

MDK 149 - DAMAGE CONTROL & SAFETY

- Demonstrate the STCW Code KUPs for Officer in Charge of a Navigation Watch: 5.1.A, 5.2.A, 5.3.A.
- Demonstrate the STCW Code KUPs for Officer in Charge of an Engineering Watch: 1.3.C, 11.2.A, 11.3.A.

Course Description

This course is designed to give the cadet a comprehensive knowledge of shipboard safety with particular emphasis on firefighting and damage control. Subject areas include: personal safety, pollution, U.S. Coast Guard rules and regulations, temporary damage repair, shoring principles and practical shoring problems. STCW.

Credit Hours

2

Contact Hours

2

Lecture Hours

2

Required Prerequisites

All prerequisites for all GLMA courses are satisfied by following the approved Course Sequence Guide and any deviation from this guide needs to be approved by the cadet's adviser.

Course Learning Outcomes

Knowledge:

- Describe the chemistry and physics of fire.
- Describe the use of fire extinguishing agents and associated equipment.
- Explain the advantages and disadvantages of the various extinguishing agents.
- Explain the basic concepts of shipboard damage control.

Application:

- Use firefighting equipment.
- Maintain firefighting equipment.
- Demonstrate proper use of shoring equipment.
- Demonstrate the operation of shipboard fire and smoke detecting systems.
- Demonstrate the operation of breathing apparatus and other shipboard safety equipment.

Integration:

- Explain firefighting principles created for shipboard application.

Human Dimension:

- Interact with others as part of a shipboard firefighting/ damage control team.
- Serve as leader of a shipboard damage control/ firefighting team.

Caring - Civic Learning:

- Recognize the ethical importance of merchant marine officers role as experts in shipboard damage control.

Learning How to Learn:

- Demonstrate the STCW Code Knowledge, Understanding and Proficiencies (KUPs) for Basic Training: 2.1.A, 2.2.A, 5.1.A, 5.2.A, 5.2.B, 5.3.A, 5.3.B, 5.4.A, 5.5.A, 5.6.A, 5.6.B, 5.6.C., 7.5.A, 7.5.B.