



## Indonesia

Indonesia launched the Decade of Education for Sustainable Development (DESD) on World Environment Day in 2005, with an initial emphasis on improving environmental protection and conservation measures within the country. This launch involved the signing of a memorandum of understanding between the Ministry of Education and the Ministry of the Environment that aims to improve environmental understanding amongst communities and provide support in addressing environmental and conservation issues. Since then Indonesia has moved the progression of the DESD to include a wider range of stakeholders and to focus on additional areas of importance for sustainable development. With Indonesia being exposed to so many natural disasters, disaster reduction has been chosen as one of the themes for Education for Sustainable Development (ESD) and the DESD as an opportunity to strengthen national policies on education for disaster management and preparedness.

### Consultations

#### **Workshop on Education for Natural Disaster Preparedness**

UNESCO Jakarta together with the Institute of Technology of Bandung (ITB) organised a national workshop in September 2005 on Education for Natural Disaster Preparedness (ENDP) in the Asia-Pacific region in the context of ESD. Government agencies, NGOs, international organizations together with national and international experts were participants at this workshop. The workshop aimed to increase awareness of the need for national policies on ENDP covering prevention, recognition and preparedness. It also presented an opportunity to identify already existing ENDP learning tools. The stakeholders became aware that there were very limited materials and thus, more user-friendly materials were needed in order to successfully integrate it within the curriculum for school children, communities, and policy making processes. UNESCO Jakarta, therefore, in close consultation with Indonesian school teachers, co-ordinated the development and launch of an educational board game called *Disaster Master* for secondary school students. The game conveys messages through question and answer cards to help students understand what natural disasters are and what actions need to be taken to reduce their impact. The game covers six natural disasters: earthquakes, tsunamis, floods, landslides, volcanic eruptions and hurricanes/typhoons. It also contains a reference booklet that provides further information on each natural disaster.