



Financed by the
European Union

ENP-CP European Neighbourhood Policy Civil Protection Project



STUDENT QUESTIONNAIRE

1. Class _____
2. Have you ever attended a risk education activity or gaming?
☐ Yes ☐ No
3. Have you ever done earthquake drills in your school?
☐ Yes ☐ No
4. Score the games that you played today with us.
(5 is if you liked it a lot)

Game name	Scores				
Catch the Plate – digital	1	2	3	4	5
Make your room safer	1	2	3	4	5
The emergency bag	1	2	3	4	5

5. Do you prefer group games or two-person games?
☐ Single-player games
☐ Small group-player games
☐ Group games where the group consists of all classmates.
6. Do you like competitive or collaborative games?
☐ I prefer competitive games.
☐ I prefer games where players collaborate to reach the same goal.
7. Do you like computer or paper games?
☐ I prefer computer games.
☐ I prefer paper games.
☐ I like both.
8. Do you think that the short presentation before each game was useful?
☐ Yes ☐ No
9. Do you think that speaking two different languages was an obstacle?
☐ Yes ☐ No



Financed by the
European Union

ENP-CP European Neighbourhood Policy Civil Protection Project



10. What did you learn from the game "Catch the plate - digital?"

11. What did you learn from the game "Make your room safer"?

12. What did you learn from the game "Emergency bag"?

13. Match each game and its objective:

Objective	Catch the Plate - digital	Make your room safer	The emergency bag
Understand how to get prepared for an emergency			
Understand what to do to prevent damage			
Understand how to live with the earthquake hazard			
Understand the meaning of hazard, exposure, and risk			
Understand what to do in case of an earthquake			

14. What did you like the most?

15. What did you like the least?

16. Would you play with us again?

☐ Yes ☐ No



Financed by the
European Union

ENP-CP European Neighbourhood Policy Civil Protection Project



TEACHER QUESTIONNAIRE

1. Country _____
2. Event _____
3. Class _____
4. Have you ever attended international exchange events?
in this school in other schools
Yes ☐ ☐
No ☐ ☐
5. If yes, were they hybrid (in presence and remotely) events?
☐ Yes ☐ No ☐ Other
6. Have you ever attended a risk education activity at school?
☐ Yes ☐ No
7. How much do you think students were engaged in the activities?
Not very engaged

1	2	3	4	5
---	---	---	---	---

 Highly engaged
8. Was it useful delivering a short introduction before each game?
☐ Yes ☐ No
9. What do you think about addressing both the phenomenon, prevention and preparedness?
☐ It's preferable to deal with the three topics at once to provide a comprehensive approach to Disaster Risk Management
☐ It's better to focus only on one topic at the time
10. Serious games were designed to stimulate collaboration rather than competition. What do you think about?



Financed by the
European Union

ENP-CP

European Neighbourhood Policy

Civil Protection Project



11. Please, rate the following attributes of the games.

By effective is meant that the key message was received

By interesting is meant that the game triggered students' interest

By useful is meant that it is in line with the didactic objective or able to develop citizenship's skills

Catch the Plate - digital

Attribute	(Less) (More)				
Effective	1	2	3	4	5
Interesting	1	2	3	4	5
Useful	1	2	3	4	5
Educational	1	2	3	4	5
Suitable for teaching	1	2	3	4	5
Interactive	1	2	3	4	5

Please, leave us a comment _____

Make your room safer

Attribute	(Less) (More)				
Effective	1	2	3	4	5
Interesting	1	2	3	4	5
Useful	1	2	3	4	5
Educational	1	2	3	4	5
Suitable for teaching	1	2	3	4	5
Interactive	1	2	3	4	5

Please, leave us a comment _____

Emergency bag

Attribute	(Less) (More)				
Effective	1	2	3	4	5
Interesting	1	2	3	4	5
Useful	1	2	3	4	5
Educational	1	2	3	4	5
Suitable for teaching	1	2	3	4	5
Interactive	1	2	3	4	5

Please, leave us a comment _____

12. What do you think about the duration of the event?

Too short

1	2	3	4	5
---	---	---	---	---

 Too long

13. What do you think is the added value of these events for the students?



Financed by the
European Union

ENP-CP European Neighbourhood Policy Civil Protection Project



14. And for the teachers?

15. What do you suggest changing or improve in the event and/or in the games?

16. Do you have suggestions on how to build a roadmap to provide skills for life on risk management to students?

17. Could it be useful to implement activities to continue a shared path with other countries' schools on risk management?

18. Would you repeat the experience with another class next year?

☐ Yes ☐ No