

SAFETY

in the
Science
Classroom



STATION 1

**Safety and Rules of
the Lab**

**Use the slides to fill
in the lab safety
diagram**



Protect Yourself Eye Safety



- Wear safety goggles when working with chemicals, flames, or heating devices



- If you wear contact lenses let your teacher know!



Protect Yourself Eye Safety

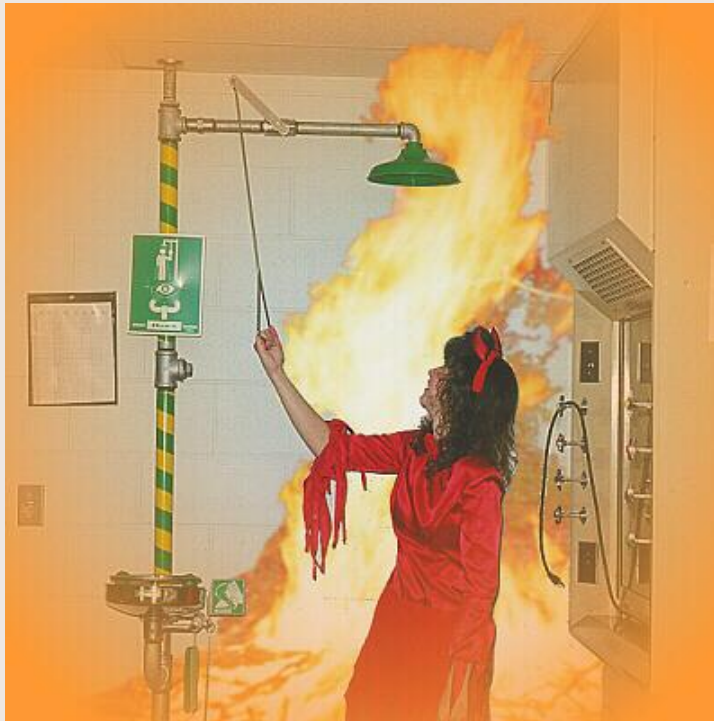


- In case of emergency in which a chemical goes into one's eye, use the eyewash station
- Flush in water for 15 minutes and notify the teacher immediately!





Protect Yourself Proper Attire



- Foot wear that completely covers the foot is required

- Keep all long hair tied back
- Do not wear loose clothing that could catch on fire

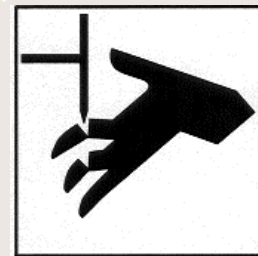




Sharp Objects



- Notify teacher if you get cut
- Broken glass and sharp objects do not go in trash cans
- Teacher will clean up broken glass

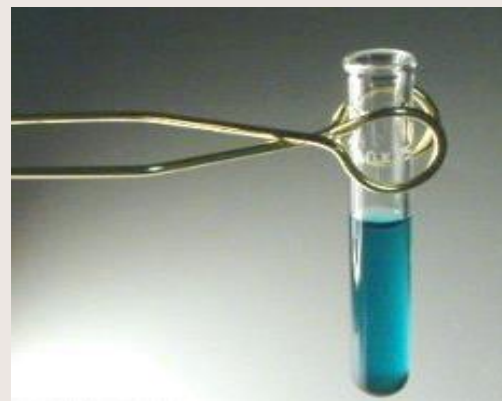




Heating Safety



- Never leave a heat source unattended
- Heated metal and glass looks cool, use tongs before handling
- Never point the end of a test tube being heated at yourself or others



- Never heat in a closed container





Chemical Safety



- Never touch, taste, or smell a chemical unless instructed by the teacher
- Never mix chemicals unless instructed to do so



You Should Never...



Food &
Beverage
Prohibited

- Eat or drink at a lab table
- Use lab glass-ware to eat or drink out of

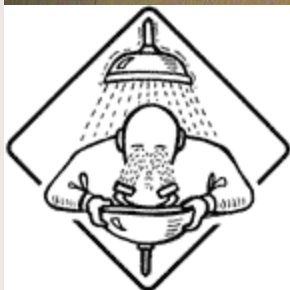
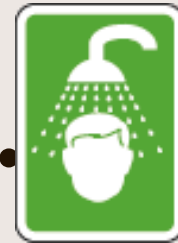


•Engage in....

- practical jokes
- horse play
- rough house



In case of an emergency...

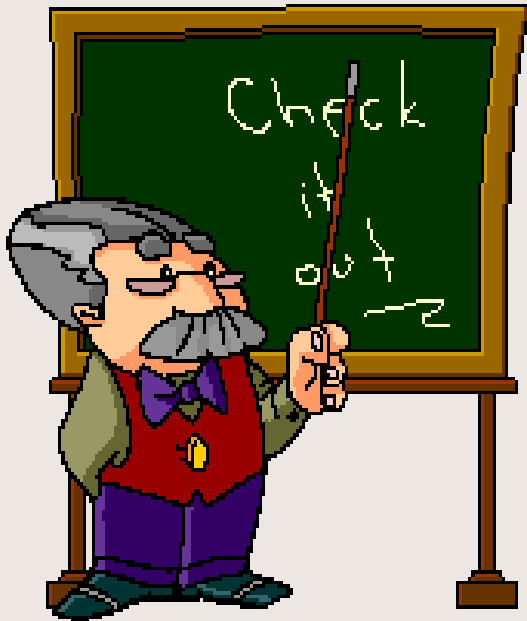


- Know the locations of:
 - fire extinguisher
 - fire blanket
 - body shower
 - eyewash station
 - first aid kit



- If you spill a harmful chemical on yourself or in your eyes, start rinsing immediately and send your partner to get teacher's help

Remember to...



- Stay at your work station
- Maintain a clean work area
- Read and follow all directions
- Report any spills, accidents, or injury to the teacher immediately
- Clean and put away all equipment at the end of the lab period
- Dispose of waste products according to instruction