

Cascadia Earthscope Earthquake and Tsunami Education Program (CEETEP)
Workshop at Clatsop Community College
Astoria, Oregon, October 11-14, 2013

Group Interpretive Program Presentations

Each team designed and presented a 10-minute interpretive program during the workshop.

Action Team 1 – Quaking Quartet

Title: “Evacuation Evening”

Setting: School assembly

Audience: 7th – 12th graders

Theme: “No matter what a person’s background, age, or location, everyone in the tsunami hazard zone should know how to save themselves during and after a Cascadia Subduction Zone earthquake.”

During an “Evacuation Evening” at The Breakers Hotel in Long Beach, Washington, three local bachelors use their wit to try to win a date with Tsunami Sally. They include Kamikaze Kai, a surfer in search of the perfect wave; Shipwreck Sam, who enjoys reading long complicated texts about the history of the graveyard of the Pacific; and Hazard Harold, a 4th generation oyster farmer who enjoys frolicking through the waters of the coastal range. The bachelors answer questions about what they would do during a Cascadia Subduction Zone earthquake and tsunami, but only one impresses Sally enough want to evacuate with him.

Action Team 2 – Worst Case Scenarios

Title: “Staying Alive”

Setting: Park ranger presentation on a beach in Oregon, Washington, or northern California

Audience: Visitors including families with kids

Theme: “Surviving a tsunami involves rather simple solutions to a complex problem.”

A park ranger engages families about the threat of earthquakes and tsunamis in the park and communities along the Coast. He is initially frustrated because his discussions about how we know about these impending events based on scientific studies are initially not taken very seriously. It is only after the ranger figures out ways to engage the visitors more personally, and to demonstrate ways they can protect themselves and their families before, during, and after the earthquake and tsunami, that he earns their attention and respect.

Action Team 3 – The North Coast Soggy Bottom Gang

Title: “Preparedness Jeopardy”

Setting: Students in a classroom, museum, or park visitor center

Audience: 4th-8th grade students (but could be adapted for any level)

Theme: “Being prepared can save your life and aid your community during a Cascadia earthquake and accompanying tsunami.”

Students in a classroom or interpretive setting play a Jeopardy game highlighting earthquake and tsunami preparedness. Contestants answer a variety of questions on topics such as self, home, community, and Go Bag preparations. With each correct answer, a team icon is moved to a higher elevation on their race to high ground.

Action Team 4 – Tsunami Scrooge

Title: “A Tsunami Carol: The Ghosts of Tsunamis Past, Present, and Future”

Setting: Campground in Nehalem Bay State Park, Oregon

Audience: Families visiting the park and attending evening campfire program

Theme: “Evidence from the past to the present indicates that our coastline experiences devastating earthquakes and tsunamis. Knowing what to do could save your life.”

A park ranger engages a group of campers during an evening program about the natural beauty and geological hazards of the Oregon Coast. While most of the audience members are interested in what the ranger has to say, one of the campers is doubtful and dismissive about the ranger’s advice on how we might prepare our families and communities for earthquakes and tsunamis. During the night, the doubting camper is visited by the ghost of “Uncle Marley,” who reveals the knowledge that Native Americans and modern scientists have given us to understand and prepare for these inevitable events.

Action Team 5 – Pigs and Wolves

Title: “It takes a village to raise a pig to high ground”

Setting: Auditorium at the Oregon Museum of Science and Industry (OMSI)

Audience: Families with school-age children

Theme: “What we do as individuals and communities to prepare before, during, and after an earthquake are important for survival.”

P-Wolf and S-Wolf are lazing away at their favorite hangout, the Juan-de-Fuca Tavern. They figure out a way to bring down the Pig family’s new brick house by shaking the ground. All the bricks fall down and objects inside the house fall on the pigs, but by sheer luck they survive. Uncle Oink, a pig-paredness expert, shows the Pig family how to reinforce the exterior of their house by using sticks from their previous home as cross-bracing, and securing objects on the walls and other parts of the interior. He also teaches them a Drop, Cover, and Hold during an earthquake. Then they recall advice from Grandma Pig, about how her family survived by running to high ground to escape tsunami waves that devastated Pig-town immediately after the last really big earthquake.