WORLD HEALTH ORGANIZATION



ORGANISATION MONDIALE DE LA SANTÉ

BUREAU RÉGIONAL DE LA MÉDITERRANÉE ORIENTALE

REGIONAL OFFICE FOR THE EASTERN MEDITERRANEAN

SHORT COURSE ON SOLID WASTES COLLECTION AND DISPOSAL

Damascus, 20 - 30 May 1968

EMRO 0134

Lecture No.25

Staffing and Training

- A. Sound personnel administration essential
 - 1. Recruiting
 - I Reasonable compensation for work done
 - II Examination to assure good physical condition
 - a. Simple tests of lifting
 - b. Medical examination
 - 2. Reasonable hours of work
 - 3. Employee facilities
 - 4. Accident prevention
 - I Safety committee
 - II Protective equipment or clothing where essential
 - III Simple Safety Manuals can be helpful
 - IV Safe driving awards (emblems)
 - 5. Uniforms (uniform type of clothing)
 - I Use of shoulder or pocket insignia
 - II Laundering?
 - 6. Manual of duties
 - I Simple printed instructions and requirements
 - 7. Progressive wage scale for satisfactory performance
 - 8. Promotion policy
 - 9. Organization of employees

B. Training programmes

- 1. Maintenance of equipment
 - I Manuals important but should be easy to understand and to follow
 - II Where possible, keep equipment clean and painted
 - III Insist of regular lubrication and care of equipment
- 2. Pre-entry training
- 3. On-the-job instruction
 - I Personnel department should help provide direction
 - Programmes can bring information concerning the organization of the municipal government, particularly of those departments that have some cross-relationships, such as parks, streets, water and sewer, etc.
 - III Generally during working hours
- 4. Availability of course presented by schools and colleges which may offer opportunities for self-improvement
- 5. Toward better citizenship
- 6. Supervisory training on broader level
 - I Supervisors will provide much of pre-entry and on-the-job training
 - II They should have written instructions (even though simple) to get to their men
- 7. Help each employee to feel that he is part of the larger organization