

+*arts*

Incorporated non-profit organization Plus arts

January 17, 1995
5:46 a.m

Great Hanshin-Awaji Earthquake
occurred

The city collapsed
Over 6400 people were killed

Post-quake Situation in Kobe























IZA!

KAERU CARAVAN!

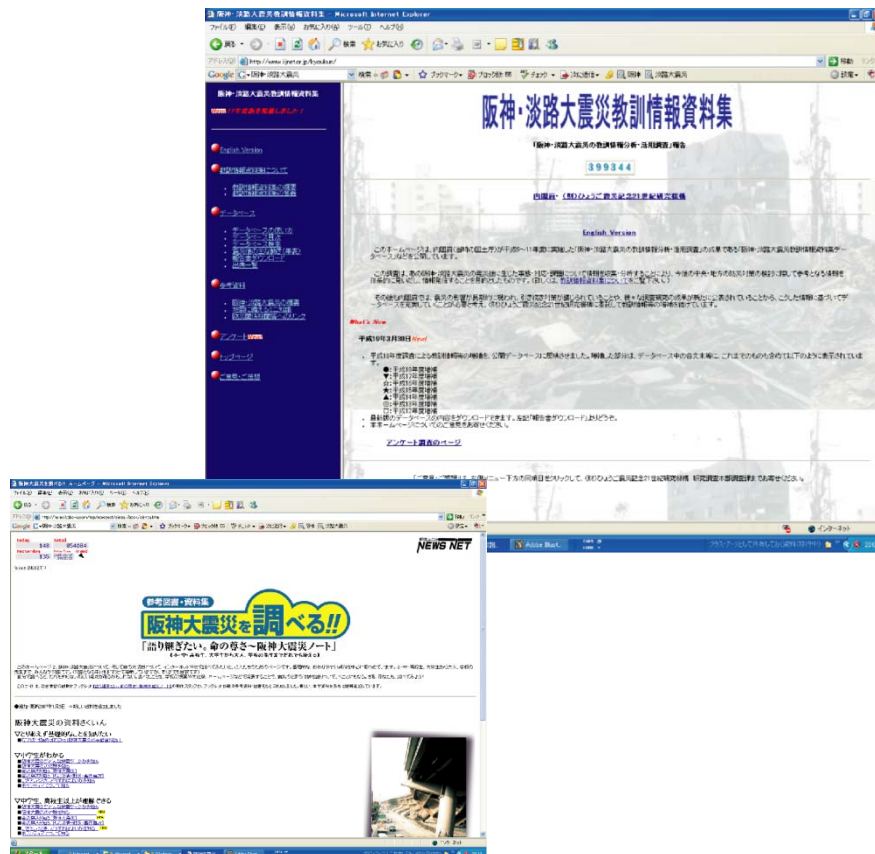
MESSAGE FROM 1995 AT KOBE

“IZA! KAERU CARAVAN!” Development Background

- 1 Development as the 10th anniversary project of the Great Hanshin-Awaji Earthquake
- 2 Commenced study at the request of Kobe City, Hyogo Prefecture
- 3 Collected 167 disaster victims' experiences
- 4 Picked up disaster prevention knowledge and skills, which should be passed on from disaster experiences
- 5 Developed drills and games to learn this knowledge and skills
- 6 Hold events to experience the drills and games developed

Study regarding “Disaster-prevention Lesson”

1 Internet



2 Disaster experience notes



Study regarding “Disaster-prevention Lesson”

3 Earthquake Museum

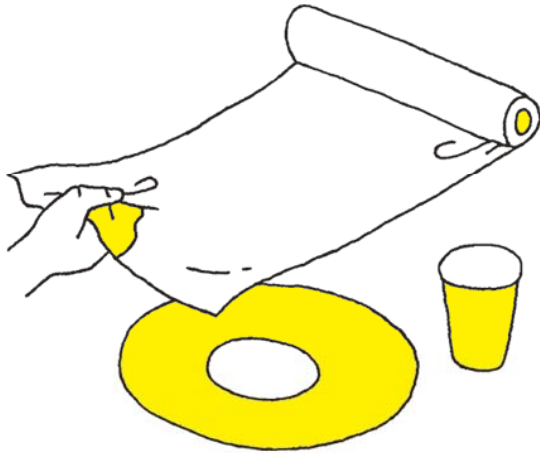


4 Interviews of disaster victims



Disaster-prevention emotional manual “Earthquake note for always”

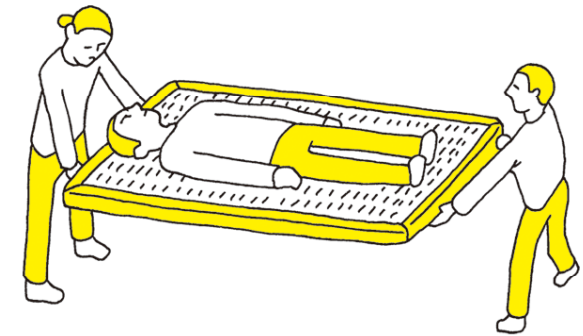
Disaster-prevention related knowledge and skills taught by disaster victims



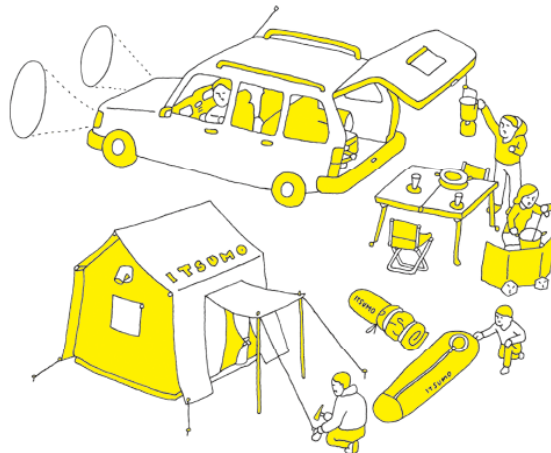
Open cling film over the plate



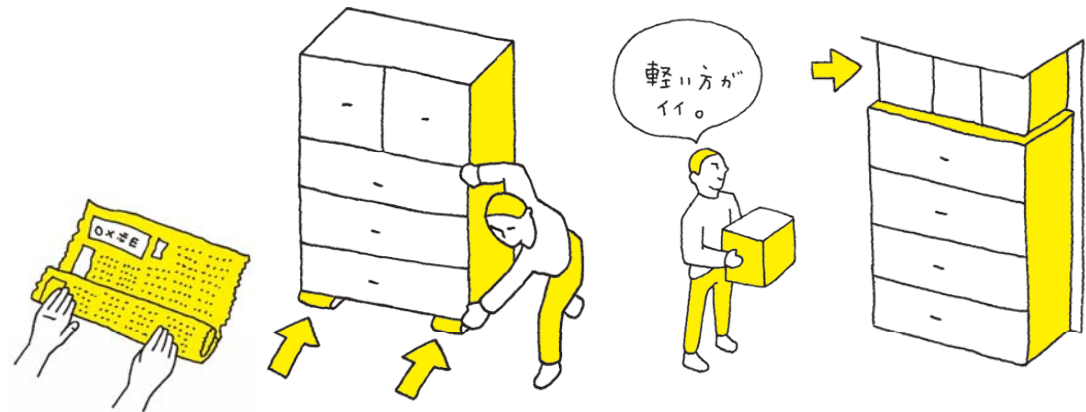
Car-jack was useful



Carry everything all over the place



Camping every day outdoors is disaster prevention



Various methods to prevent furniture falling over

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Introducing disaster-prevention drill program

Research
Study
Interviewing



Skill

Knowledge

+arts

Target shooting game with water extinguisher



Have an extinguisher ready

“Fire will spread and cannot be extinguished except at an early stage.

Have an extinguisher in each household, and remember how to use it.”



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Target shooting game with water extinguisher



Target shooting game with water extinguisher

*Introducing other two types of “targets”

① Bent steel-sheet type

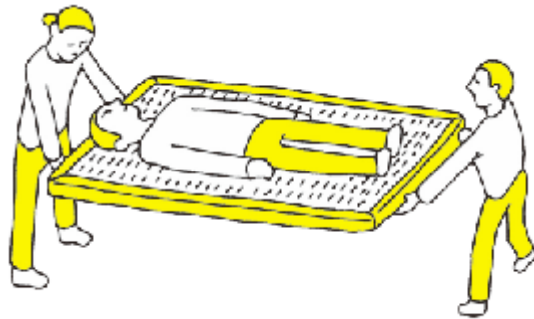


② Tumble doll type



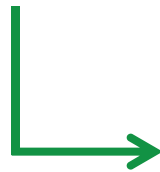
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Blanket stretcher time-trial



Carry anything all over the place.

“Carry anything all over the place with a blanket, tatami-mat (at home), or a door.”



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Blanket stretcher time-trial



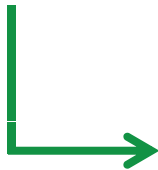
まよの
せいせき
1.89
2.10
3.12
11月17日
かきまわす

Jack-up game



Jack

“Break with a hammer. Saw, crowbar, hammer, jack were useful. When you trade a used car for a new one, leave a jack in the used one.”

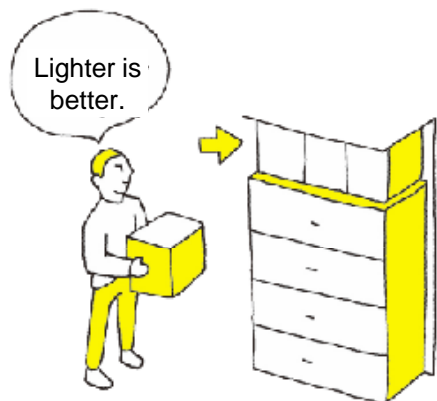


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Jack-up game



Workshop to prevent furniture falling over



Stack empty boxes to the ceiling

“Things were stacked up to the ceiling, so it did not fall over. Now, boxes are still stacked, even though they are empty. The system kitchen units are up to the ceiling, so it is like a reinforced wall.”



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Workshop to prevent furniture falling over



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Puppet play “Otama Play”



Disaster-prevention picture story show



Original picture story show

“Water disaster picture story show”

“Fire prevention picture story show”

“Blow out the Earthquake monster!”

etc.



Original disaster-prevention card game (3 types)

- Disaster-prevention sugoroku game, "GURAGURA TOWN"
- Disaster-prevention card game, "Shuffle"



- Disaster-prevention card game, "Catfish school"



● **New** disaster-prevention card game for **TSUNAMI**

We Collected 50 Tsunami victims in Tohoku area.
And we make the educational tool by “Manga”

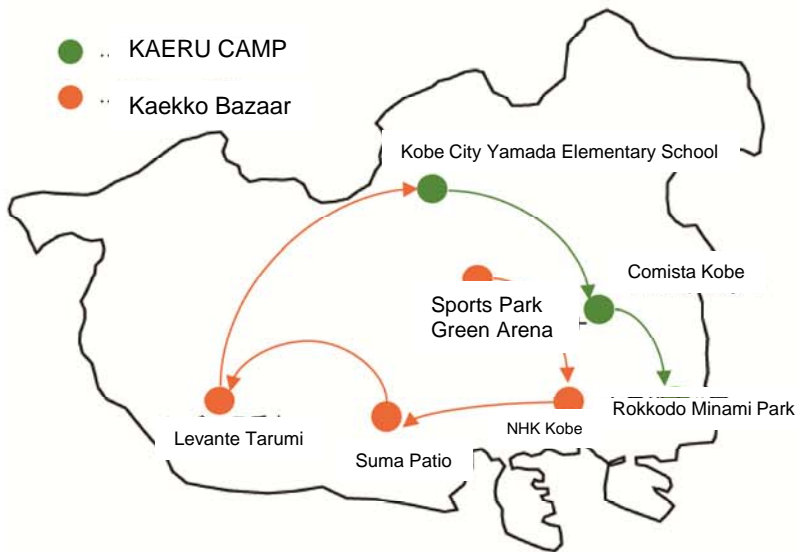


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Development of “IZA! KAERU CARAVAN!”



“KOBE KAERU CARAVAN 2005”



Held at 7 places in the city



Total **8,600 people** participated

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“KOBE KAERU CARAVAN 2005”

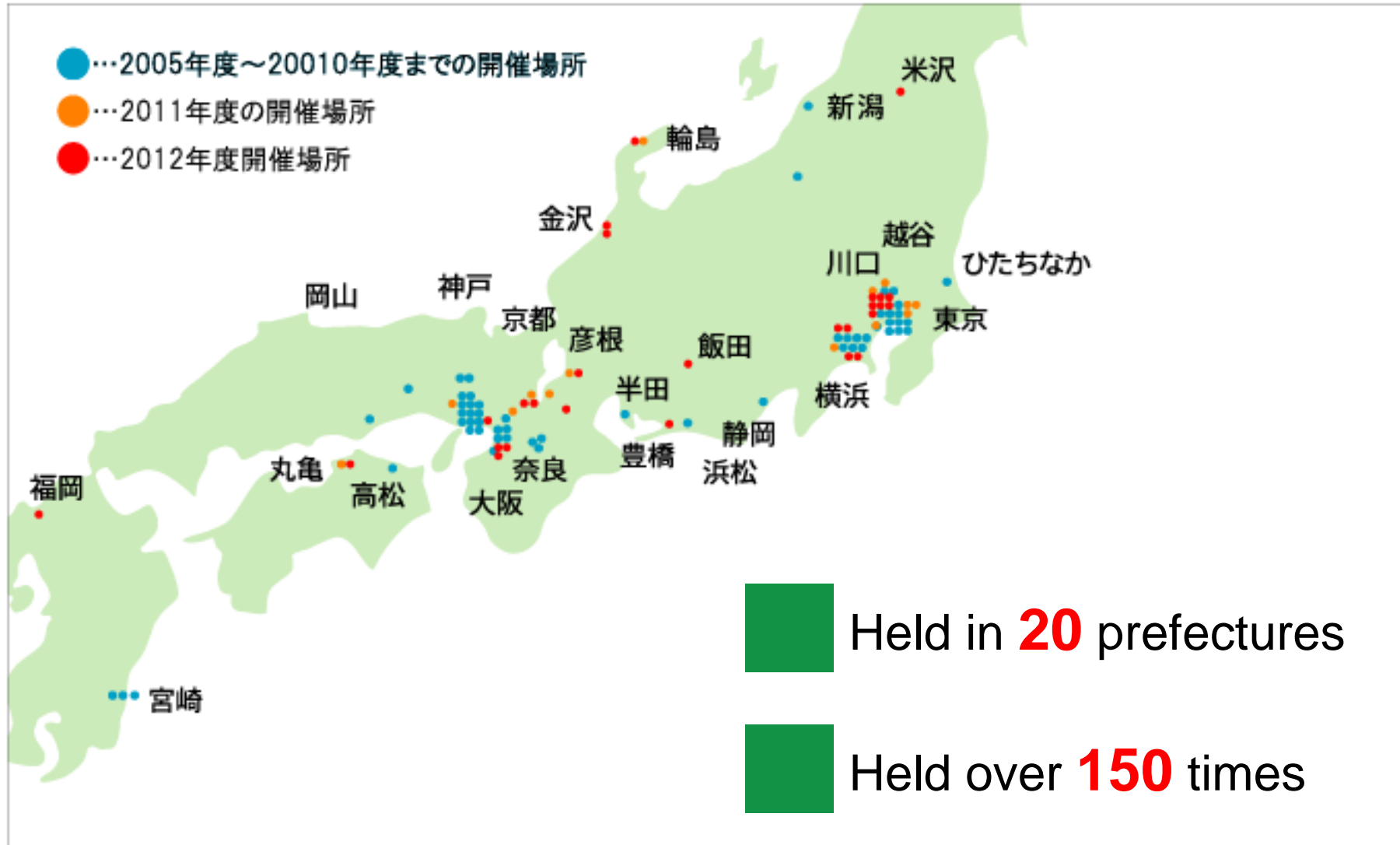


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“KOBE KAERU CARAVAN 2005”



Nationwide expansion



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in Toyosu (Tokyo)



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CARAVAN!

IZA! KAERU BIG CARAVAN! (Kobe City)



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CARAVAN!

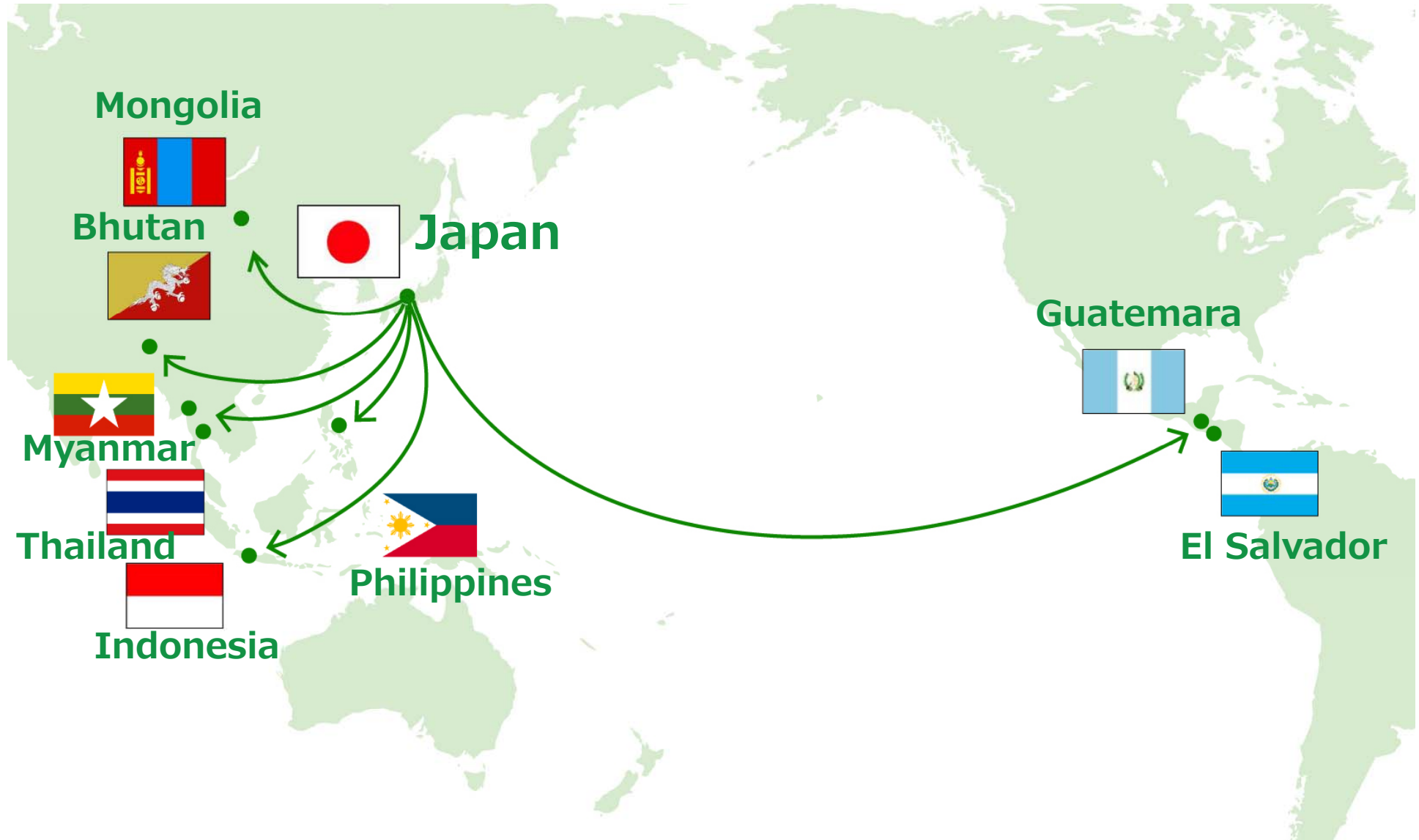
Expansion to overseas

IZA! KAERU CARAVAN! Overseas Project



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Expansion to overseas



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in Jogjakarta (Indonesia)



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in Padang (Indonesia)



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in Guatemala City (Guatemala)



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in Zaragoza (El Salvador)



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in Ulan Bator (Mongol)



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in Punakha (Bhutan)



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in Bangkok (Thailand)



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In Manila (Philippines)



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in Sakarya (Turkey)



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in Yangon (Myanmar)



Local examples of disaster-prevention programs

01 Making a doll for transportation drill

Various places in Japan, Guatemala

Examples of making dolls for use in blanket-stretcher time trial or jack-up game, by those good at handicrafts in the area, or making a doll in the local character.



Kawai Town, Nara Prefecture

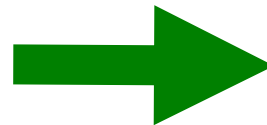


Koshigaya City, Saitama Prefecture

(Original)



There are people good at handicrafts!



Create with local character



Musashino City, Tokyo



Guatemala

02 Making a doll for transportation drill

Nicaragua, Mongolia



Nicaragua



Mongolia

03-1 Strikeout-style target shooting game with a water extinguisher

Miyazaki City
Miyazaki Prefecture

An example of a popular program, a strikeout-style target shooting game made by local craftsman and those good at home carpentry.



(Original)



First year

(Developed by local people)



Further advanced in the 2nd year!



03-2 Strikeout-style target shooting game with a water extinguisher

Kamezawa, Tokyo

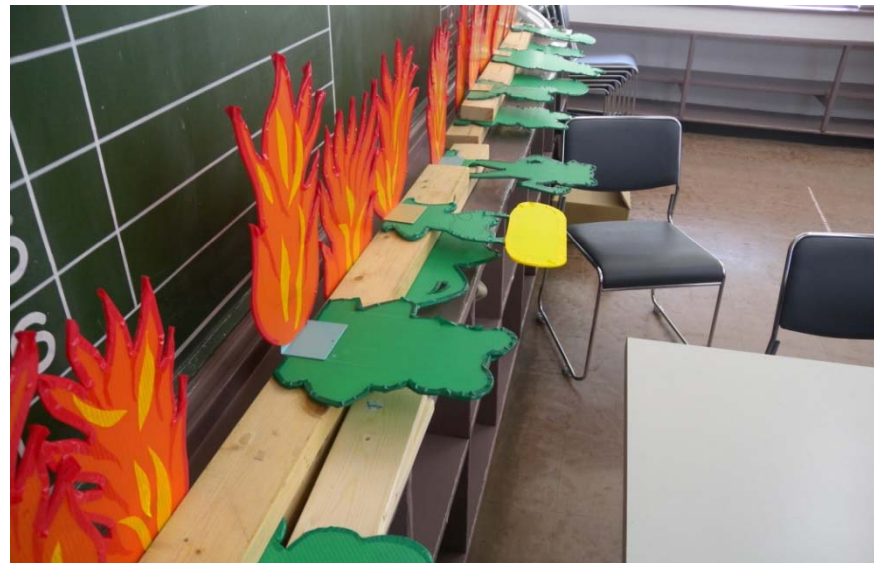
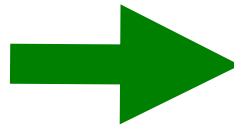


03-4 Book-end type target shooting game with a water extinguisher

Yugawara Town,
Kanagawa Prefecture

Simple target used for fire extinguisher drill. Compared to a strikeout-style target, the feature of this target is that it is easy to carry and make. Original targets are developed in various areas.

(Original)

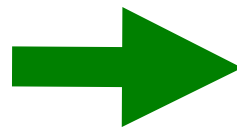


03-5 Others Target shooting game with a water extinguisher

Indonesia

Target developed in Indonesia. A simple structure with a frying pan with a red-painted soccer ball placed on a bucket. An example of making it with local resources by proposing ideas.

(Original)



04 Challenge! Bucket relay

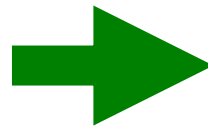
Indonesia
Guatemala
Mongolia

A development example of a tool used for the bucket relay drill. In the original style, water is just collected in the bucket. To throw the water furiously, a target was produced!

(Developed by local people)



(Original)



05 Plates

Indonesia

Original
Paper-plate-making with
newspaper
(Japan)

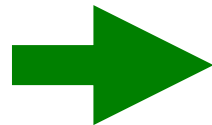


Plate-making with banana leaves
(Indonesia)



07-2 Originally developed program

Japan, Guatemala

Program for evacuating the visually disabled (Guatemala)



Experiencing the visually disabled (Kiyose City, Tokyo)



07-3 Originally developed program

Jogjakarta, Padang,
Indonesia



Positive effects brought by “IZA! KAERU CARAVAN!”

- Since “fun” makes children participate **actively**, and makes them want to participate **repeatedly**, the **learning effect** is extremely **high**.
- “Fun” **energizes** program-operating **staff** (volunteers and those involved in disaster prevention), and with a sense of accomplishment, **activities are likely to continue**.
It is truly a “festival for disaster prevention.”
- Since the program itself is “**incomplete**,” it is easily **customized, easy to edit** to the style that fits the area, and **easy to take root**.
- The existence of **a character** (frog) is also very **effective** in terms of “**fun**,” “**continuity**,” and “**customization**.”