





















Concentration Game Level 1

		Exploding bomb (for explosion or reactivity hazards)	Flame (for fire hazards)
		Flame over circle (for oxidizing hazards)	Gas cylinder (for gases under pressure)
		Corrosion (for corrosive damage to metals, as well as skin, eyes)	Skull and crossbones (can cause death or toxicity with short exposure to small amounts)
		Health hazard (may cause or suspected of causing serious health effects)	Exclamation mark (may cause less serious health effects or damage the ozone layer)
		Biohazardous Infectious Materials (for organisms or toxins that can cause diseases in people or animals)	Environment (may cause damage to the aquatic environment)

Concentration Game Level 2

			
			
		Corrosion	(for corrosive damage to metals, as well as skin, eyes)
Skull and crossbones	(can cause death or toxicity with short exposure to small amounts)	Health hazard	(may cause or suspected of causing serious health effects)
Exclamation mark	(may cause less serious health effects or damage the ozone layer)	Flame over circle	(for oxidizing hazards)
Gas cylinder	(for gases under pressure)	Biohazardous Infectious Materials	(for organisms or toxins that can cause diseases in people or animals)
Exploding bomb	(for explosion or reactivity hazards)	Flame	(for fire hazards)