

Poison Safety



Lesson Title: Identify the Poison

Grade Level: PK – 2nd Grades

Objective: Students will be able to discuss poison safety concepts with their classmates and participate in the classroom activities.

Oklahoma Health Education Standard(s):

Standard 1: Students will comprehend concepts related to health promotion and disease prevention to enhance health.

Standard 3: Students will demonstrate the ability to access valid information and products and services to enhance health.

Standard 7: Students will demonstrate the ability to practice health-enhancing behaviors and avoid or reduce health risks.

Equipment:

2 sets of poison cards

4 hula hoops

Quick Facts:

- Examples of household poisons include perfumes, cleaners, medicines, paints, plants, pesticides, cleaning products, automotive fluid and gasoline.
- Memorize the Poison Control Center's phone number in case of emergencies and questions (1-800-222-1222). You should also have it readily available on the refrigerator or other easily accessible locations.
- Tell an adult if you find poisonous items in your house such as automotive fluid, cleaners, and prescription medication. These items should be stored out-of-reach of children
- Many medications and other harmful substances resemble candy and other treats. Always ask an adult before consuming anything that does not come straight out of the original food packaging.
- Call 911, if someone has ingested or inhaled a poison, fainted, or is not breathing.

Activity:

1. Divide the class into 2 groups. Each group will line up on opposite base lines.
2. There will be a set of poison cards on each half of the court that the students will pick up.
3. On the go signal, the first person in line from each group will run over to the opposite side of the court and pick up a poison card. When they get back to their side they will either put it in the poison hula hoop or the safe hula hoop.
4. The goal is for the team to get as many cards as possible in an allotted time and put it in the correct hoop.
5. At the end of the play time, the teacher will count how many cards they got correct. Which ever team has the most cards wins.

Lesson Title: Tag Out Poison

Safety Topic: Poison

Grade Level: 3rd – 6th Grades

Objective: Students will be able to discuss poison safety concepts with their classmates and participate in the classroom activities.

Oklahoma Health Education Standard(s):

Standard 1: Students will comprehend concepts related to health promotion and disease prevention to enhance health.

Standard 3: Students will demonstrate the ability to access valid information and products and services to enhance health.

Standard 7: Students will demonstrate the ability to practice health-enhancing behaviors and avoid or reduce health risks.

Equipment:

Poly spots

Quick Facts:

- Examples of household poisons include perfumes, cleaners, medicines, paints, plants, pesticides, cleaning products, automotive fluid and gasoline.
- Memorize the Poison Control Center's phone number in case of emergencies and questions (1-800-222-1222). You should also have it readily available on the refrigerator or other easily accessible locations.
- Tell an adult if you find poisonous items in your house such as automotive fluid, cleaners, and prescription medication. These items should be stored out-of-reach of children
- Many medications and other harmful substances resemble candy and other treats. Always ask an adult before consuming anything that does not come straight out of the original food packaging.
- Call 911, if someone has ingested or inhaled a poison, fainted, or is not breathing.

Activity:

1. Children form a ring clasping their hands around a much smaller "poison" circle drawn on the floor or ground.
2. The children are trying to push or pull each other to step into the "poison".
3. As soon as some players touch the "poison" circle, the other shouts "Poisoned!" and run for safety.
4. The safety consists of finding a poly spot or other mark on the floor and step on it.
5. Safe children would shout "Safe spot!" A part of the fun is running from one safe spot to the next.
6. Players tagged while caught off the poly spot become poisoned themselves and join the catchers.
7. The game ends when as many students as possible become poisoned.
8. To help students keep moving, make a rule that you can only stay on a poly spot for 5 seconds.

