



## ESCAPE ROUTE WHAT TO DO

## EARTHQUAKE AT SCHOOL

- Keep calm
- Don't shout
- Don't run
- Take shelter under the desk
- After the tremor has passed, do not staND in the middle of the classroom
- Move away from lockers, shelves and glass surfaces
- Group up with classmates at the sides of the classroom near corners or under door lintels
- Leave the classroom in an orderly manner at the sound of evacuation
- Follow the teacher's directions
- Follow the signs to the emergency exit
- Reach the assembly point and stay close to the teacher and classmates
- If evacuation is not ordered wait in the classroom for help



- Remain calm
- Do not shout
- Do not try to extinguish the fire yourself
- Call for help
- Turn your back to the wind to keep a clear path of escape (fire follows the direction of the wind)
- If you are in the mountains descend towards the valley (fire always goes upwards)
- Follow a road or stream
- If you are forced to pass through the site of the fire, pass where it has already burned by holding a wet cloth in front of your mouth
- Never stand on the side where the fire is advancing
- Do not throw rubbish or cigarette butts on the ground
- Do not burn prunings in strong winds and high temperatures
- Clean the ground around the house of dry weeds



- Keep calm, don't shout and don't run
- Do not try to extinguish the fire yourself
- Follow the teacher's instructions
- If flames are in the room, move away immediately by closing the door behind you.
- If there is smoke along the escape routes, duck down and cover your mouth with a cloth, possibly wet.
- If the flames are in the corridor and you cannot get out, close the door and seal the door gaps with clothing, possibly wet
- If there is smoke, lie down on the floor covering your mouth with a damp cloth
- If your clothes catch fire roll on the floor or ask someone to cover you with a blanket or clothing (coats, jackets, etc.)
- If someone else's clothes catch fire make them lie down, try to smother the flames with clothing or blankets and prevent them from running
- Leave only after checking that the escape routes are clear
- Close doors and windows before leaving
- Get to the waiting area





