

ZOMBIE APOCALYPSE - TEEN EMERGENCY PREPAREDNESS



BACKGROUND

A mysterious outbreak is spreading across the country. Reports are conflicting. Some people call it a disease. Others call it a zombie apocalypse. Your team has 21 days to survive while protecting your community, staying informed, and making good preparedness decisions.

The team starts with:

- 100 Community Survival Points
- One school building
- Access to local resources
- Cell phones
- Internet access
- Limited supplies

Important Rule: Every decision must be discussed and agreed upon by the group.



ASSIGN YOUR ROLES

Incident Commander: Keeps the group focused.

Information Officer: Tracks official information.

Logistics Officer: Tracks supplies.

Medical Officer: Handles health decisions.

Safety Officer: Looks for risks.

Communications Officer: Coordinates family contact plans.



INJECT 1: THE FIRST 24 HOURS

News reports show violent attacks in several cities. Social media is flooded with videos, rumors, and conspiracy theories.

School is still operating normally.

Your team can ONLY choose TWO actions.

- A. Verify information through official emergency sources**
- B. Start building emergency kits immediately**
- C. Wait for authorities to provide instructions**
- D. Share warnings across social media**
- E. Begin gathering extra food and water**
- F. Ignore the situation**



Your team can only choose TWO actions.

A. Verify information through official emergency sources

+15 points

B. Start building emergency kits immediately

+10 points

C. Wait for authorities to provide instructions

+5 points

D. Share warnings across social media

+5 points initially

If information later proves false: -15 points

E. Begin gathering extra food and water

+10 points

F. Ignore the situation

-20 points

INJECT #2: LOCKDOWN AT SCHOOL

Reports of violence are now confirmed nearby. Administrators announce a lockdown.

You must select one response.

- A. Follow lockdown procedures**
- B. Attempt to reunite with family immediately**
- C. Split into smaller groups to improve mobility**
- D. Leave school using back exits**

Roll a die

- 1-3: -50**
- 4-6: +20**



Reports of violence are now confirmed nearby.

Administrators announce a lockdown.

You must select one response.

A. Follow lockdown procedures

+20 points

B. Attempt to reunite with family immediately

-10 points

C. Split into smaller groups to improve mobility

-15 points

D. Leave school using back exits

Roll a die

1-3: -50

4-6: +20

INJECT #3: COMMUNICATIONS COLLAPSE

Cell service becomes unreliable.

You have enough resources to establish only THREE communication methods.

Choose carefully.

- A. Text Messaging**
- B. NOAA Weather Radio**
- C. Social Media**
- D. Family Meeting Point**
- E. Out-of-Area Contact**
- F. Group Chat App**
- G. Ham Radio Operator Connection**
- H. Rely on Word-of-Mouth**
- I. Wait for Internet Service Restoration**



Cell service becomes unreliable.

You have enough resources to establish only THREE communication methods.

Choose carefully.

Text Messaging

+10

NOAA Weather Radio

+15

Social Media

+0

Family Meeting Point

+15

Out-of-Area Contact

+15

Group Chat App

+5

Ham Radio Operator Connection

+20

Rely on Word-of-Mouth

-10

Wait for Internet Service Restoration

-15

INJECT #4: THE SHELTER DILEMMA

The group identifies three possible shelters.

Choose one. Think of the advantages and disadvantages.

A. School

B. Shopping Center

C. Community Center

D. Unknown Cabin Outside Town

Roll die:

1-2: -50

3-4: +5

5-6: +20



The group identifies three possible shelters.

Choose one.

School

Advantages:

Familiar layout

Existing supplies

Disadvantages:

Large population

Hard to secure

+10 points

Shopping Center

Advantages:

Food and supplies

Disadvantages:

Crowds and competition

+5 points

Community Center

Advantages:

Easier to defend

Community support

Disadvantages:

Limited supplies

+15 points

Unknown Cabin Outside Town

Advantages:

Isolation

Disadvantages:

Unknown condition

No verified information

Roll die:

1-2: -50

3-4: +5

5-6: +50

INJECT #5: RESOURCE ALLOCATION CRISIS

You possess:

- 100 gallons of water
- Food for 10 days
- Medical supplies for 5 injuries

A neighboring group arrives.

They have:

- 12 people
- Several children
- Few supplies

Choose:

- A. Share resources equally**
- B. Provide limited assistance**
- C. Turn them away**
- D. Allow only skilled individuals to join**



You possess:

100 gallons of water

Food for 10 days

Medical supplies for 5 injuries

A neighboring group arrives.

They have:

12 people

Several children

Few supplies

Choose:

A. Share resources equally

+20

Lose 20 resource points

B. Provide limited assistance

+10

Lose 10 resource points

C. Turn them away

-15

Keep resources

D. Allow only skilled individuals to join

+5

Risk later conflict

INJECT #6: CONFLICTING INFORMATION

You receive three reports.

Report 1: Military evacuation zone established downtown.

Report 2: Downtown has already fallen.

Report 3: No evacuation zone exists.

You can:

A. Move immediately

Roll die:

- 1-3: -50
- 4-6: +20

B. Verify information first

C. Ignore all reports

D. Send a scouting team



You receive three reports.

Report 1

Military evacuation zone established downtown.

Report 2

Downtown has already fallen.

Report 3

No evacuation zone exists.

You can:

A. Move immediately

Roll die:

1-3: -50

4-6: +20

B. Verify information first

+20

C. Ignore all reports

-10

D. Send a scouting team

+10

But if team lacks communication plan:

-15 additional

#8: FUEL SHORTAGE

Only enough fuel remains for one option.

Choose:

A. Evacuation vehicle

B. Generator

C. Supply runs

D. Medical transport

E. Save fuel for future unknown needs



Only enough fuel remains for one option.

Choose:

A. Evacuation vehicle

+15

B. Generator

+10

C. Supply runs

+10

D. Medical transport

+10

E. Save fuel for future unknown needs

+5

INJECT #9: LEADERSHIP CONFLICT

Two leaders disagree.

Leader A wants evacuation.

Leader B wants shelter-in-place.

The group must decide.

A. Vote and move forward together

B. Allow factions to separate

C. Ignore disagreement

D. Establish decision-making process



Two leaders disagree.

Leader A wants evacuation.

Leader B wants shelter-in-place.

The group must decide.

A. Vote and move forward together

+20

B. Allow factions to separate

-20

C. Ignore disagreement

-15

D. Establish decision-making process

+25

INJECT #10: WEEK TWO

The outbreak worsens.

The team must choose only FOUR priorities.

- A. Water Security**
- B. Food Production**
- C. Medical Care**
- D. Community Security**
- E. Communications**
- F. Mental Health Activities**
- G. Training New Members**
- H. Recreation Only**



The outbreak worsens.

The team must choose only FOUR priorities.

Water Security

+15

Food Production

+15

Medical Care

+15

Community Security

+15

Communications

+15

Mental Health Activities

+10

Training New Members

+10

Recreation Only

-10

FINAL INJECT 11: EXTRACTION COUNTDOWN

Day 21: A military helicopter evacuation site has been established at the local stadium.

The extraction site will remain open for only 2 hours before it closes and relocates.

Your group has enough transportation to get everyone there—but not enough time to solve every problem along the way.

You must make a series of decisions.



The outbreak worsens.

The team must choose only FOUR priorities.

Water Security

+15

Food Production

+15

Medical Care

+15

Community Security

+15

Communications

+15

Mental Health Activities

+10

Training New Members

+10

Recreation Only

-10

FINAL INJECT: EXTRACTION COUNTDOWN

Decision 1: Missing Group Members

Three people from your group are missing.

A. Leave without them

B. Search for them

Roll a die:

- 1-2: -50 points
- 3-6: +20 points

C. Send a small search team



Decision 1: Missing Group Members

Three people from your group are missing.

A. Leave without them

+10 points

B. Search for them

Roll a die:

1-2: -50 points

3-6: +20 points

C. Send a small search team

+20 points if you created a communication plan earlier

+5 points if not

FINAL INJECT: EXTRACTION COUNTDOWN

Decision 2: Limited Space

There is only room for one priority item.

A. Food and Water

B. Medical Supplies

C. Comfort Items



Decision 2: Limited Space

There is only room for one priority item.

A. Food and Water

+15 points

B. Medical Supplies

+20 points

C. Comfort Items

+5 points

FINAL INJECT: EXTRACTION COUNTDOWN

Decision 3: Boarding

Military personnel announce:

"Organized groups board first."

If your team has:

- **Accountability/roles list**
- **Communication plan**
- **Reunification plan**

3 items: +20 points

2 items: +10 points

1 or fewer: 0 points



Decision 3: Boarding

Military personnel announce:

"Organized groups board first."

If your team has:

Accountability/roles list

Communication plan

Reunification plan

3 items: +20 points

2 items: +10 points

1 or fewer: 0 points

DID YOU SURVIVE?

300+: Community Rebuilds Civilization

250–299: Strong Resilient Community

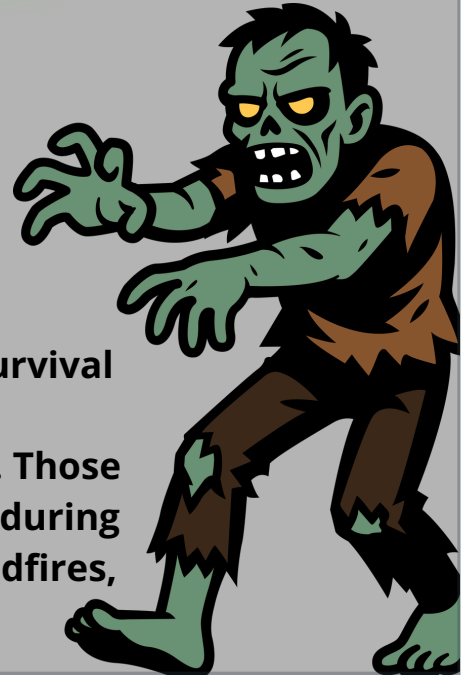
200–249: Stable Survival

150–199: Barely Holding On

100–149: Severe Losses

Below 100: Community Collapse

The zombies created the emergency, but your survival depended on preparedness, communication, leadership, information-sharing, and teamwork. Those same skills are what help communities succeed during real disasters such as hurricanes, tornadoes, wildfires, floods, and extended power outages.



DEBRIEF

- What preparedness items were most important?
- What information sources were trustworthy?
- What mistakes hurt the group?
- What helped the team succeed?
- What real-world emergencies could use these same skills?



THE END!
THANK YOU



Zombie Apocalypse - Teen Emergency Preparedness

Role	Name/s
Incident Commander	
Information Officer	
Logistics Officer	
Medical Officer	
Safety Officer	
Communication Officer	

Inject	Points Gained	Points lost
Starting score	100	0
Inject 1		
Inject 2		
Inject 3		
Inject 4		
Inject 5		
Inject 6		
Inject 7		
Inject 8		
Inject 9		
Inject 10		
Inject 11		

Final Score		
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Emergency Plan

Complete and keep this form accessible during emergencies.

Name: _____

Address: _____

Phone: _____

Emergency Contact: _____

Emergency Contact Phone: _____

Evacuation Information

Primary Exit Route: _____

Secondary Exit Route: _____

Meeting Location: _____

Medical Information

Medical Conditions: _____

Medications: _____

Allergies: _____

Emergency Resources

Nearest Hospital: _____

Utility Police Station: _____

Important Notes: _____

Emergency Contacts

Name	Relationship	Phone