

Safety belongs to everybody



It will not happen to me...

Globally, however, it is estimated that 2.8 million fatal accidents occur at work yearly. This means that every day almost 7,700 persons die of work-related diseases or injuries. Accidents do not happen by chance and they can be prevented.

Learning by doing

Safety belongs to everyone! Each of us is the best expert in our own work and environment, and the best development ideas come through experience. It is therefore important that we talk and share experiences of safety at our workplaces.

You are the key person

Report a safety observation! Knowledge of even a small safety risk is the key to prevention.

Towards Vision Zero

Vision Zero is a flexible and evolving approach and focus can be on many different aspects. Safety, Health, Wellbeing – what is relevant to the workplace. Vision Zero is also a determined attitude to strengthen factors that maintain safety. Accidents and unwanted events should not be regarded as inevitable occurrences in life. We can anticipate and prevent unwanted incidents from happening. We may not be able to prevent all accidents, but we can learn from each accident or incident and use the information to prevent similar events. We can also learn from success in work and support positive results in safety. People mostly succeed in their work.

Vision Zero – The Basics

ACCIDENTS DO NOT HAPPEN ACCIDENTALLY

No accidents should be accepted
All accidents can be prevented – if not immediately, with time

TOGETHER WE CAN LEARN FROM NEAR-MISS SITUATIONS

Making safety observations and reporting near misses is encouraged at the workplace
It is also important to give feedback, implement and follow-up the safety measures

VISION ZERO APPLIES TO EVERYONE

Everyone has the responsibility to take care of their own and others' safety
Commitment and setting an example are important, actions reveal the true commitment

How can I improve my own and others' safety at work and free time?

WHAT IS NEEDED

PEN AND PAPER



TIME 15 MIN

