

2007 NIEHS WETP Trainers' Exchange Post-Conference Proceedings

ICS Workshop
Mike Williamson
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This workshop detailed an activity that utilized the functions of the Incident Command System. Requirements of the activity were reviewed and participants in the workshop implemented the activity. While ICS 100 and 200 go into more detail about ICS, this activity teaches ICS functions and the use of chain of command.

Like in the real world, the instructor can throw in problems that will require the group to develop and use a contingency plan. The use of radios for communication can also increase the level of difficulty. The activity can be beneficial for students that do not have a background with ICS. It helps to illustrate the roles of an IC. This will be helpful in preparing these individuals to interface with those who have a background with ICS.

The Activity:

- Activity begins with an IC. However, since this incident will exceed his span-of-control, the IC is instructed to expand ICS.
- IC appoints:
 - Safety Officer
 - Planning Chief
 - Logistics Chief
 - Operations Chief + 1 or 2 students as a crew for Operations
- Finance can be used by requiring payment for LEGO pieces.
- It is useful to place tent cards in functional work areas to Identify function.

Basic Rules:

- IC is given an incident objective – to build a LEGO model.
- IC is given a completed model and told that the model must stay at the command post. However, all the pieces to build this another model are in Logistics. Use ICS to build a model just like the one you have.
- Safety Officer enforces rules of activity on opposing team
- Logistics is given pieces of LEGO toy and cannot allow anyone get pieces from Logistics toolbox. Operations must describe what they want from Logistics.
- Planning Officer is given the instructions for the LEGO toy. Instructions must stay at the Planning work station. However, Planning Chief can go to the IC and provide verbal input.
- Operations chief cannot build the model. Ops can give directions to crew. Crew performs task of building model.

Questions asked by participants included:

- Do you run multiple teams in activity?

Yes. Multiple teams are recommended. Teams usually average 6 people per team. Four teams would be considered a maximum.

- How long would the activity last?

Generally speaking, it usually lasts about an hour. However, time limits can be utilized.

- Can you use different types of toys?

Yes. This is a tool to increase the challenge. Likewise, the use of radios and more rooms of operation can increase difficulty.

Conclusion/ Suggestions:

Upon completion of this activity, students are allowed to discuss lessons learned. This discussion creates many talking points for the instructor that reinforces lesson objectives. Videotaping the activity may be a useful tool if demonstrating lessons from activity. In many cases, people learn from watching themselves.