



FEEL SAFE



WHAT HAPPENS IF PLAYING CARDS

Flood



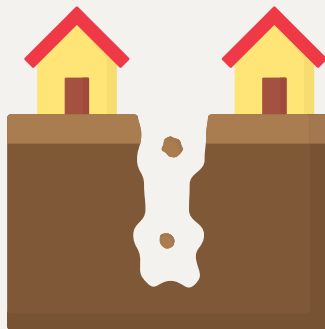
Landslide



Fire



Earthquake



Tsunami



MAKE SURE YOU CAN
QUICKLY GO TO THE
HIGHER FLOORS OF
YOUR BUILDING



AVOID USING
UNDERPASSES



WHEN YOU WALK,
ALSO PAY ATTENTION
TO THE STREETS
WHERE THE WATER
HAS RECEDED



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WHAT HAPPENS IF PLAYING CARDS



DO NOT THROW
STILL LIT MATCHES
INTO THE STREET



IF YOU SPOT FLAMES,
CALL 112
IMMEDIATELY



RETURN TO THE
HOUSE ONLY AFTER
THE ROOMS HAVE
BEEN WELL
VENTILATED AND
COOLED



IF YOU ARE IN THE
MOUNTAINS, LIGHT A
FIRE UNDER OR NEAR
VEGETATION TO GET
SHADE FROM THE
SUN



STOP IN PLACES
WHERE WIND IS
BLOWING THAT MAY
BE ABLE TO PUT OUT
THE FLAMES



STAY IN YOUR ROOM
TO COLLECT ITEMS
NOT DAMAGED BY
THE FLAMES



LOOK FOR SAFE
PLACES IN THE
HOUSE WHERE YOU
CAN TAKE SHELTER



DO NOT RUSH
TOWARDS THE
STAIRS, BUT TAKE
COVER UNDER A
TABLE



DO NOT GO
AROUND LOOKING
THROUGH THE
RUBBLE



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WHAT HAPPENS IF PLAYING CARDS



PLACE ANY SORT OF
ITEMS ON THE SHELF
ABOVE THE BED



RUN TO THE STREET
USING THE STAIRS OR
ELEVATOR



STAY INDOORS IF
THE SHOCK IS OVER



IF YOU SEE THE
SEA RECEDING,
LOCATE THE
HIGHEST POINT
POSSIBLE



FOLLOW THE SIGNS
INDICATING THE
ROUTE TO FOLLOW
TOWARDS AN AREA
SAFE FROM THE
WAVES



DO NOT GO BACK TO
THE BEACH STRAIGHT
AWAY, AS THE FIRST
WAVE MAY BE
FOLLOWED BY
OTHERS



STAY ON THE BEACH
AND WATCH THE SEA
RETREAT



USE YOUR CAR TO
GET AWAY FROM
THE COAST AS
SOON AS POSSIBLE



DRINK TAP WATER,
EVEN IF THE WATER
HAS COME INTO
CONTACT WITH THE
WAVE, IT IS STILL
WATER



WHAT HAPPENS IF PLAYING CARDS

SOLUTIONS

Flood

Correct behaviours

- Make sure you can quickly go to the higher floors of your building
- Avoid using underpasses
- When you walk, also pay attention to the streets where the water has receded

Wrong behaviours

- Sleep in your bedroom even if it is on the ground floor
- If you are in a basement, stay there
- Immediately start shoveling the mud and emptying the water from the cellars

Landslide

Correct behaviours

- Keep up to date on weather conditions that can trigger ground movement
- If you cannot escape, crouch as much as possible and protect your head from falling rocks
- Move away because further downward movement of the ground may occur

Wrong behaviours

- Do not be alarmed if you see small cracks on the wall of your building
- Stop under a bridge to take shelter from falling rocks
- If you do not feel any movement in the ground you can continue your activities

Fire

Correct behaviours

- Do not throw still lit matches into the street
- If you spot flames, call 112 immediately
- Return to the house only after the rooms have been well ventilated and cooled

Wrong behaviours

- If you are in the mountains, build a fire under or near vegetation to get shade from the sun
- Stop in places where wind is blowing that may be able to put out the flames
- Stay in your room to collect items not damaged by the flames



WHAT HAPPENS IF PLAYING CARDS

SOLUTIONS	
Earthquake	
Correct behaviours	Wrong behaviours
<ul style="list-style-type: none">• Look for safe places in the house where you can take shelter• Do not rush towards the stairs, but take cover under a table• Do not go around looking through the rubble	<ul style="list-style-type: none">• Place any sort of items on the shelf above the bed• Run to the street using the stairs or elevator• Stay indoors if the shock is over
Tsunami	
Correct behaviours	Wrong behaviours
<ul style="list-style-type: none">• If you see the sea receding, locate the highest point possible• Follow the signs indicating the route to follow towards an area safe from the waves• Do not go back to the beach straight away, as the first wave may be followed by others	<ul style="list-style-type: none">• Stay on the beach and watch the sea retreat• Use your car to get away from the coast as soon as possible• Drink tap water, even if the water has come into contact with the wave, it is still water

Note to the game: some behaviors entered as correct or incorrect in relation to an event may also be associated with other events. The teacher can explore this aspect with the class at the end of the game.