



Work Dangers and Solutions

This is a chapter from the forthcoming book by the Hesperian Foundation, *A Factory Workers' Guide to Organizing for Safe Jobs and Healthy Communities*. We welcome your comments and suggestions for improving this draft. Please contact us at:

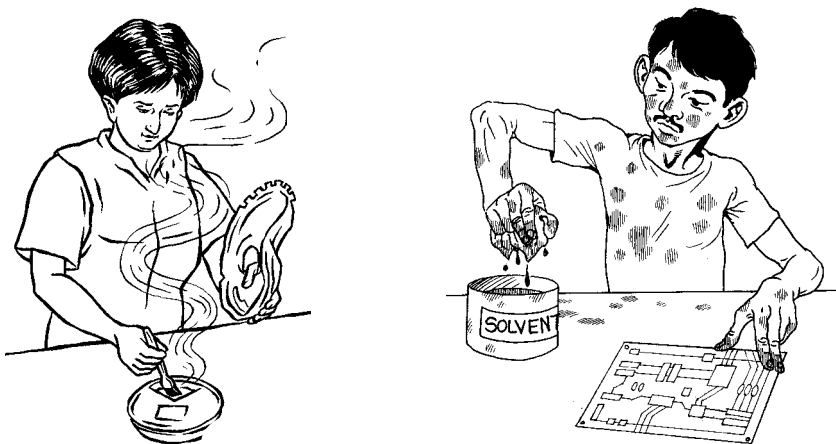
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This chapter has information about the health dangers of working in garment, shoe, electronics assembly, auto parts and toy factories. These factories make very different products, but workers in all these industries do similar jobs, use some of the same tools, and face many of the same dangers. For example, workers sew materials together to make shoes, clothes, hats, toys, and seat covers for cars. Workers also mold plastic and foam to make many kinds of toys, auto parts, electronics, and shoes.

Each work danger can harm people doing different jobs in different industries. For example, strain and overuse injuries are a danger to any worker who uses her hands to cut, sew, pinch, press, push, pull, or twist any kind of material. Some dangers, such as noise or lack of water and toilets, often affect all workers in one factory. Other dangers, like exposure to chemicals, harm workers doing certain jobs more than workers doing other jobs in the same factory.



Workers doing different jobs face similar dangers.

On pages 4 to 21, we show examples of jobs and work dangers at each stage of the manufacturing process. On pages 24 to 159, we describe each type of danger and suggest ways you or your employer can remove or reduce the dangers.

The drawings in this chapter may not show the exact equipment you use. There are too many different jobs and machines to show solutions for each one. Instead, we show different types of dangers and give examples of some solutions. You can decide what information is useful, what is not useful, and which ideas can be changed to make them more useful in your factory.

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