



# TOOL 13

## Treme-Treme Game



*Title* : Treme-Treme  
Game

*Developed by* : DECivil

*Topics* : Earthquakes,  
tsunamis

*Website* : [www.treme-treme.pt](http://www.treme-treme.pt)

### Description

An earthquake game designed for children to learn about seismic risks and how to respond before, during, and after an earthquake. It is available at no cost in Portuguese, English, Italian, French and Spanish and can be accessed on the website as well as on Android devices.

#### Duration

not specified

#### Resources needed

At least one technological device, in order to be able to access the game and educational resources.

#### Age

5 to 11 years old

#### Expected outcomes

- This educational game raises children's awareness of seismic risk, transmits valuable knowledge and encourages new generations to be prepared for such events.

#### Climate change

The tool can indirectly contribute to addressing climate change through its methodologies and educational approach.

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### Risk prevention

By teaching students to respond appropriately to earthquakes and tsunamis, the game promotes a culture of preparedness and resilience.

### Management

It does not require supervision by an educator.

## Others

### Relevance to CRISEPAC Objectives

The outcomes of the tool are pertinent to the project, as they concentrate on educating students about preparedness.

### Possible adaptations

The game serves as an effective and engaging tool for students, enhancing their learning experience.

### Weaknesses

It is specifically designed to address seismic risks, which might limit its applicability to other types of natural disasters or emergency scenarios.

### Strengths

The game allows children to learn age-appropriate concepts in an enjoyable and interactive way. By incorporating gameplay into educational activities, students are more likely to participate actively.

## Methodologies

Students will assemble an emergency kit, identify potential dangers they are exposed to inside and outside their home and what to do in the event of an earthquake or tsunami. The game's website also offers a collection of pedagogical resources, including guides and videos.

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