ESCAPE VOLCANO: a new game on volcanic hazards

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The game we propose here is called "Escape Volcano" and aims to teach the basic notions about volcanoes and different kind of eruptions. It is intended for middle and high school students. The game has been realized with some high school students in the frame of Alternanza Scuola Lavoro project. The visual impact of the game and its own actions in the dynamics of play allows the students to improve easily the knowledge of complex concepts, refining the abstract thought e developing solutions. The game, in general, can be see also as occasion to improve relationship between students. The game is not only evasion and entertainment but a way to know each other and confront themselves.

In particular, this game is composed by a plastic billboard (160*200cm2), that represents a volcano with its magmatic chambers, four plastic pawns, one dice and four deck of cards.

The game is for teams of 2/4 players. The aim of the game is to reach the crater, starting from the magmatic chamber, before the volcano erupts.

Each player can try to reach the top jumping from the magmatic chamber to the minor chambers, answering the questions reported in the cards. There are four different types of cards, each corresponding to a die face:Tabù, mime, multiple answer and draw cards. The dice has two more faces: the BOMB, which forcesthe team go back one chamber, and the X2, which means the team has to answer two more questionsbefore moving to the next chamber.

However, the way out is not so simple to reach, there are many insidious traps along the way!

The game has been presented in some public meetings and has been very successful.