Major Safety Test - Grade 8 - 2022-2023 Metal Technology

Date:			
Name			
Gene	eral Shop Rules /14		
1.	Before you use any machine in the metal-shop you must get your		
	<u>'s</u> permission.		
2.	To protect your <u>eyes</u> , you must wear		
3.	is not allowed in the shop		
4.	Always pay to what you are doing on the machine		
5.	Do not the operator		
6.	Know what to do in case of anor hazard.		
7.	Tuck in loose, Remove and tie back long		
	to prevent it from getting caught in the machinery		
8.	8. Keep the floor and work areas		
9.	If you feel unsafe about a particular activity, consult with your		
	before proceeding		
10	. Always check with your before using any substance that		
	may be or unknown.		
11	. Inform for any and all types of emergencies.		
Tool	s and Materials /9		
1.	Always your work with a(tool name) so it		
	will not slip or move		

2.	Take the time to get the right for the job. Using the
	improperly can lead to frustration, injury or damage to the or
	work.
3.	Always lift with your not your back
4.	Always carry with the pointed end facing
5.	Whose help do you ask for if you are unclear about how to use something
	safely?
Pow	ver Tools /6
1.	. Use only tools that are in condition.
2.	. The machine operator must be qualified and have the's
	permission.
3.	. Only the is to turn on the machine
4.	. Do not walk away from a machine until it has come to a
	stop
5.	. Make sure all the and safety devices are in place and
	functioning properly to protect yourself.
6.	. Always wear if there is any chance of injury or
	irritation of the <u>eye.</u>
Dril	l Press /10
1.	down work to be drilled or hold in a(tool name)
2.	. Always wear to protect your eyes
3.	. How do you prevent blowout or prevent unwanted holes in the drill press
	table or work bench when drilling?
4.	. Tie long back

5.	Remove all and/or that could drill press	get caught in the		
6.	(tool name) hard materials before This will help prevent the drill bit from slipping around as you halo			
7.	hole or machine whenever changing avoid injury.	g drill bits to		
Weld	ing Safety	/8		
1.	Welding can burn or shock you. Wear protect exposed skin (<u>your body</u>) from welding spatter and U to protect your <u>hands</u> from beginning to protect your <u>hands</u> from the protect your <u>hands</u> from the year <u>hands</u> from year <u>hands</u> from the year <u>hands</u> from year <u>hands</u> from the year <u>hands</u> from y	JV rays, and wear		
	is a good conductor and could cancel out protective qualities of your clothing and gloves. Only work in a <u>dry</u> work area! You should always assume that everything in the welding area is			
	so wearon your hands and/or uselift or move materials to prevent burns.	(tool name) to		
4.	The light from welding is bright enough to damage your Wear approved welding helmet with a # lens or darker welding.	-		
Benc	h Grinder Safety	/12		
1.	Inspect the grinder prior to use to ensure there are noabrasive disc	in the		

2.	Check there are noignite!	in the area of the grinder. Sparks can	
3.		of the stone, never on the side.	
		pieces. They could easily be pulled out of your	
	grasp and cause problems/c	langer.	
5.	Do not grind either	or soft metals like	
	or	They can easily get caught or plug up the	
	stone		
6.	Grinding generates a lot of _	in the metal	
		regularly and take care not to burn yourself.	
7.	and		
	safety equipment are required when using the bench grinder to protect you		
	face/eyes, ears, and body.		
Beve	rly Sheer/Squaring foot sh	eer /4	
1.	The sheer is a dangerous too	ol as you can crush or sever your fingers. NEVER	
	place your under o	r near the blade.	
2.	How many people can use th	ne Beverly sheer at the same time?	
3.	Do not place your ı	under the foot pedal of the foot sheer.	
4.	Use the on the fo	oot sheer to line up your material.	

Choose the best answer and place in the correct space provided. You may use each answer more than once. Some answers might not be answers at all!

- Sparks
- Oxygen
- Acetylene
- Water
- 10
- 8
- 4
- Ventilation
- Ventilated
- Striker
- Unplug
- Lockout
- Turn Off
- Half
- Force
- Brush
- Flying
- Spinning
- Rotating
- Procedures
- Tight
- Sharp Objects
- Instructor
- Instructor's permission
- Operator
- Horseplay
- Eye protection
- Attention
- Distract
- Cracks
- Torch
- Hot
- Flammables
- Sharpened
- Strings
- Pliers
- Guards
- Complete
- Away
- Hold
- Eyes
- Face
- Clean

- Hair
- Hands
- Dangerous
- Legs
- Lips
- Flutes
- Shank
- Shaft
- Scrap Wood
- Small Pieces
- Emergency
- Clothing
- Jewelry
- Hearing protection
- Protective clothing
- Respirator
- Leather gloves
- Gloves
- Welding goggles
- Welding mask
- Full face shield
- Leather apron
- Loose clothing
- Clamped in place
- Secure
- Middle Point
- Brass
- Aluminum
- Sheet Metal
- Clamp
- Tool
- Center Punch
- Vice
- Chuck Key
- Tailstock
- Headstock
- Fire Proof container
- good working order
- power switch is off
- steam cleaned
- cool your material
- grab vour work
- Ignition sources
- Explosive

- Down and away from you
- anti-kickback fingers
- splitters
- push stick
- relief cuts
- rip cuts
- cross cutsfree hand
- jig
- off button
- brake
- right
- left
- 1 foot
- 12 inches
- 30 cm
- 300 mm
- 3cm
- 1/2 inch
- kickback
- kicked
- hand
- to the side
- to the right
- to the left
- off
- on
- fingers
- foot
- belly button
- brush
- clutch
- transmission
- magic