

The Testing Tools found in this section include: **Pre/Post-Test Masters** for Children Programs. In addition, **Answer Keys** are included for each Program's test.

Using a **pre-test** will allow you to measure your audience's baseline knowledge of poisoning-related issues addressed in the program. Using a **post-test** will allow you to measure changes in your audience's poisoning-related knowledge as a result of participating in the program. The questions in the tests are based on the objectives of the programs.

To Use the Testing Tools:

1. Photocopy the **Pre/Post Test Masters** for the program you are teaching. Make enough copies to use as a Pre-Test and a Post-Test. For example, if you have 30 people in your audience, make 60 copies of the Pre/Post Test Master.
2. Check Pre-Test on half of the test copies and check Post-Test on the other half.
3. Distribute the Pre-Tests to your audience prior to beginning your program. Collect the completed Pre-Tests before beginning your program.
4. Distribute the Post-Tests to your audience at the end of your program. Collect the tests once they are completed.
5. Grade the Pre- and Post-Tests using the **Answer Keys** found in this section. To determine a change in knowledge, compare the answers given on the post-tests to those given on pre-tests. An improved score in the post-test indicates a change in knowledge.

There is also a **Program Evaluation Form** you may want to consider using. The Evaluation contains questions designed to gather information about your program and about you, as an instructor. This information will help you make improvements to your program.

***NOTE: The "Teaching Children about Poisons" Program testing tools are designed for children with reading and writing skills.*

Teaching Children about Poisons

Pre-Test _____

Post-Test _____

Instructions: Write in or circle the best answer on your sheet. This is not a test; you will not be graded.

1. What is a poison? _____

2. Name three poisons found in and around the home:
 - a. _____
 - b. _____
 - c. _____
3. Directions and safety information on bottle labels often start with the words:
 - a. free careless helpful
 - b. caution harmful warning
 - c. foolish doubtful fearful
4. Reading the directions on the label of a poison will help you to:
 - a. use the poison safely
 - b. clean up if the poison spills
 - c. close the cap on the bottle
5. Why should poisons be locked up?
 - a. so they cannot be used
 - b. so children don't find them and get poisoned
 - c. so they don't get knocked over
6. Your Mom asks you to clean the bathroom sink. Before using the cleaner you should:
 - a. rinse and wipe the sink out
 - b. shake the bottle of cleaner
 - c. read the label on the cleaner

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7. Which is the best place to store a poison?
- in a cabinet under the kitchen sink way in the back
 - in a locked cabinet, out of the sight and reach of young children
 - in the bathroom on top of the counter
8. While using a cleaner to clean the kitchen counter the doorbell rings. Your little brother is playing close by. What should you do?
- put the cleaner back in a locked cabinet
 - answer the door quickly before your brother finds the cleaner
 - tell your brother to leave the cleaner alone
9. Just after your mom leaves to visit a friend, you see your little sister drink the floor cleaner that your mom was using in the kitchen. What should you do?
- call The Oregon Poison Center right away
 - call your mom and tell her that your sister drank the floor cleaner
 - give your sister something to drink and get her throw-up
10. Name two ways medicine can be a poison:
- _____
 - _____
11. When you call the Oregon Poison Center you should tell the operator:
- your name
 - your address
 - your phone number
 - all of the above
12. If a person who was poisoned will not wake up or is having trouble breathing, who should you call?
- the poison center
 - the doctor's office
 - 9-1-1
 - a neighbor
13. When should you take medicine? _____
- _____

Pre- and Post-Test *Answer Key*

Teaching Children About Poisons Pre/Post Tests

1. A poison is anything that can make you sick or hurt you if it gets into your body.
2. Any medicine, vitamin, poisonous plant, household product, or personal use product.
3. B
4. A
5. B
6. C
7. B
8. A
9. A
10. (A) If you take too much (B) If you take medicine that does not belong to you.
11. D
12. C
13. When you are sick or hurt and only when a grown-up gives it to you.