

1683 Safety Test

Name: _____ Date: _____ Score: _____

Students will demonstrate their basic knowledge on the rules for operating machines and will express their knowledge in the field of safety. Pick the best answer and circle the best response.

1. Always wear eye protection

- | | |
|--|-------------------------------|
| A. In the materials processing lab | C. For all machine operations |
| B. When there is possible danger to the eyes | D. All of the above |

2. Loose clothing like a jacket or jewelry

- | | |
|---------------------------------------|-------------------------------------|
| A. Are okay to wear if they are clean | C. Should not be worn while working |
| B. Help you work more easily | D. A and B |

3. Long hair

- | | |
|--|--------------------------------------|
| A. Is very dangerous around machines | C. Must be tied or tucked into a hat |
| B. Is nothing to worry about around machines | D. A and C |

4. Power tools and machines can only be operated after getting permission from

- | | |
|--------------------------|----------------|
| A. The mentor | C. Your friend |
| B. The safety supervisor | D. A and B |

5. "Horse-play" (goofing around) is
- A. Ok if done carefully
 - B. A good way to work safely
 - C. Not a safety problem
 - D. Never allowed
6. Even minor accidents are to be reported
- A. The next day
 - B. After the meeting
 - C. Immediately
 - D. During cleanup
7. A safety zone is
- A. The parking area with the red curb
 - B. The area around the machine where only the operator is allowed
 - C. The area around a first aid kit
 - D. All of the above
8. When someone is operating a machine you should
- A. Not talk or disturb them
 - B. Talk with them if you want to
 - C. Tell them to hurry up
 - D. Move close so you can see
9. When you get ready to turn on or off a machine
- A. Call a helper to do it
 - B. Check the time
 - C. Only do it yourself
 - D. All of the above
10. When choosing a tool for a job,
- A. Use the closest one
 - B. Use any tool you want
 - C. Use the correct tool
 - D. All of the above

12. How far should you keep your fingers from the blade, drill bit, or sandpaper when operating a machine?

- A. $\frac{1}{2}$ "
- B. 2"
- C. 3"
- D. 5"

13. Remove small blocks and scrap material

- A. At a dead stop
- B. When it is coasting to a stop
- C. the off button has been pushed
- D. during clean up

14. Throwing things in the shop is

- A. Allowed if done carefully
- B. Only for Sharpies and pencils
- C. A fun game to play
- D. Never allowed

15. When using tools and materials it is important to hold them

- A. Securely (tightly)
- B. Behind your back
- C. with two people
- D. for as long as you can

16. Any tool or machine that is dull or doesn't work OR doesn't sound right should

- A. Be put back
- B. Reported
- C. Thrown away
- D. Used as long as possible

17. If someone is working with tools or machines do not crowd or rush them, for

- A. It may cause an accident
- B. They may get done too soon
- C. It is too safe
- D. It may be clean up time

18. If you see someone breaking rules,

- A. Look the other way
- B. Tell your friend to watch too
- C. Report it to a Mentor or Safety Adviser
- D. stay away from them

19. Pay attention to the job being done

- A. When it is dangerous
- B. At all time
- C. When someone is looking
- D. If you feel great

20. The way to miss instruction on how to do things safely is to

- A. Not pay attention to the teacher
- B. Talk while the teacher is giving instructions
- C. Horse-play during demonstrations
- D. All of the above

21. If a piece of work gets bound in a machine you should:

- A. Force the piece to move
- B. Pull the piece out immediately while it is running
- C. Turn off the machine, then remove
- D. Don't do anything

22. When using any power tool

- A. Let the blade reach full speed before cutting
- B. Don't use unless you have received training
- C. Check the machine thoroughly
- D. All of the above

I understand that if I do not comply with the rules, there will be consequences.

Student Signature: _____

Approved by: _____