



## ***Introduction:***

There is a nasty thunderstorm happening outside. It's pretty dark too. Suddenly, the principal comes on the PA. Unfortunately, you're in the washroom and can't quite understand what she's saying. You definitely hear the words, "tornado", "evacuation", and "arena". Having practiced for tornadoes you know that the washroom is fairly safe as it's an inside wall. You and your friends crouch against the wall and wait. There seems to be some action in the hallway so you assume the tornado is on the way...

You continue to wait but are getting antsy. Shouldn't something have happened by now?? You slowly step out of the washroom to discover the hall is empty. No one seems to be around. You call out "hello - is anyone there?" No one answers. You and your friends realize the school is empty and a tornado definitely didn't hit it. It seems to be clearing up outside but there's a lot of water - at least 1 metre. Way too high to walk through safely. You turn on the radio and find out that the tornado hit the dam - that explains the water and why the rest of the school was evacuated.

You see the water is continuing to rise and know you need to get out. But how? Where?

## **Task:**

### Task 1

You need to evacuate to an arena - of course. The principal said something about an arena. You must safely get to the nearest arena. You can't walk, there's too much water. You have to build some sort of boat. It has to carry your group to the arena. It must be able to float for at least 30 minutes. (The amount of time it should take to get to a shelter.)

Continue to scroll down to discover more about Task 1.

### **Task 2**

Choose ONE of the following tasks:

#### **Act out your adventure!**

**ACTION!** - Your first choice is to act out your adventure with your group. Everyone would be there selves and have their own role. You would be expected to act out the entire experience beginning with the washroom and ending with you arriving safely at the arena.

Things to remember: If this were actually happening to you, how would you be feeling?

How will you convince the audience of this?

You will present your skit to the rest of the class.

OR

### **Be on the evening news!**

NEWS! - Your second choice is to do a news report about the tornado and the 4 students who saved themselves and made it safely to the arena. Some can be reporters (either in studio or on the scene), and someone could be a weather person. Be creative!

You will present "the news" to the rest of the class.

Things to remember: How is the news normally told? What kind of voices do they use?

OR

### **Create a beautiful mural!**

DRAW! - Your third choice is to work with your group to create a mural. This mural should contain an image of the tornado, the school, and the students on a boat. You must draw in pencil first, then add paint or whatever your teacher says is okay. Afterward, explain your mural to the rest of the class.

Things to remember: How would the students in the boat be feeling? What would their faces look like?

### **Task 3**

Final Task:

Now, you need to write an adventure story. Tell all about what happened to you at school and in the tornado. How you created the boat and map and arrived safely at the arena. Any obstacles you came across on the way. Be creative!!

There is no set length for the story, but you need to cover everything that happened that day. Take your time!!

After your planner is complete, your teacher will tell you where to start your rough copy and then eventually your good copy.

### ***Process:***

<p><b>WEB SURFER</b></p> <p>you will work with the mapping minder</p> <p>you are responsible for using the computer to find all information</p>	<p><b>MAPPING MINDER</b></p> <p>you will work with the web surfer</p> <p>you are responsible for creating the map</p>
<p><b>BOAT DESIGNER</b></p> <p>you will work with the materials manager</p> <p>you are responsible for designing a boat using recyclable materials</p>	<p><b>MATERIALS MANAGER</b></p> <p>you will work with the boat designer</p> <p>you are responsible for finding all materials and using the balance</p>

## Task 1

### Web Surfer (WS) and Mapping Minder (MM)

Web surfer is in charge of computer - Mapping Minder is in charge of map

1. First, you need to find out which arena to go to. Which is the closest arena to your school?

Work together on computer to discover which arena Needs to see where the school is and where the arena is.

3. Create map on paper - include north, south, east, west. WS sharing and helping MM - drawing. Show important streets and buildings. Neatness counts. Don't forget a legend - what type of symbols will you use for houses, schools, and the arena?

4. Together, decide the most appropriate route to the arena. MM highlights this route.

5. Go find your BD and MSM and get together and begin building the boat. You may use recyclable materials and masking tape.

### Boat Designer (BD) and Materials Manager (MSM)

1. MSM - gather materials - paper, balance, weights, counters (or other toys for balance), masking tape, ruler, highlighter, pencil and have access to recyclable materials.

2. Give paper, pencil and ruler to BD and BD start designing boat. Boat length must be larger than 20 cm and smaller than 50 cm.

3. MSM - Use the balance to determine 100 grams. Use counters or other toys (check with teacher if unsure) for the other side of the balance. These counters must fit on or in the boat.

4. When the design is finished - work together to decide how the boat can hold extra weight. Will it be big enough? Will it be stable?

5. Go find your WS and MM and get together and begin building the boat. You may use recyclable materials and masking tape.

When you're happy with your boat and map, please hand it in to the teacher. You will have the opportunity to test your boats at some point - please ask the teacher.

One more thing to do!! This one you get to do independently.

## **Resources:**

Student page - <http://www.ldcsb.on.ca/schools/cfe/RPT/Tornado/student.html>

Parent page - <http://www.ldcsb.on.ca/schools/cfe/RPT/Tornado/parent.html>