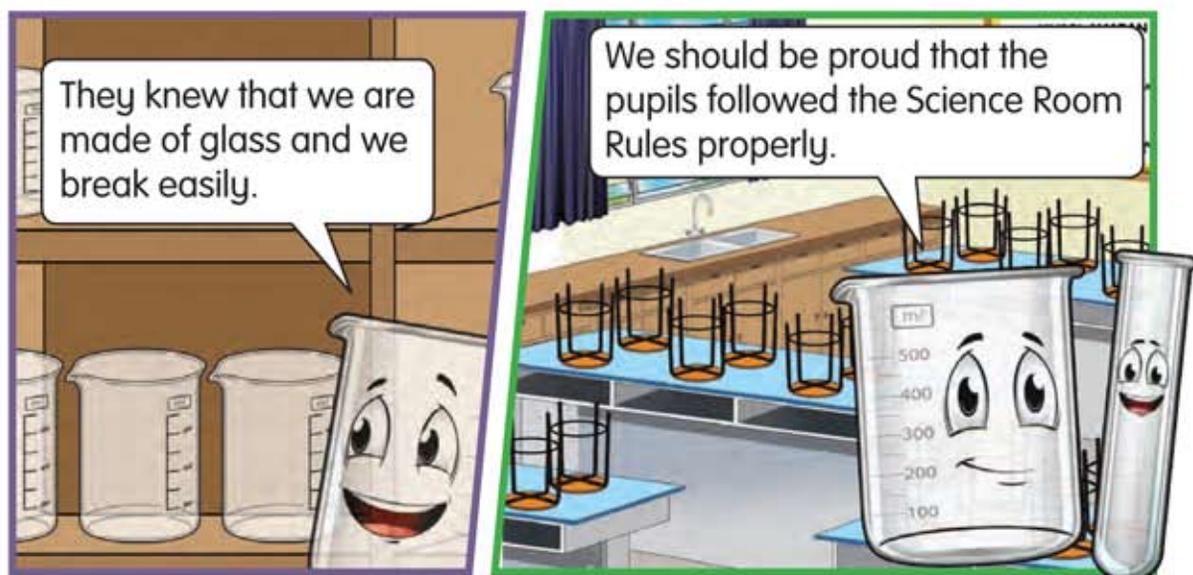
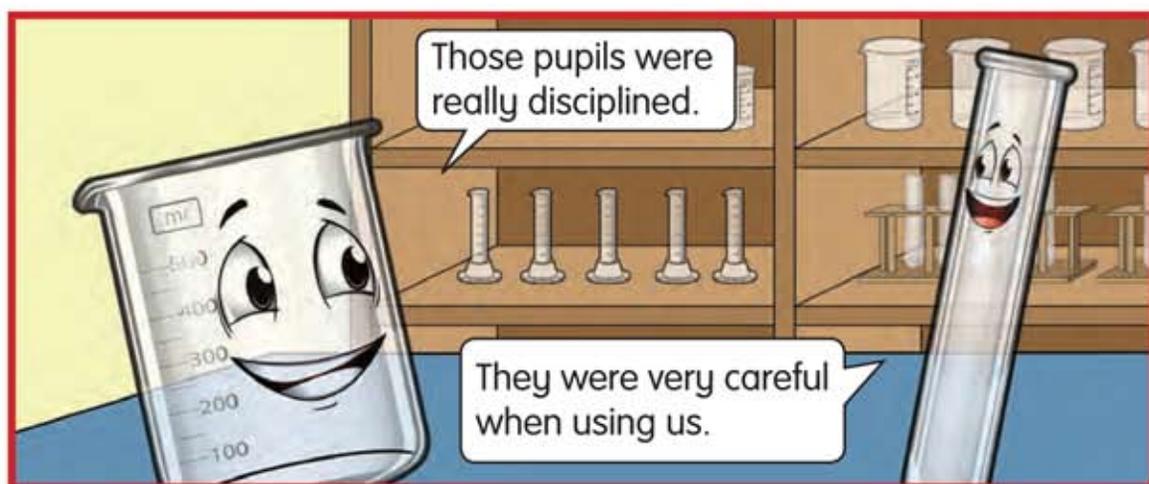


## Unit 2

# SCIENCE ROOM RULES

After the Year 3 pupils had left the Science Room, Mr Beaker and Ms Test Tube discussed the activities carried out by the pupils.



What would happen if the pupils were not careful when using the glass apparatus in the Science Room?

# Adhere to Science Room Rules

The Science Room Rules must always be practised and followed. What are the Science Room Rules that must be adhered to?

## Open all doors and windows before starting any activity

Why must we open all the doors and windows when we are in the Science Room?

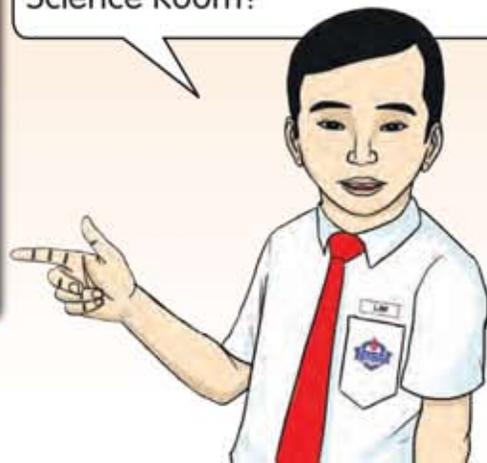


## Wear shoes that cover the feet

Hey! You're not wearing shoes! It's not safe when we're in the Science Room.



Wearing shoes is also one of the school rules. Why do we need to always wear shoes in the Science Room?



2.1.1

## Take science apparatus in a proper and careful manner



What would happen if all the pupils rushed to take their science apparatus?



## Handle equipment and apparatus with care



What would you do if you saw such situation?



## Switch off all fans and lights before leaving the Science Room



Why must we switch off all the fans and lights before leaving the Science Room?



Activity Book  
Pages:

15-16

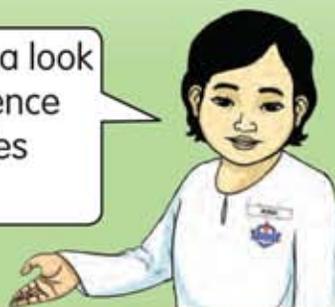
# Do I Adhere to the Science Room Rules?

Science Room Rules help to inculcate self-discipline. It should be practised in our lives.

Do you always adhere to the Science Room Rules?



Let's take a look at the Science Room Rules checklist.



## Do I Adhere to the Science Room Rules?

Tick  the rules that you have practised.

1. I line up before entering the Science Room. 
2. I wear shoes that cover my feet in the Science Room. 
3. I do not eat or drink in the Science Room. 
4. I leave my bag outside the Science Room. 
5. I open the doors and windows when I am in the Science Room. 
6. I do not run around or play in the Science Room. 
7. I take the science apparatus in a proper and careful manner. 
8. I do not carry out any activity without the teacher's instruction. 
9. I quickly inform the teacher about any injury or broken science apparatus. 
10. I clean all science apparatus after use. 
11. I switch off all the fans and lights before leaving the Science Room. 

Signature:

.....

Name: .....

Date: .....

### TEACHER'S NOTES

- Ask pupils to rewrite the checklist in their Science exercise book.

Activity Book  
Pages:

15-16



## Steps

1. Make a fan using any materials based on your own creativity.
2. Type and print all the Science Room Rules that you have learnt. Then, paste them on the fan.



## Let's Remember

### Science Room Rules

1. **Before Activity**
  - Open all doors and windows when you are in the Science Room to allow light and air flow.
  - Wear shoes that cover the feet to prevent injury in the Science Room.
2. **During Activity**
  - Take science apparatus in a proper and careful manner to prevent the apparatus or substance from falling.
  - Do not scribble on the tables and break any science apparatus to ensure the Science Room is neat and tidy.
3. **After Activity**
  - Switch off all fans and lights before leaving the Science Room to avoid from wasting electricity.

# ? Let's Answer

Answer all the questions in the Science exercise book.

Let us learn and play by answering the following questions.

## Instructions

1. Start answering the questions from the bottom.
2. If the answer is correct, move up one level.
3. If the answer is wrong, please revise to get the correct answer.
4. Continue answering until you reach the top.



## HOTS

Where can we practise the Science Room Rules apart from the Science Room?



CONGRATULATIONS

You see a friend using a broken science apparatus. What should you do?

5

The teacher asks each pupil to pick up a hand lens and a specimen.

What would happen if:

- (i) the pupils rush? (ii) the pupils line up?

4

Can we sketch a specimen on the surface of a table in the Science Room? Why?

3

What would the situation inside the Science Room be if all the doors and windows are closed?

2

State five Science Room Rules that you must practise.

1



START