

# Are you prepared?

## Using 'Are you prepared?' as part of the curriculum

One round of the game can take anywhere between 15 - 40 minutes depending on the number of players and level of play. Please see our different levels of play to suit different abilities. You can watch our 'How to Play' video to learn more.

**Age Range: 6-12 years**

**Number of Players: 4-6**

**Number of cards: 66**

**57 Playing cards**

**& 9 reference/how to play cards**

**Our game can be used in relation to these Experiences & Outcomes:**

**Social Studies  
ENO (SOC2-12A)  
SOC2-07B  
HWB-1/2-16A  
HWB-1/217A**

**Watch our 'How to Play' video:**



## How to Play

The game has 12 card groups & 9 'bonus Get Help' Cards. Every group has 4 cards. You can identify the card groups by the colour, symbol and hazard word at the top of your card. The object of the game is for players to collect as many full groups as possible by requesting cards from other players.

## Level 1 play suitable for: 6 years +

1. Remove the 9 'Get Help' Cards and put them back in the box. Remove the reference cards and lay them in the middle of the playing table.
2. Shuffle the remaining pack and divide between the players. Players should organise the cards in their hand into groups without showing the other players.
3. The first player starts by asking another player for a specific card they need to complete a group. For example **'Katie do you have a wildfire card?'** If the player has the card they must pass it over as requested.
4. The first player may continue to ask for cards from different players or the same player up to 3 times, or until a player does not have the card they asked for.
5. Then the game moves on clockwise to the next person.
6. When a player gathers a group of 4 cards they must shout **'Ready!'**
7. They then lay the 4 cards on the table in order of 1-4 (card numbers can be found in the top right hand corner). The player describes to the group what is happening and how they will prepare using the information on the cards. One full group equals one point.
8. Keep a note of points on the provided score sheets or scrap paper.
9. Once a player has read out their group play moves on to the next player.
10. The game ends when everyone runs out of cards.
11. The player who has the most points at the end of the game wins.

## Card Groups:

Heavy Snow  
Cold Weather  
High Winds  
Thunderstorm  
Stormy Weather  
Heatwave  
Drought  
Flooding  
Icy Weather  
Wildfire  
In my 'Go-bag'  
Family Go-bag  
+  
Bonus 'Get Help' Cards

# Are you prepared?

## Level 2 play Suitable for: 8 years +

1. Remove the reference cards from the pack of cards and lay them in the middle of the table. Keep the 'Get Help' cards as part of the pack.
2. Shuffle the remaining pack and divide between the players. Players should organise the cards in their hand into groups without showing the other players.
3. The first player starts by asking another player for a specific card they need to complete a group. For example **'Katie do you have a wildfire card?'** If the player has the card they must pass it over to you.
4. The first player may continue to ask for cards from different players or the same player up to 3 times, or until a player does not have the card you asked for.
5. Then the game moves on clockwise to the next person.
6. When a player gathers a group of 4 cards they must shout **'Ready!'**
7. They then lay the 4 cards on the table in order of 1-4 (card numbers can be found in the top right hand corner). The player describes to the group what is happening and how they will prepare using the information on the cards. One full group equals one point.
8. When a player finishes laying down a group this is an opportunity for other players in the group to get an extra point. If a player has a 'Get Help' card that features a person who might help in the hazard situation they can say **'I CAN HELP'** and add the card on the table and then describe how that person might help in the hazard situation. The first person to do this gets a point.
9. 'Get Help' cards can respond to any of the hazard symbols shown on their cards. Each card can only be used once. They can't respond to 'Family Go-bag' or 'In my Go-bag' groups.
10. Keep a note of points on the provided score sheets or scrap paper.
11. The game play then moves on in a clockwise direction round the table.
12. The game ends when everyone runs out of cards.
13. The player who has the most points at the end of the game wins.

## Other ways to use your cards

### Snap!

Download an extra sheet of 'Get Help' cards from our website to use your cards for a game of SNAP! Deal out all the 'Get Help' cards to players. Players take turns flipping over cards from their own piles, placing them face-up in a central pile. When two consecutive cards match, the first player to shout "Snap!" wins the pile of cards, and the game continues until one player has all the cards.

### The Memory Game

Shuffle the cards and lay them face down in rows on a table. Players take turns flipping over two cards. If the cards match (from the same hazard group/colour), the player keeps them and takes another turn. If the cards don't match, turn them face down again and the next player takes a turn. Players try to remember where the cards are. When all the cards have been matched, players count their pairs and the player with the most pairs wins.



## Extension tasks & homework ideas

### Classroom Ideas

- Use the cards or easy read glossary words as discussion points.
- Pick one of the hazards and draw your home town or local community with this hazard.
- 'Can you draw your 'Go-bag' and include all the items you would want to pack? How many items can you fit in your backpack? Which items would you choose?'
- 'Can you imagine a character who experiences a Natural Hazard? Tell the story of how they prepare, what they experience and how they recover from the event'
- 'What is the weather like where you live? Can you make a chart to track the weather for a whole week? Then share it with your class and discuss if there might be any hazards. For example 3 days of heavy rain might lead to flooding.

### Homework Hunt

Being prepared is important when it comes to extreme weather. Can you find all the items below and remember where they are? Work with an adult to find the items. You can do this on a walk or by searching on a map online. Tick off the boxes once you've found.

- ☐ Our local grit bin
- ☐ Our family first aid kit
- ☐ A torch for emergencies
- ☐ The nearest Hospital
- ☐ The nearest Police Station
- ☐ The nearest Fire Station

Now you have found all these items can you use a piece of paper to draw a map of where they are?

### Family Preparation Plan

Does your family have an emergency plan? Discuss with your family what might be the most likely hazard to happen in your area. Next, have a think about how you might plan for this hazard. How would you prepare? How would you stay safe? Might you have to leave your home? If so, what would you take with you? Draw pictures or write down the steps you would take.

Take some time to write down your plan with family members. You can find tips and advice at the **Ready Scotland website:**  
[ready.scot/prepare/emergency-plan](https://ready.scot/prepare/emergency-plan)

Once you have your plan you can design it to be bright and colourful. Try adding drawings that make steps more memorable.

Now it's time to put your emergency plan somewhere memorable in your home. Where would you like to keep it? A magnet on the fridge or a safe drawer?

# Are you prepared?

## Easy Read Glossary

*Use as  
discussion  
points!* 

### **Surge Protector**

A surge protector is like a safety guard that stops too much electricity from hurting your computers or gadgets.

### **Extreme**

To exceed the ordinary, usual, or expected. For example: extreme weather conditions.

### **Hazard**

A source of danger.

### **Natural Hazard**

A natural event that can be a source of danger and threaten people or property.

### **Essential**

Something that is very important.

### **Resilience**

Being able to recover from or adjust easily to change.

### **Emergency**

A situation that needs urgent help.

### **Forecasting**

Is to predict weather conditions based on science and observations.

### **Environmental Impact**

The effect an action will have on the natural environment.

### **Drought**

When there is a lack of water in the environment.

### **Vulnerable**

Being "vulnerable" means you can get hurt easily. For example, if you see a tiny baby animal, it is vulnerable because it needs help and protection to stay safe.

### **Prepare**

"Prepare" means to get ready for something.

### **Recover**

"Recover" means to get better.

### **Consult**

"Consult" means to ask someone for help or advice.

### **Preparation**

The action of getting ready for something.

### **Flood Warning**

An alert to make people aware of potential risk of flooding.

### **Temperature**

How hot or cold something is.

### **Local Community**

A group of people who live in the same area.

*Turn over to learn  
how to make a card  
holder for easy play* 

All those cards can be hard to hold in your hands. Use this template to fold your own card holder. You just need 1 scrap sheet of A4 paper and a glue stick. No scissors required.

Watch our  
How to make  
a card holder  
video:



GLUE HERE INSIDE

5.5cm

FOLD HERE

GLUE HERE INSIDE

5.5cm

FOLD HERE

This is the base of your card holder

5.5cm

FOLD HERE

This is the back of your card holder

5.5cm

FOLD HERE

This is the front of your card holder

5.5cm

FOLD HERE

1cm

FOLD HERE


1cm


CARD HOLDER  
TEMPLATE





# Are you prepared?

Use these score cards to keep track of your game scores. You can photocopy this sheet or draw your own on scrap paper.

 Are you prepared?	
PLAYER NAME	SCORE
Katie	

 Are you prepared?	
PLAYER NAME	SCORE

 Are you prepared?	
PLAYER NAME	SCORE

 Are you prepared?	
PLAYER NAME	SCORE