

Games for Emergency Prep

1. Brainstorm the kinds of disasters that might occur in your area, write them on slips of paper, then draw them from a bag. Each person or team tries to come up with a plan for what to do if that happens.
2. Simon Says: "Stop, Drop, and Roll"; "Drop, Cover, Hold"; "Find the fuse box", "Where is the flashlight?", "Exit the fire escape plan", "Recite your name, address, and phone number".
3. Play "Who you gonna call?" On slips of paper write things that might occur (such as those in #1 above, and for young kids, things like "You are lost in a store"). Take turns drawing the slips from a bag. After reading or having the slip read, everyone calls out, "Who you gonna call?". You may have a list, such as: 911, mom/dad's phone number, a friend/neighbor... The person who drew the slip of paper from the bag then chooses which person to call.
4. Play "Hide and Seek"—the person who finds the best place to hide a bottle of water wins (easy to access in a hurry, cool & dark place . . .)
5. Make a list of things you would need to live for 3 days without running water and electricity. Have a scavenger hunt to find those items around the house and put the items in a bin for a 72-hour emergency kit.
6. Play "Smile for the Camera". Take a picture of each person, and one of the entire family, and make a set of copies for each person to keep in a Grab & Go backpack. If you take more than one picture of each person, you can play a matching game, such as Concentration. One picture could be a silly one.
7. Play "Simon Says" using different facial expressions, body poses, body language.
8. Play "Ready Relay". At one end of the room/house, put a pile or bin of: sturdy shoes, work gloves, helmet, flashlight, HELP sign. A person puts all the clothes on and carries the other things to the opposite end of the room/house, where another person dresses and carries the stuff back. This can be done as teams.
9. Play "Utility Treasure Hunt". At each stop, have a picture of the next item to look for. Find a flashlight or light stick. When you find it, jump up and down 3 times. Next find the fuse box. When you find it, blink and wink your eyes. Find a wrench. When you find it twist and turn back and forth. Find the water cut off valve behind the toilet or under the sink. When you find it, shake your body all over. You may have a treasure at each stop, or a treasure at the end.
10. Using blocks, Jenga, dominoes, etc, each child builds a building or tower on a plate or tray. When a person calls out, "Earthquake!", shake the plates to make the buildings fall. Look around the room and point to things that might fall in an earthquake.
11. Using a plan drawing of a room or your whole home. Use pictures (could be drawings, could be drawn by the children) to have the child put in the right spot. How would you get out in a fire?

12. Sing “Mrs. O’Leary’s Cow”: Late last night, when I was safe in bed; Ms. O’Leary left the lantern in the shed; And when the cow kicked it over, she winked one eye and said, ‘There’ll be a hot time in the old town tonight.’ Fire! Fire! Fire!
13. Play games without power: pantomimes, art projects, storytelling, favorite songs, board games, “I spy with my little eye”, or “I hear with my little ear”, or, “I smell with my nose so very well” . . . Outside: kick the can, kick ball, balloon volleyball, jump rope (for young children it can be stationary, even just on the ground), toss, tag, Red Rover, Hide and Seek, Frisbee, bubbles, draw with chalk, Follow the Leader, etc.
14. Play “Inspector HaZard” : go room to room with a list on a clipboard: a. water heater secured (check), b. tall furniture secured (check), c. No heavy/precious breakables up high (check), d. electronics/appliances secured and surge protected (check), e. hanging plants/lights can’t hit windows or mirrors (check), f. Mirrors/framed pictures secured (check), g. free-standing cabinets secured (check), h. poisons, toxics, solvents, flammables in safe places and unbreakable containers.
15. “Inspector HaZard” solves the mystery. You hear a loud crash— where did it come from? What clues do you have? How and why did it happen?
16. Place the slips of paper from #1 in a bag. Draw them each by turn, and play Charades.
17. Draw a picture of your family and label it with each person’s name.

18. Play “We’re Ready!” Cards. Using 30 3”x5” cards, make 5 sets of 5 cards, then play a matching game such as Concentration, Old Maid, etc.:

Light

- candle picture
- flashlight picture
- lantern picture
- light stick picture
- games to play in the dark: picture of a storyteller

Cooking

- camp stove picture
- sterno stove picture
- picture of a grill
- picture of a pot/pan
- picture of a spoon

Shelter

- picture of a tent
- picture of a sleeping bag
- picture of rain gear
- picture of emergency blanket
- picture of a tarp

Food & Water

- picture of frig/freezer (which needs to be kept closed in a power outage)
- picture of water bottle
- picture of shelf stable packaged food
- picture of pet food
- picture of medicine/baby food (for people with special needs, diets)

Hygiene/Sanitation

- picture of garbage bags
- picture of TP
- picture of hand sanitizer
- picture of wipes (baby wipes, antibacterial)

19. Play "Who Do You Know". Get a map or puzzle of the US. Similar to playing Scattergories, each person tries to list everyone s/he knows that live in a state that begins with a certain letter. If you don't have the 20-sided letter die of Scattergories, you can: a) go down an alphabetical list of states and ask, Who do you know that lives in a state that begins with A? etc. b) write the letters of the alphabet on slips of paper and put them in a bag. Draw them out one at a time (each round), and each person lists as many people as they know that live in a state that begins with the letter drawn. If you draw a letter that doesn't begin the name of any state discard it and re-draw, or give everyone 10 points. The person who has earned the most points at the end of the game wins. For young children, put a picture of persons they know on the state map were they live.
20. Act out a scripture story about 3 days, such as Abraham taking Isaac to sacrifice, Jonah's 3 dismal days, the Easter story, etc.
21. Play "While You Were Sleeping". Everyone lies down and pretends to sleep. Someone calls out, Awake and Shake! Everyone finds a place in the room to shelter in an earthquake.
22. Use a log or other item similar in size to a fire extinguisher. Pretend to put out a fire using the PASS procedure: Pull the pin, Aim at the bottom of the fire, Squeeze the handle, Sweep the hose side to side.
23. Play "Fire Smart"—use a large box or toy kitchen to practice knowing how to put out a stove fire: first

turn off the heat, smother a stove top fire with a large metal lid (not glass). Turn off the oven. Pretend to put out an oven fire with an empty salt or baking soda fire. Close the oven door. Then pretend the fire is out of control . . . get everyone out of the house quickly, and at least across the street. Use a pretend phone to call 911.

24. Play "Stick to it!". Give the children each a different color of sticky notes. Then let them go and put a sticky note on anything that might fall in an earthquake.