

ch-16
Safety Rules

D Write short answers -

① Write any two rules that you must follow -

Ans - (a) at home - (1) keep the toys at their place.
(2) Never touch the knobs of gas burner.

(b) at School - (1) Do not board the bus in a hurry.
(2) Do not push anybody on stairs.

② What are emergency numbers? write any two.

Ans - Emergency numbers are special phone numbers you can call to get help quickly in case of an emergency. Here are two important ones -

(1) Police - 100 ✓

(2) child helpline number - 1098 ✓

③ How should we cross the road?

Ans - We should use zebra crossing to cross the road. We must cross the road only when the pedestrian traffic light is green.

④ Why should we follow safety rules?

Ans - We should follow safety rules to avoid accidents. ✓

G. Answer the following questions.

① List three rules to avoid accidents in school.

Ans - The three rules to avoid accidents in school are

(a) Never push anybody on the stairs. ✓

(b) Never board the bus in a hurry. ✓

(c) Never lean into an open water tank. ✓

Q2) How can we remain safe at our homes?

Ans- Some ways to stay safe at home are as follows -
 (1) Never open the door to any strangers.
 (2) Don't touch electrical outlets.
 (3) Never play with sharp objects like knives.
 (4) Do not drink any cleaning agents like toilet cleaners or liquid detergents.

Q3) How do rules make our life easy?

Ans- Rules make our life easy -
 (i) They make us disciplined.
 (ii) They are important for our safety.
 (iii) They help us lead a good life and make us a good human being.

Q4) What do you understand by the term 'first aid'?

Ans- List five things that a first aid box should contain.
 First aid means emergency care given to a person before he/she is taken to a doctor.
 A first aid box should contain: bandage, medicine, sprays, ointments.

Q5) What is the difference between a good touch and a bad touch?

Good touch	Bad touch
Good touch makes us feel good, happy, safe, and comfortable.	A bad touch is scary and makes us feel uncomfortable or unhappy.