

Longview Safety City Teacher Resource Guide Electrical Safety



Educating children and families about safety in a creative, fun, interactive environment, to reduce the number of preventable injuries.

Longview Safety City
315 W Cotton St.
Longview, TX 75602
903-237-1119
www.LongviewSafetyCity.com

Electrical Safety



Electricity keeps us cool in the summer, lights the house, and runs the TV, radio, and computer. Can you name other things that run on electricity?

But electricity can also be dangerous. It doesn't take much power to hurt someone. Electricity can shock, burn or even kill you! Electricity flows through water almost as easily as it travels through the wire that brings electricity to your house. Your body is 70% water. So if you touch electricity, it will flow through you and you will be hurt.

Avoid Electrical Shock

- Do not touch electrical cords that are broken or have wire showing.
- Do not play with or bite electrical cords.
- Do not stick fingers or any other objects into light sockets, appliances or electrical outlets.
- Do not overload outlets with too many plugs.
- Do not pull on cords to unplug things. Hold on to the plug itself.
- Do not touch anything electrical while you are wet or standing in or near water.
- If you ever find that a power line has fallen, **STAY AWAY FROM IT** and immediately tell an adult, who can call SWEPCO.
- Do not fly kites, model airplanes or balloons near power lines.
- Do not climb power poles or trees close to power lines.
- Do not touch or go next to electrical equipment. Stay away from anything that says "**Danger**", "**High Voltage**" or "**Keep Out.**"
- Tell your parents to keep ladders and TV antennas away from power lines.
- **NEVER** go near electrical substations.
- Don't touch a fence if you see a fallen wire nearby. It could be energized.

Electrical Safety Hunt

Using this checklist, ask a grownup to help inspect your home. If you find unsafe items, check off "Needs Fixed" and ask the grownup to correct the hazards to help make your home safer.

Electrical Safety Rule Good Need Fixed

- | | | |
|---|--------------------------|--------------------------|
| 1. Electrical appliances are used away from water. | <input type="checkbox"/> | <input type="checkbox"/> |
| 2. Electrical cords are in good condition. | <input type="checkbox"/> | <input type="checkbox"/> |
| 3. Electrical outlets have one plug in each of the two outlets. | <input type="checkbox"/> | <input type="checkbox"/> |
| 4. Electrical appliances that get hot are kept away from things that could burn (light bulbs, heaters, toasters). | <input type="checkbox"/> | <input type="checkbox"/> |
| 5. Extension cords are for temporary use only, not plugged in and left in place. | <input type="checkbox"/> | <input type="checkbox"/> |
| 6. Small appliances are unplugged when not in use. | <input type="checkbox"/> | <input type="checkbox"/> |
| 7. A multipurpose fire extinguisher is kept in the home. | <input type="checkbox"/> | <input type="checkbox"/> |
| 8. Grown-ups carry appliances by the handles not the cord. | <input type="checkbox"/> | <input type="checkbox"/> |

Mr. Plug Saves Sillyville

Read "Mr. Plug Saves Sillyville" to the students.

Mr. Plug Saves Sillyville

Once upon a time an enchanted village lay deep within the knolls of the world. Sillyville was its name. Every creature in the village of Silly wore rubber galoshes, carried a fire extinguisher on their back, and knew 911 by heart.

That is because not one creature in Sillyville could remember how to be safe with electricity. Try as they would it was of no use! Their silly minds would not allow it.

As I sit here and tell you that safety matters, they kept forgetting. One day, Mr. Plug visited Sillyville. He was worried about all that he saw. He knew something needed to be done to help the creatures of Sillyville.

Listen to some of the things they did. Identify if you think it would cause a fire or a shock. And also identify what number you would call to help the people of Sillyville.

→ They were forever forgetting where the dishtowel should be hung, and hung it instead on the living room lamp.

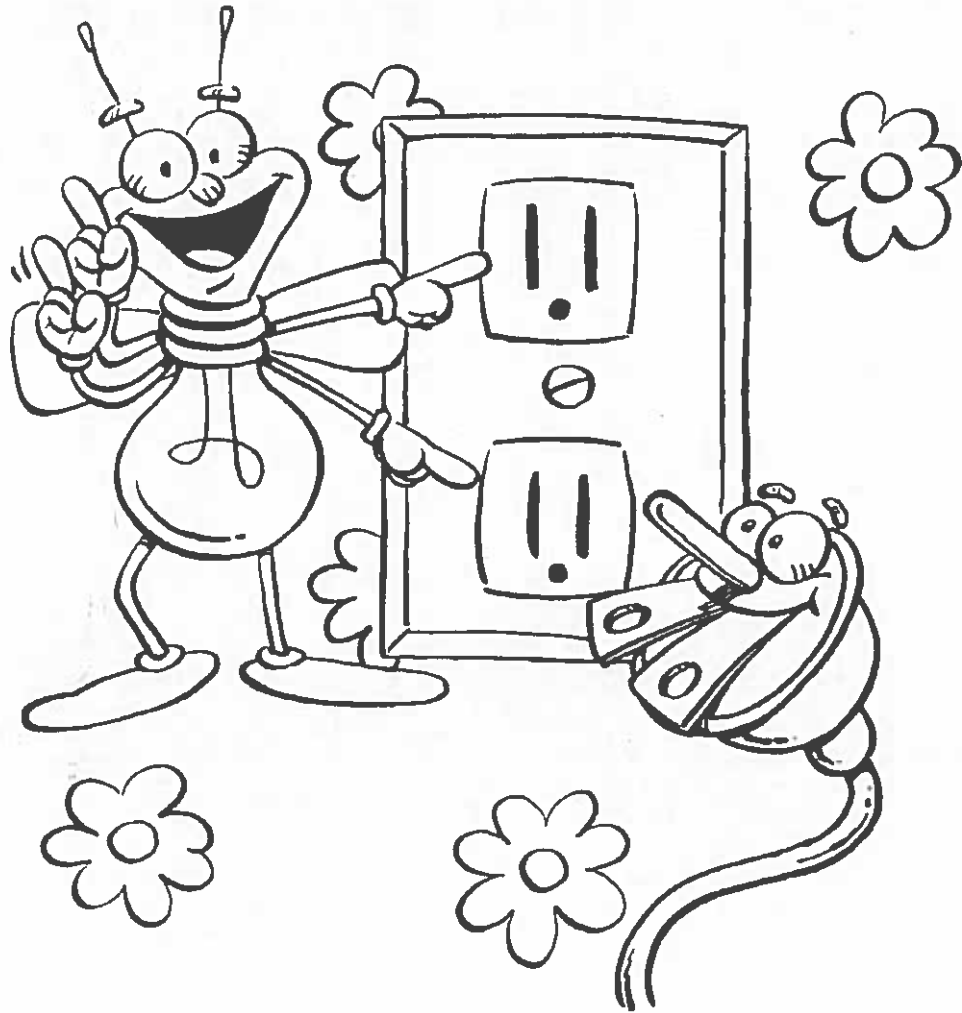
→ They were forever forgetting to remove the cord from an outlet by pulling the plug, not the cord.

→ They were forever forgetting to dry their hands before turning on the light switch.

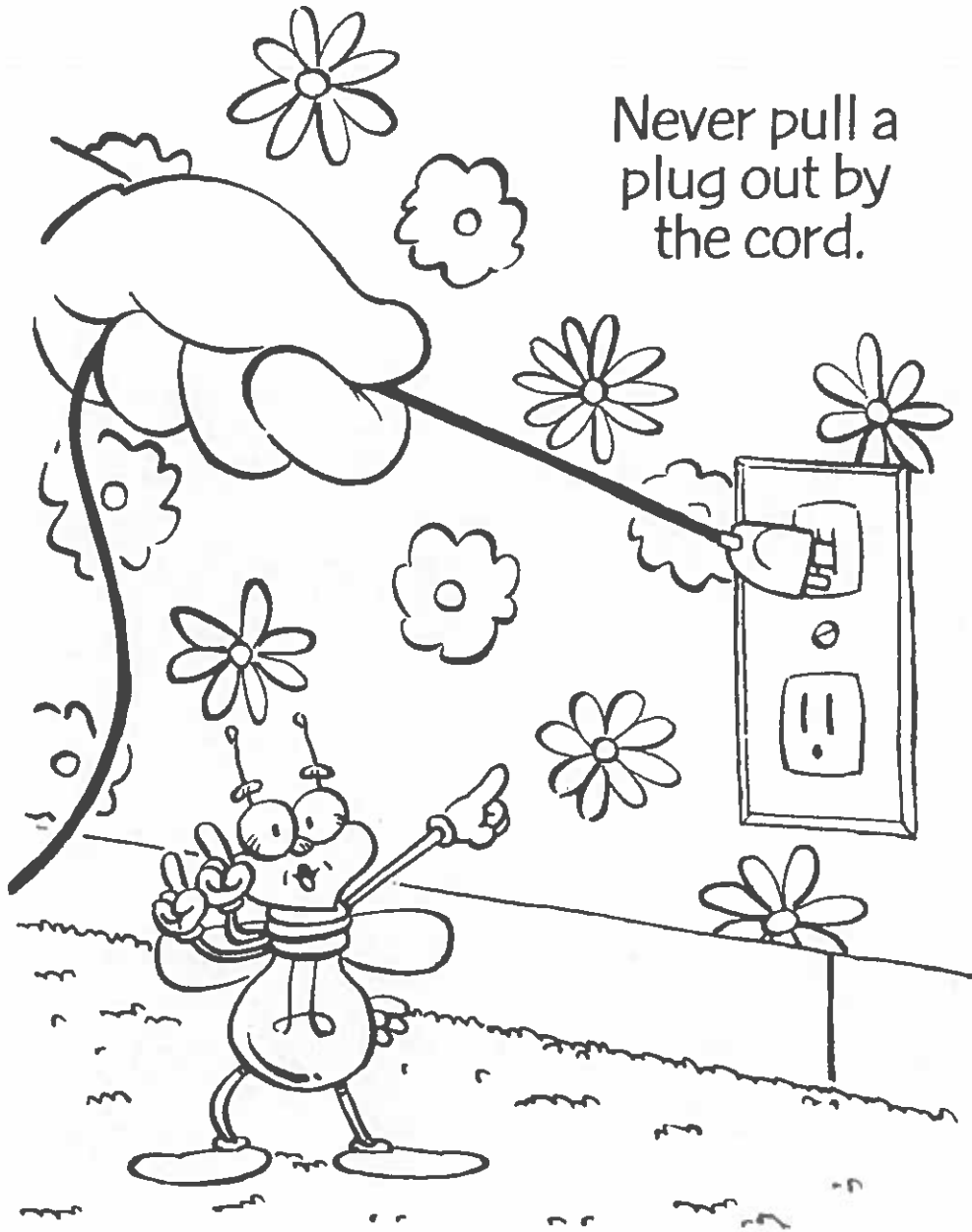
→ They were forever forgetting to put only one plug into each electrical socket.

In your journal, draw a picture of a creature from Sillyville. Then write a story about what you think Mr. Plug did to help the creatures of Sillyville become safer with electricity.

Keep fingers and
other objects away from
electrical outlets.

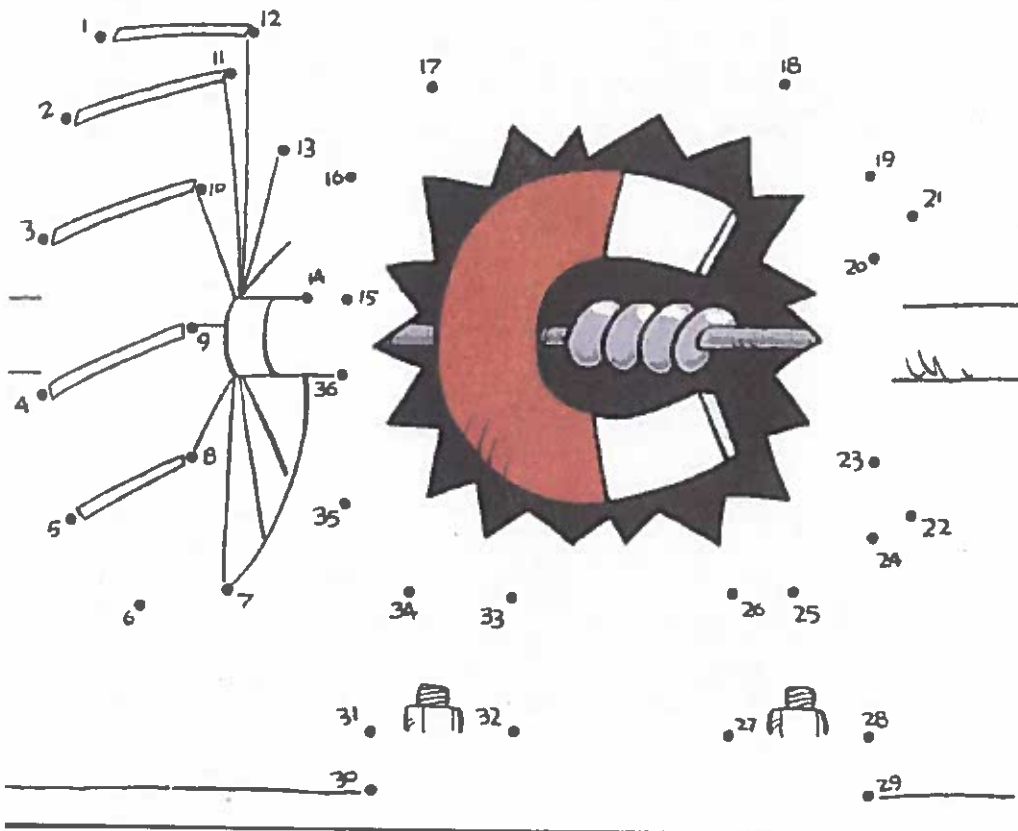


Never pull a
plug out by
the cord.



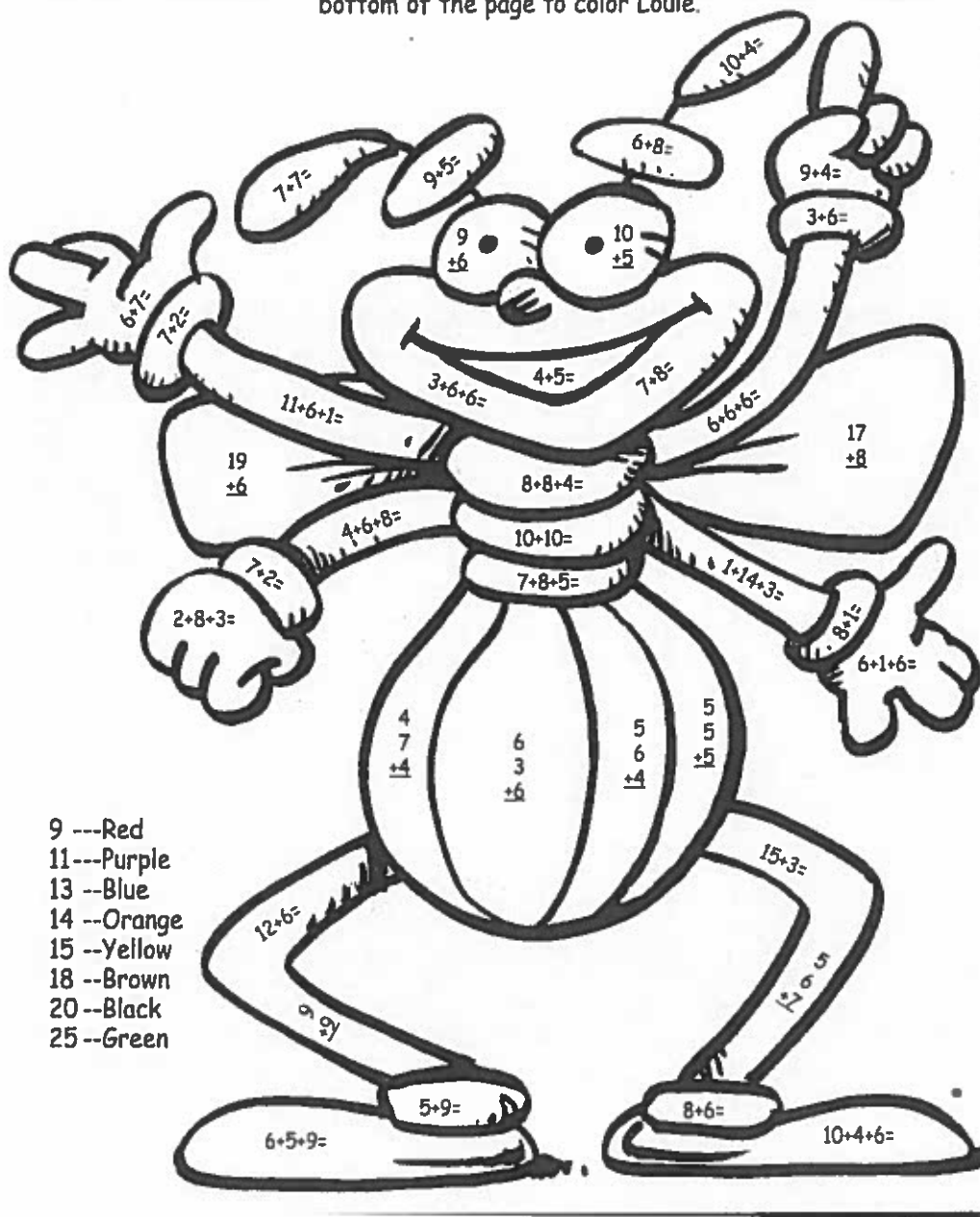
CONNECT THE DOTS

Follow the numbers and connect the dots and you'll have the generator that makes electricity at the power plant. Then turn the page over, cut along the lines and you'll have a puzzle. See if you can put it back together.



MEET LOUIE!

Complete all the addition problems. Check your answers. Use the color code at the bottom of the page to color Louie.



- 9 ---Red
- 11---Purple
- 13 --Blue
- 14 --Orange
- 15 --Yellow
- 18 --Brown
- 20--Black
- 25 --Green

Never fly
kites near
power lines.

