Purpose:

STEAM learning is hands-on learning and can sometimes have potential hazards. The purpose of this contract is to inform parents and students of such hazards, and to ensure a safe learning environment. The rules in this safety contract must be followed at all times. Students will not be allowed to participate in STEAM activities until this contract has been signed.

Safety Rules:

- 1. Follow all verbal and written instructions from your teacher including SOAR expectations.
- 2. Only enter the learning space and/or use equipment when instructed to do so and when a teacher is present.
- 3. Dress properly (closed-toed shoes, hair-back, long pants, etc.) and wear safety gear as instructed by the teacher.
- 4. Consider all chemicals to be dangerous (do not taste, touch or smell unless asked to do so) and dispose of according to teacher directions.
- 5. Handle glassware and fire with care. Do not pick up glass with bare hands or leave flame unattended.
- 6. Do NOT enter storage or prep cabinets/rooms without permission from the teacher.
- 7. Do NOT remove materials or equipment from the learning space without permission from the teacher.
- 8. Know where safety equipment is and how to operate it.
- 9. Maintain a tidy work environment and clean up when work is complete.
- 10. Report accidents, spills, and hazardous conditions to the teacher immediately.

Stude	ent Agreement:	
	agree to follow them to ensure nules of appropriate and safe be	, have read and understand the above safety rules. I my own safety and the safety of others. I also agree to follow general havior for a classroom at all times to ensure a safe learning derstand that if I do not follow these rules, I will not be able to participate
WCS i	nt will be allowed to perform STE	e, collaborative, and safe learning experiences for our students. No AM activities without acknowledgement of the above safety rules and licates that you have read these rules and discussed them with your
(Parer	nt Signature)	(Date)