

<u>1 Week of Instructional Time</u> - No Community Resilience Expo No Community Expert Available

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Students take <u>Pre-Survey</u> (20 min) Introduce Unit Begin Hazard Lesson: Colorado Wildfire <u>MS / HS</u> Colorado Flood <u>MS / HS</u> Colorado Drought <u>MS</u> / HS	Hazard Lesson Cont.	Hazard Lesson Cont.	Scenario-Based Role-Playing Game: <u>Wildfire Game</u> <u>Flood Game</u> <u>Drought Game</u>	Scenario-Based Role-Playing Game cont. *Students take <u>Post-Survey</u> (20 min.)*







<u>3 Weeks of Instructional Time</u> - Communicate Existing Plans Community Expert(s) Available (**a** *means opportunity to invite a community expert to speak with students*)

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Students take <u>Pre-Survey</u> (20 min) Introduce Unit - Guest Speaker (e.g. local Emergency Manager)	<u>Vocabulary of Hazards Lesson</u> OR <u>Envisioning a Resilient Future</u> <u>Lesson</u>	Begin Hazard Lesson: Colorado Wildfire <u>MS</u> / <u>HS</u> Colorado Flood <u>MS</u> / <u>HS</u> Colorado Drought <u>MS</u> / HS	Hazard Lesson Cont.	Finish Hazard Lesson
Scenario-Based Role-Playing Game: <u>Wildfire Game</u> <u>Flood Game</u> <u>Drought Game</u>	Finish Scenario-Based Role-Playing Game	Colorado Resiliency Framework StoryMap Lesson: <u>Wildfire</u> <u>Flood</u>	Communicate Existing Plans Educator Guide Exploring Local Mitigation Plans Lesson	Community Expert Guest Speaker (e.g. Water Utility Manager, Wildland Firefighter, City Engineer)
Research Interview Community Expert(s)	Prepare Presentations	Practice Presentations	Community Resilience Expo - Public Presentation of Learning	Finish Unit *Students take <u>Post-Survey</u> (20 min.)*







<u>3 Weeks of Instructional Time</u> - Communicate Existing Plans No Community Expert Available

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Students take <u>Pre-Survey</u> (20 min) Introduce Unit	<u>Vocabulary of Hazards Lesson</u> OR <u>Envisioning a Resilient Future</u> <u>Lesson</u>	Begin Hazard Lesson: Colorado Wildfire <u>MS</u> / <u>HS</u> Colorado Flood <u>MS</u> / <u>HS</u> Colorado Drought <u>MS</u> / HS	Hazard Lesson Cont.	Finish Hazard Lesson
Scenario-Based Role-Playing Game: <u>Wildfire Game</u> <u>Flood Game</u> <u>Drought Game</u>	Finish Scenario-Based Role-Playing Game	Colorado Resiliency Framework StoryMap Lesson: <u>Wildfire</u> <u>Flood</u>	Communicate Existing Plans Educator Guide Exploring Local Mitigation Plans Lesson	Research
Research	Prepare Presentations	Practice Presentations	Community Resilience Expo - Public Presentation of Learning	Finish Unit *Students take <u>Post-Survey</u> (20 min.)*







<u>4 Weeks of Instructional Time</u> - Design a Resilient Future for Your Community Community Expert(s) Available (**a** *means opportunity to invite a community expert to speak with students*)

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Students take <u>Pre-Survey</u> (20 min) Introduce Unit - Guest Speaker (e.g. local Emergency Manager)	<u>Vocabulary of Hazards Lesson</u> OR <u>Envisioning a Resilient Future</u> <u>Lesson</u>	Begin Hazard Lesson: Colorado Wildfire <u>MS</u> / <u>HS</u> Colorado Flood <u>MS</u> / <u>HS</u> Colorado Drought <u>MS</u> / HS	Hazard Lesson Cont.	Finish Hazard Lesson
Scenario-Based Role-Playing Game: <u>Wildfire Game</u> <u>Flood Game</u> <u>Drought Game</u>	Finish Scenario-Based Role-Playing Game	Introduce Driving Question Begin Colorado Resiliency Framework StoryMap Lesson: <u>Wildfire</u> <u>Flood</u>	Finish Colorado Resiliency Framework StoryMap Lesson	<u>Exploring Local Mitigation Plans</u> <u>Lesson</u>
Begin <u>Design a Resilient Future</u> Divide into student groups Activity 1: Design Process Overview	Design a Resilient Future cont. Activity 2: Interview Community Expert	Design a Resilient Future cont. Activity 3: Capture Findings and Take a Stand Activity 4: Ideate	Design a Resilient Future cont. Activity 4: Student Feedback Session	Design a Resilient Future cont. Activity 5: Focus Activity 6: Prototype
Design a Resilient Future cont. Activity 6: Test - Community Expert Feedback	Design a Resilient Future cont. Activity 7: Iterate and Launch	Design a Resilient Future cont. Activity 7: Iterate and Launch	Community Resilience Expo - Public Presentation of Learning	Finish Unit *Students take <u>Post-Survey</u> (20 min.)*



These materials were developed by CIRES Education & Outreach at the University of Colorado Boulder. <u>https://cires.colorado.edu/outreach/projects/HEARTForce</u>





<u>4 Weeks of Instructional Time</u> - Design a Resilient Future for Your Community No Community Expert Available

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Students take <u>Pre-Survey</u> (20 min) Introduce Unit	<u>Vocabulary of Hazards Lesson</u> OR <u>Envisioning a Resilient Future</u> <u>Lesson</u>	Begin Hazard Lesson: Colorado Wildfire <u>MS</u> / <u>HS</u> Colorado Flood <u>MS</u> / <u>HS</u> Colorado Drought <u>MS</u> / HS	Hazard Lesson Cont.	Finish Hazard Lesson
Scenario-Based Role-Playing Game: <u>Wildfire Game</u> <u>Flood Game</u> <u>Drought Game</u>	Finish Scenario-Based Role-Playing Game	Introduce Driving Question Begin Colorado Resiliency Framework StoryMap Lesson: <u>Wildfire</u> <u>Flood</u>	Finish Colorado Resiliency Framework StoryMap Lesson	<u>Exploring Local Mitigation Plans</u> <u>Lesson</u>
Begin <u>Design a Resilient Future</u> Divide into student groups Activity 1: Design Process Overview	Design a Resilient Future cont. Activity 2: Research	Design a Resilient Future cont. Activity 3: Capture Findings and Take a Stand Activity 4: Ideate	Design a Resilient Future cont. Activity 4: Student Feedback Session	Design a Resilient Future cont. Activity 5: Focus Activity 6: Prototype
Design a Resilient Future cont. Activity 6: Test	Design a Resilient Future cont. Activity 7: Iterate and Launch	Design a Resilient Future cont. Activity 7: Iterate and Launch	Community Resilience Expo - Public Presentation of Learning	Finish Unit *Students take <u>Post-Survey</u> (20 min.)*



