# Teaching module: Smart metering. Social risk perception and risk governance Session 3: Risk communication

**Class plan Class time:** 3x45 min.

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| No. | Activity name | Procedure | Teaching guide | Method | Interaction type | Expected outcome | Materials | Overall time |
| 1. | Introduction to risk communication | 1. Presentation of what risk communication is 2. Presentation of deficit model and dialogue approach (DAD) 3. Presentation of decide-announce-defend approach (ADD) | T presents two different models of risk communication Then, T presents case study of DAD and asks Ss to point out problems. Following, T presents case study of ADD and asks Ss to point out strong points. | * Direct presentation | T -> Ss  T <-> Ss | * Basic understanding of risk communication | * SM-ST3-RM1 – Risk Communication | 25 min |
| 2. | Analysis of communication risks | 1. Reminder of “Toronto” case 2. Divide Ss into groups 3. Ss Identification of communication risks from a given case study material 4. Ss discuss and compare different risks 5. Ss evaluation | T gives a quick reminder of the “Toronto” case. Ss are divided into groups and given case study materials. Ss try to identify communication risks and list them. Ss discuss and compare the found risks and evaluate them. | * Presentation * Project based analysis * Discussion * Assessment | T -> Ss  S <-> Ss  Ss <-> Ss | * Understanding of communication approaches | * SM-ST2-RM2-TorontoCase * SM-ST2-RM3-TorontoCase * SM-ST2-RM4-TorontoCase * SM-ST2-RM5-TorontoCase * SM-ST2-RM6-TorontoCase * SM-ST2-RM7-TorontoCase * SM-ST2-RM8-TorontoCase * SM-ST2-RM9-TorontoCase * SM-ST2-RM10-TorontoCase * SM-ST2-RM11-TorontoCase * SM-ST2-RM12-TorontoCase * SM-ST2-RM13-TorontoCase | 35 min |
| 3. | Court roleplaying game | 1. Judge selection 2. Group division 3. Arguments preparation 4. The game 5. verdict | T asks one student to be the judge. T divides the Ss to groups and hands out materials. The judge conducts the activity according to the rules stated in the handout. | * Court roleplaying game | T -> Ss  Ss <-> Ss | * Understanding of communication methods application | * TM6-ST3-RM14-Court roleplaying materials | 75 min |

\* Interaction type:

**T** – teacher **S** – student **Ss** – students **->** - one way **<->** - two way