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## Designing a learning table and game cards for preschoolers which can teach them Disaster Risk Reduction (DRR) behavior before and during an earthquake

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Children are among the most vulnerable people at the occurrence of natural disasters like an earthquake; many of the management or measures considered for during and before the earthquake are not suitable or efficient for this age group. On the other hand, education and training for mitigation dangers of an earthquake and learning the main concept of it and matters like safe places and prevention of earthquake are not easily perceivable due to their age. Getting close to children via their own world and with games is the best training method in this matter. In this study, the author has tried to consider the child as an active element before and during the earthquake by adults. The focused of this research is on learning risk reduction behavior in children as an independent factor. The information has been gathered from library, observance and drawings of 10 children aged 5 with subject of their conceptual definition of earthquake along with 20 questionnaires filled by preschoolers and interviewing them and the design of the suitable educational game, appropriate for the need of this age group has been done with theory of design with help of the user and with priority of children's learning needs and the final result is a package of a game which is comprised of a learning table and matching cards with sign marks for safe and unsafe places which introduce the safe behaviors and safe locations before and during the earthquake. These educational games can be used both in group concept in kindergartens and on an individual basis at home and which can help in earthquake risk reduction.

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