

HEALTH AND SAFETY

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What is health and safety?

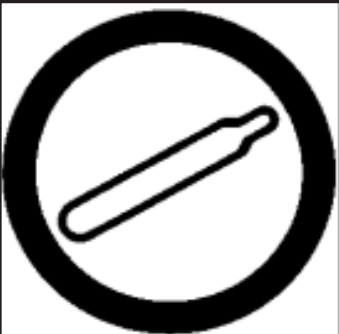



Health and safety are the regulations and procedures intended to prevent accident or injury in workplaces or public environments. In other words, they are the precautions one has takes in order to avoid any kinds of accidents in their classroom or workplace.

Following health and safety in worplace or classrooms is important because it not only protects you, it even protects the people working around you and keeps them happy.

Health and safety plays an important part in design. A designer should first think about all the accidents that could occur throughout the designing process, keeping in mind their health and safety. Thing they would wnat to think about would be : the safety of health required during making the product, safety when the product is sold and used by the people, and safety of the product when it's disposed after use.

WHMIS

WHMIS stands for workplace Hazardous Materials Information System. There are 8 WHMIS symbols:

	<p>Class A: Compressed gas</p> <p>This class includes compressed gases, dissolved gases, and gases liquefied by compression or refrigeration.</p>
	<p>Class B: Flammable and combustible material</p> <p>This class includes solids, liquids, and gases capable of catching fire in the presence of a spark or open flame under normal working conditions.</p>
	<p>Class C: Oxidizing material</p> <p>These materials increase the risk of fire if they come in contact with flammable or combustible materials.</p>
	<p>Class D: Poisonous and infectious material Division 1: Materials Causing Immediate and Serious Toxic Effects</p> <p>These materials can cause death or immediate injury when a person is exposed to small amounts. Examples: sodium cyanide, hydrogen sulphide</p>



Class D: Poisonous and infectious material
Division 2: Materials Causing Other Toxic EFFECTS

These materials can cause life-threatening and serious long-term health problems as well as less severe but immediate reactions in a person who is repeatedly exposed to small amounts.



Class D: Poisonous and infectious material
Division 3: Biohazardous Infectious MATERIAL

These materials contain an organism that has been shown to cause disease or to be a probable cause of disease in persons or animals.



Class E: Corrosive material

This class includes caustic and acid materials that can destroy the skin or eat through metals. Examples: sodium hydroxide, hydrochloric acid, nitric acid



Class F: Dangerously reactive material

These products may self-react dangerously (for example, they may explode) upon standing or when exposed to physical shock or to increased pressure or temperature, or they emit toxic gases when exposed to water.



Proper and Improper Behaviours in your Workplace

PAPER AIRPLANE

Proper Behaviours



Before you fly your paper airplane in a public place, you should make sure no one's around as you don't want to hurt anyone from your airplane. So, it is really important to first check and look around if no one's around, and then fly your paper airplane.

OTHER PROPER BEHAVIOURS:

- Avoiding paper cuts
- Not clash into people while you fly your airplane
- Being careful while cutting paper from scissors

PAPER AIRPLANE

Improper Behaviours



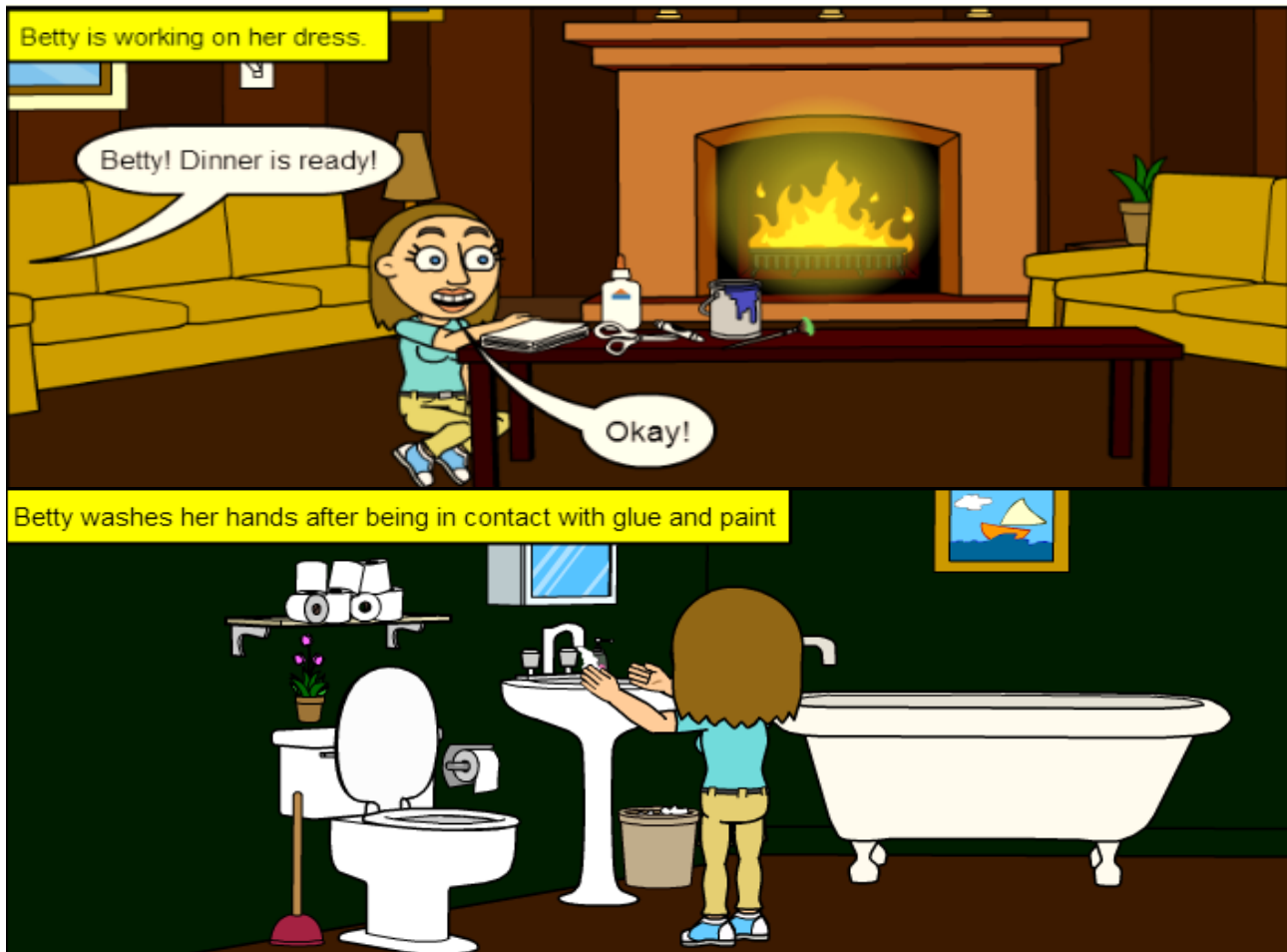
After you're done making your paper airplane, you have to test it. So when you fly your paper airplane in classroom or in a public place, you target it on a person and once they get hit, enjoy them crying.

OTHER IMPROPER BEHAVIOURS:

- Using your laptop for a long time without breaks, in order to get the best airplane model
- Clashing into people when flying your airplane
- Eating glue after use
- Eating paper

FASHION DESIGN

Proper Behaviours



While making your dress, you may need to get in contact with chemicals such as glue or paint. So make sure, after you use them, wash your hand properly and then move onto your other work.

OTHER PROPER BEHAVIOURS:

- Close the sharp objects after using them
- Pass a sharp object by going to the person
- Pay full attention when using sharp objects
- Be careful while sewing

FASHION DESIGN

Improper Behaviours



To make your dress, you may need some sharp objects such as scissors or chippers. So if someone asks you to pass them, you throw it right at them so that they get hurt and bleed.

OTHER PROPER BEHAVIOURS:

- Eating paint and glue
- Keep a needle attached to the dress so that when your models wears it, they get hurt from it
- Poke yourself with the needle
- Play and talk when sewing

POP CAN

Proper Behaviours



While making your pop can logo on the laptop, you should make sure to take breaks like going for a walk or something. But if you continue without breaks, you're going to lose your sleep and get your eyes strained, resulting in headaches.

OTHER PROPER BEHAVIOURS:

- Drinking the soda before using it
- Be careful when opening the can because might cut your fingers
- Don't cut yourself with scissors

POP CAN

Improper Behaviours



When you open your pop can, make sure to shake it first. And then after you open it, a soda fountain all will be created over the classroom and your classmates would really enjoy it.

OTHER PROPER BEHAVIOURS:

- Work on your logo without taking any breaks from your laptop
- Throw you can on people
- Play catch-catch with the can
- Eat glue after its use

USB COVER

Proper Behaviours



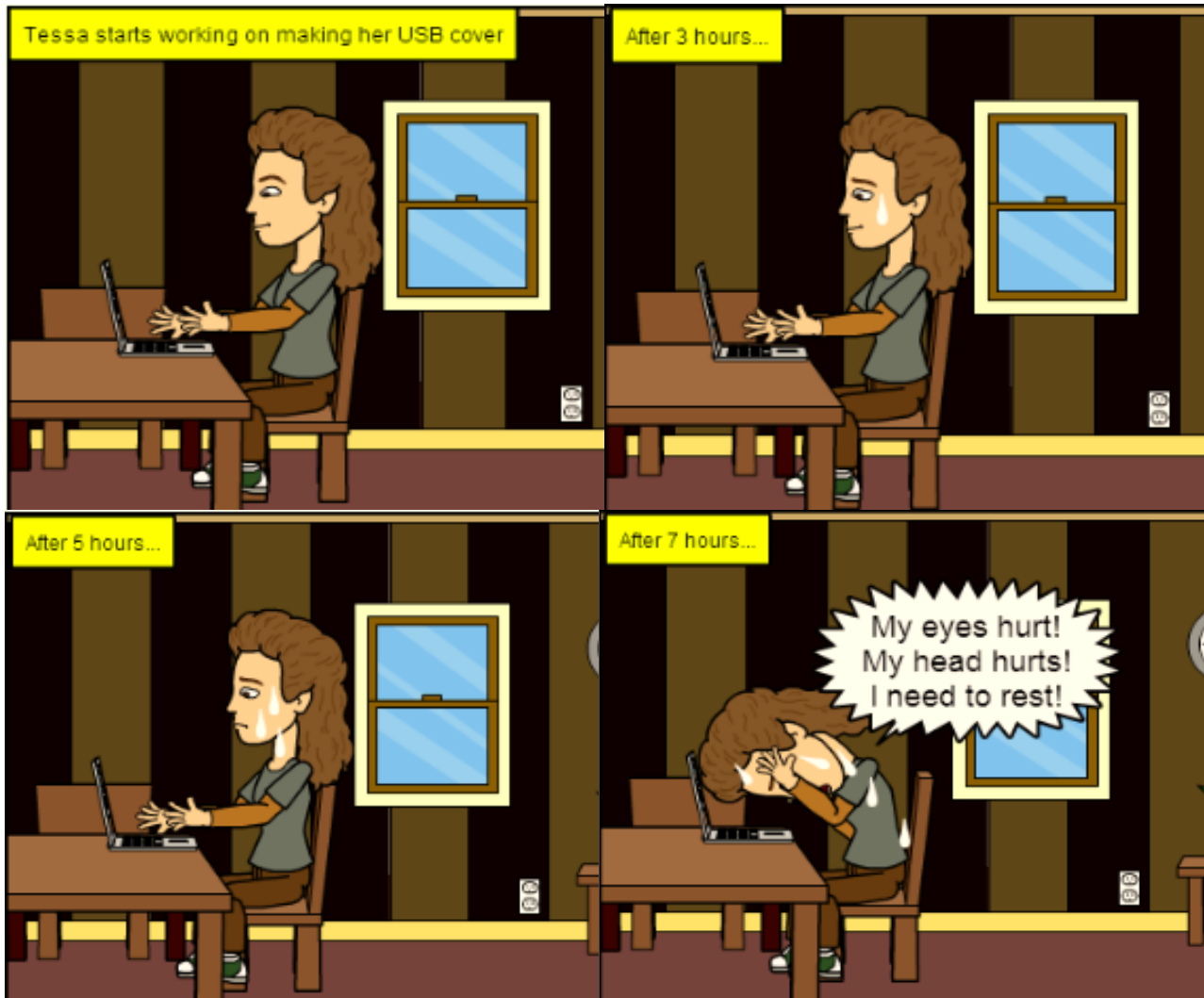
After you're done working on your USB on google sketchup, you move forward to printing it. But, 3d printer takes a lot of time compared to a normal printer, and so you have to really patient and not disturb it while it's printing.

OTHER PROPER BEHAVIOURS:

- Taking breaks while working on laptop
- Adjust the brightness of your laptop screen on a moderate level

USB COVER

Improper Behaviours



Working on your USB cover on google sketchup for the first time, will take a lot of time. And if you work on your laptop for a long time without taking any breaks, you'll end up having your eyes strained and headaches.

OTHER IMPROPER BEHAVIOURS:

- Breaking the printer
- Eating paint after your USB cover is printed
- Poking fingers in the 3d printer while it's printing

BRIDGE

Proper Behaviours



To stick wood together, you need to use the glue gun. But after you're done using the glue gun, make sure that you have unplugged the switch. But if you don't, there can be a possibility of fire.

OTHER PROPER BEHAVIOURS:

- Close your knife after use
- Cut the wood nicely and avoid splinters
- Focus while working
- Wash you hands after working
- Watch our chipped blade

BRIDGE

Improper Behaviours



Listen to loud music and don't pay attention to the wood you're cutting. Don't listen to people if they warn you or tell you keep quiet. Continue doing this and eventually, you'll cut your finger.

OTHER IMPROPER BEHAVIOURS:

- Swinging your knife
- Play with the woods as swords
- Leave materials on the floor/seats
- Pranking your friends

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