.
- Have elementary school students in the Philippines play the board game.

We also plan to expand our business to Singapore, Turkey, and other countries.

9. References and Collaborating Organizations

EM-DAT (Asia) https://docs.google.com/spreadsheets/d/1Y1_WA5HrQJIMrKdrp2kZ3H8nFHOHNp/edit?usp=drivesdk&gid=104384907823480031147&rls=en&strat=use

PSA(2023年) <https://www.cscj.net/program/cebu/poverty.html>

IFHV 『World Lisk Report 2025』

High school students in the Philippines who participated in the survey

- Munoz National High School Main
- Philippine Science High School
- Saint Pedro Poveda Colledge
- Siena Colledge
- Catalanacan Elementary school