**Risk Education: Module 10 – Flood Hazards**

*Objectives*

* Identify the causes of floods and how they affect people differently
* Provide examples of flood mitigation strategies
* Recognize best practices to use to help your community prepare for a flood

*Resources*

* Games
  + UNDRR Interactive Video Game - "Stop Disasters!": <https://www.stopdisastersgame.org/>
  + Legends of Learning Natural Hazards Science Games: <https://www.legendsoflearning.com/learning-objectives/natural-hazards/>
  + “Build a Kit” Disaster Management game: [Build a Kit (ready.gov)](https://www.ready.gov/kids/games/data/bak-english/index.html)
* [Extreme Event Simulation Game | LabX](https://labx.org/games/extreme-event)
* Advanced Video Material: Watch “When the Levees Broke” (On Hulu, Amazon Video) - YouTube link: <https://youtu.be/VjFCv6JvZnU>
* "Why does Jakarta Flood So Easily? - Crash Course Geography: <https://www.youtube.com/watch?v=HDvS2rQZXMc>
* Optional Reading:  [Building a Better Levee | WIRED](https://www.wired.com/2005/09/building-a-better-levee/)
* Advanced Reading After Action Report for 2010 Nashville Flood: [May 2010 Flood After Action Report.pdf (army.mil)](https://www.lrn.usace.army.mil/Portals/49/May2010Flood/May%202010%20Flood%20After%20Action%20Report.pdf?ver=2020-03-11-122014-767)

*Discussion Topics and Activities*

* What are some of the conditions that make flooding such a hazard in cities? Suburban areas? Rural areas?
* Have students discuss items that they need for an emergency kit
  + Alternatively, the “Built a Kit” resource (above) is a great way to build knowledge

*Potential Courses Where the Module could be Utilized*

* Earth and Space Science (ESS.ESS2)

*Applicable Tennessee Education Standards*

* Social Studies
  + SSP.04: Construct and communicate arguments citing supporting evidence
* Science
  + EES2: Earth’s Systems
  + EES3: Earth and Human Activity
  + ETS2B: Influence of Engineering, Technology, and Science on Society and the Environment
  + Cross-cutting concepts
    - Cause & Effect
    - Stability and Change