



POLICY AND PROCEDURE FOR HEALTH AND SAFETY OBSERVATION FORM

POLICY AND PROCEDURE FOR PERSONAL PROTECTIVE EQUIPMENT OBSERVATION FORM

Policy

A program must develop and implement a system of management, including ongoing training, oversight, correction and continuous improvement in accordance with §1302.102, that includes policies and practices to ensure all facilities, equipment and materials, background checks, safety training, safety and hygiene practices and administrative safety procedures are adequate to ensure child safety. This system must ensure: (1) Facilities. All facilities where children are served, including areas for learning, playing, sleeping, toileting, and eating are, at a minimum: (2) Equipment and materials. Indoor and outdoor play equipment, cribs, cots, feeding chairs, strollers, and other equipment used in the care of enrolled children, and as applicable, other equipment and materials meet standards set by the Consumer Product Safety Commission (CPSC) or the American Society for Testing and Materials, International (ASTM). All equipment and materials must at a minimum: (i) Be clean and safe for children's use and are appropriately disinfected; *Head Start Performance Standards 1302.47 (b)(1)(2)(i) Safety practices.*

Based on the above policy UTRGV-PSJA-EHS-CCP Program staff has created a Health and Safety Observation Form that will provide oversight, correction, and continuous improvement due to health practices that are in place.

Based on the above policy UTRGV-PSJA-EHS-CCP Program staff has created a Personal Protective Equipment Observation Form that will provide oversight, correction, and continuous improvement of PPE equipment due to health practices that are in place.

Procedures for both forms

1. Early Head Start Grantee Health and Safety staff will fill out the form.
2. The Center Manager or Center Director will also sign the form.
3. As necessary the Grantee Health and Safety staff will provide feedback and go through the form with Center Manager or Center Director.