

# Wheel of Misfortune

*A lesson plan presented by Worcester Polytechnic Institute in collaboration with the London Borough of Hounslow Contingency Planning Unit*

## Lesson Target Level

Year 6

## Learning Objectives

After this exercise, students will learn:

1. The importance of emergency response.
2. How to respond to a variety of emergencies.

## Required Resources

- The Wheel of Misfortune
  - This can be either a physical one, or the one that can be found at:
  - <http://goo.gl/5yTavj>
- Index Cards (12 ct.)
- Prizes (e.g. candy)

## Time

This lesson can take anywhere from 30 to 60 minutes, depending on how many spins and incident cards you use, the amount of students you wish to teach, and the length of the introductory discussion.

## Notes

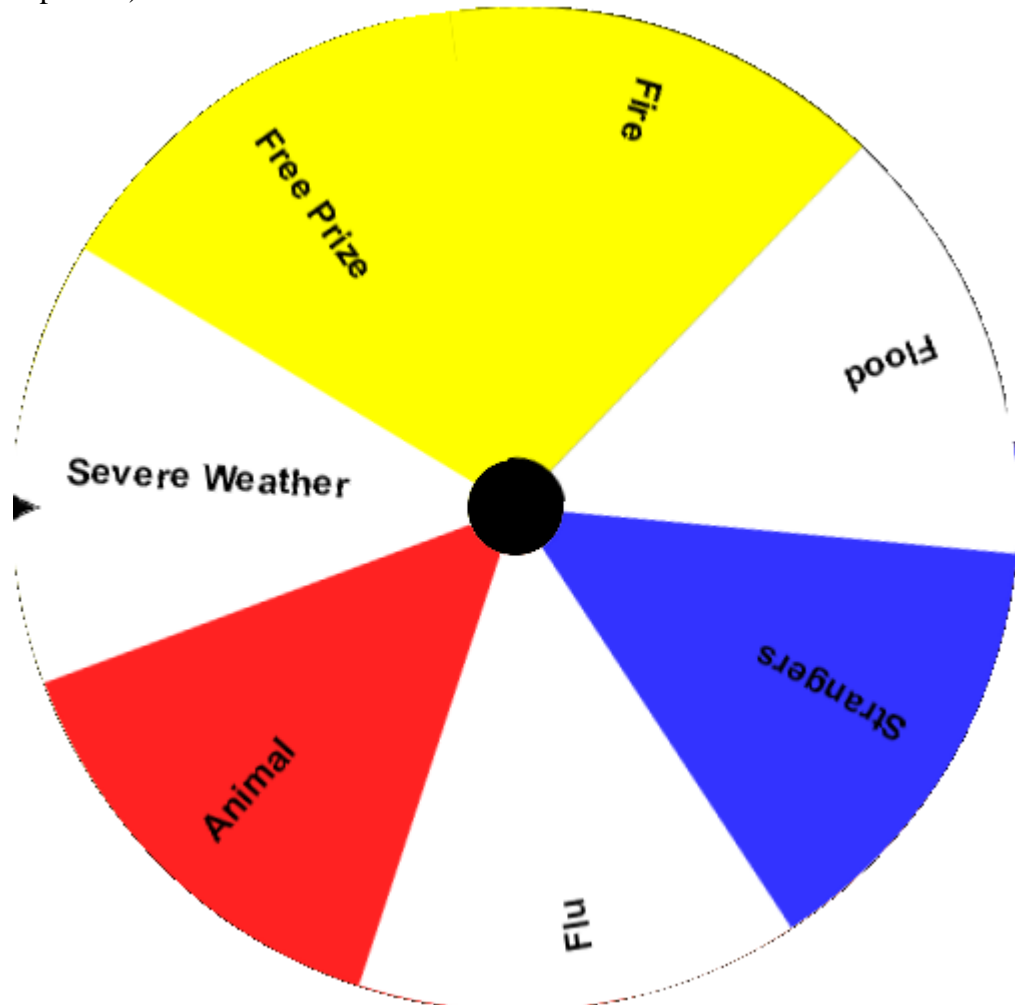
- This activity is very modular; that is, you may add and remove sections of the Wheel of Misfortune and incident cards for situations specific to your school.

## The Activity: Wheel of Misfortune

### Preparation

Before delivering this lesson for the first time, ensure that you:

- familiarize yourself with this plan, the Wheel of Misfortune, and incident cards.
- print and cut out the incident cards and labels.
- can access the Wheel of Misfortune online, or have made one with students (see below for reference picture).



### Introduction: The Importance of Emergency Response (5-15 minutes)

Before speaking to pupils, get them warmed up for this activity by opening up the floor and letting pupils talk about their experiences. While the conversation may veer, keep it open, with pupils adding on to others' experiences.

1. Inform pupils of the learning objectives to give them a roadmap of what they are about to learn: the importance of emergency planning, and how to respond to various emergencies
2. Begin by asking the students if they've been in an emergency.

- a. If pupils have been in an emergency, either at home and at school, ask them to share how they felt and how they responded.
  - b. If not, ask why they think responding to emergencies in the right way is important.
  - c. If there are no volunteers, move to Step 3.
3. Tell pupils that even though this is a game, emergency response should be treated very seriously.

### **Playing the Game (20-40 minutes)**

The procedure for the Wheel of Misfortune (WoM) game is:

1. Ask a pupil to volunteer to spin the WoM.
  - a. Spin it yourself if no pupil volunteers. Spin again if it lands on “free space.”
2. The pupil spins the WoM.
  - a. Spin again if you used all action cards for a specific emergency.
  3. Pick up the incident card corresponding to the emergency and read the incident description. Ask the pupils if they have ever been in, and know how to respond to this emergency.
    - a. If a pupil correctly answers, or gets the “free prize” space, let them take a prize from the prize pool, and repeat their answer to the class.
    - b. If the pupil does not answer correctly, prompt once more for questions.
    - c. Tell pupils the correct answer on the incident card.
4. Return to step 1.

### **Concluding the Activity (5 minutes)**

After exhausting all of the incident cards, or at a time of your choosing beforehand, the activity concludes.

1. Ask students to share anything that they’ve learned.
2. Remind students of what they’ve learned, and tell them again that real emergencies are no laughing matter.