1. Background and Justification:

Disaster risk is the potential loss expressed in lives, health status, livelihoods, assets and services, which could occur in a community or a society due to the impact of a natural hazard. Disaster risk reduction (DRR) is a systematic approach to identifying, assessing and reducing that risk. Specifically, the purpose of disaster risk reduction is to minimise vulnerabilities and disaster risks throughout a society in order to avoid (prevent) or to limit (mitigate and prepare for) the adverse impacts of natural hazards, and facilitate sustainable development.

DRR in education equips people with knowledge and skills so that hazards cause the least possible loss of human life, as little damage and destruction as possible, and cause only minimum disruption to economic, social and cultural activities. What people know is more important than what they have when it comes to saving lives and reducing loss. It strengthens individual’s and community’s resilience to hazards, while enhancing the education system’s preparedness for and responses to disasters. It thus ensures that schooling continues after a hazard strikes, and limits damages to the education sector. As an integral part of education for sustainable development, preparing the education system includes conducting a multi-hazard risk assessment, drafting plans and policies to address threats, and implementing those plans sustainably. Embedding DRR in education policy is critical for its application and sustainability. The policies and plans need to address DRR in teaching and learning, school safety and disaster management, and the provision of safe school environments.

Promote DRR in teaching and learning Teaching and learning about DRR is key to increasing individuals’ and community’s knowledge about hazards and what to do when they strike.

The learning materials developed in smart phone as an outreach material the DRR in teaching and learning, could be done as learning by playing. Key elements of mainstreaming DRR in teaching and learning involve:

- Mainstreaming of DRR into the virtual media activities, starting from the primary level to secondary level standards this includes multi-hazard education.
- Including DRR in non-formal multimedia channels with children friendly
- Ensuring teachers, school managers and staff have incorporated DRR into their training activities.
- Ensuring DRR learning materials and resources are available to key stakeholders.
- Encouraging children and youth to be champions and leaders in DRR.
- Supporting professionalization of and research in DRR in institutes of higher education.

2. Objectives:

a. Overall objective:
Capacity building of children at school level and advocacy of the DRR at local level for improved DRR mitigation measures

b. Specific objectives:
Dedicated Application for smart phone with interactive session on giving instructions on what they need to do during the disaster

3. Outputs:
We propose a custom smart phone application with animation and voice over able to run on mobile operating systems.

The smart phone application needs to be bilingual, need to have the option of selecting the language while starting the application.

The application size needs to be small without compromising the quality of the animations

The App will be developed major Mobile operating systems such as

1. Android OS (Google Inc.)
2. iPhone OS / iOS (Apple)

Impressive UI/UX - The custom app will have an attractive user interface and provide a great user experience.

4. Inputs:
UNESCO will provide 100 questions with answers both in English and French. However, the contractor is responsible for the creating the innovation animations using African Characters and African Voice over both in English and French.

5. Timing:
This project is expected to be implemented in 4 months.

6. Reporting:

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<tr>
<th>No</th>
<th>Report</th>
<th>Deadline</th>
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<tr>
<td>1.</td>
<td>Detailed work plan based on planned activities</td>
<td>1 (one) week after signing the contract</td>
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<td>2.</td>
<td>Submit draft App based on IOS/Android/</td>
<td>3 months after signing the contract</td>
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| 5. | (1) Final product along with short technical reporting in the systems used and activities carried out within this project with Executive Summary.  
(2) Certified financial statement. | 4 months after signing the contract          |

7. Eligibility/qualification/experience requirements:
The selected contractor will be requested to fulfil the following conditions:
- Previous experience in developing APPs based on all three OS platforms
- The contractor need to have live account in both app and play store as well need to manage the same whenever there is an update in the terms and conditions from the app and play store

8. Budget:
The budget proposal should include:

1) Costs associated with the development of APP
2) Commentary translation in two languages

9. Last date for submission of proposal:
Detailed proposal with budget under different heads, any previous works or sample product should be submitted before 22nd May 2020 before 05:00 PM by email to r.jayakumar@unesco.org / s.partey@unesco.org