

COMMON EMERGENCIES ***(Illustrations Through Flow*** ***Diagrams)***

- **Diabetes**
- **Bites**
- **Fainting**
- **Head Injury**
- **Heat Stroke**
- **Burns**
- **Fractures**
- **Bleeding**

6.1 DIABETES

SYMPTOMS:

- IRRITABILITY AND FEELING UPSET
- CHANGE IN PERSONALITY
- SWEATING AND FEELING "SHAKY"
- LOSS OF CONSCIOUSNESS
- CONFUSION OR STRANGE BEHAVIOR
- RAPID, DEEP BREATHING
- SEIZURE
- RESTLESSNESS
- CRAMPING
- DIZZINESS
- PALENESS
- RAPID J144
- PULSE

CHECK IF HE / SHE IS

- UNCONSCIOUS OR LOSING CONSCIOUSNESS?
- HAVING A SEIZURE?

CHECK IF BLOOD SUGAR IS
LESS THAN 60 OR "LOW"
OR,
IF BLOOD SUGAR IS "HIGH"

GIVE "SUGAR" SUCH AS:

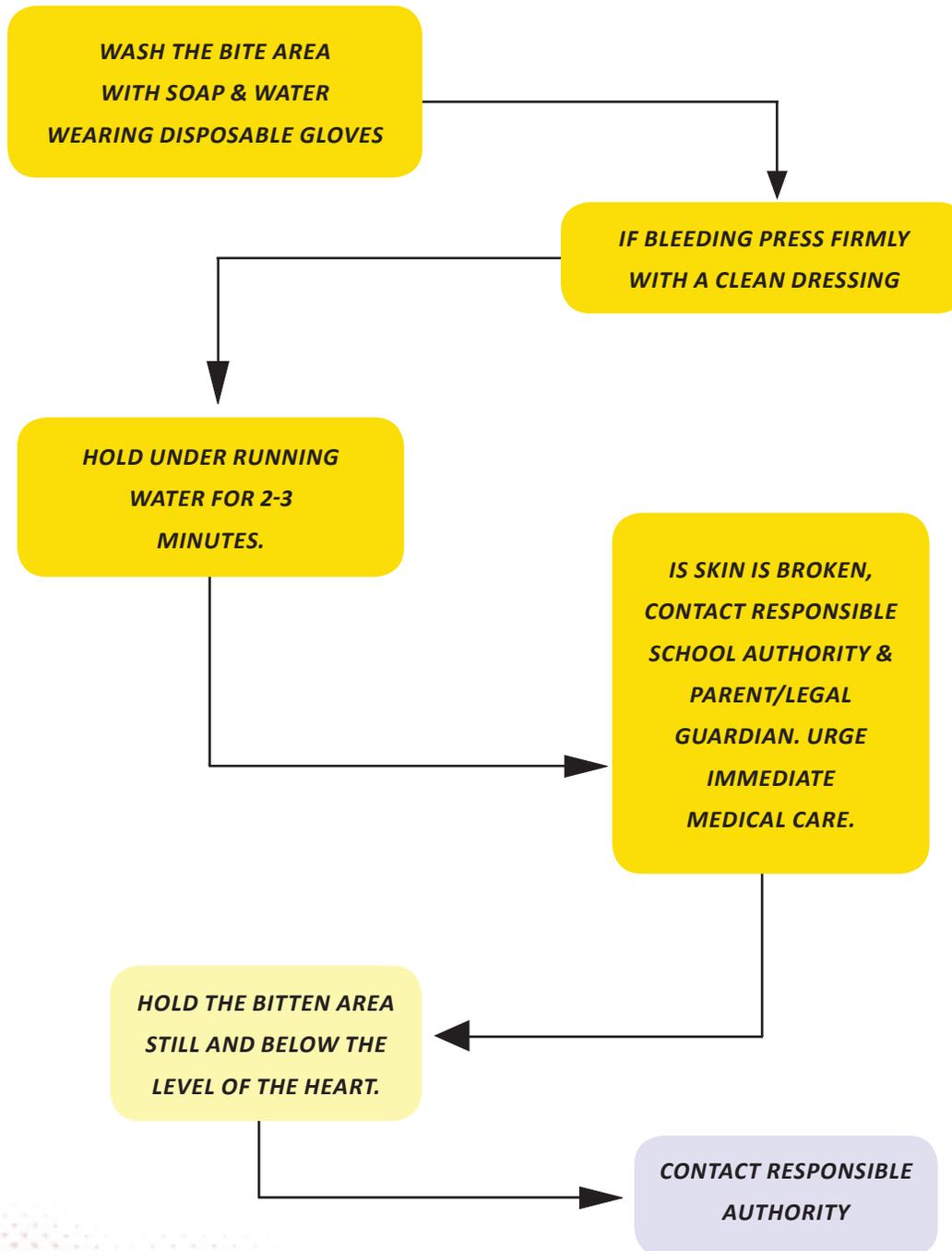
- FRUIT JUICE OR SODA POP (NOT DIET) 6-8 OUNCES
- HARD CANDY (6-7 LIFESAVERS 1/2 CANDY BAR)
- INSTANT GLUCOSE

RE- CHECK BLOOD SUGAR

CONTACT
RESPONSIBLE
AUTHORITY



6.2 BITES (HUMAN & ANIMAL)



6.3 FAINTING

SYMPTOMS:

- *EXTREME WEAKNESS OR FATIGUE*
- *DIZZINESS OR LIGHT-HEADEDNESS*
- *EXTREME SLEEPINESS*
- *PALE, SWEATY SKIN*
- *NAUSEA*

*TREAT AS POSSIBLE NECK INJURY.
IF DUE TO INJURY
DO NOT MOVE*

- *KEEP IN FLAT POSITION.*
- *ELEVATE FEET.*
- *LOOSEN CLOTHING AROUND NECK AND WAIST.*

- *KEEP AIRWAY CLEAR AND MONITOR BREATHING*
- *KEEP PATIENT WARM, BUT NOT HOT.*
- *CONTROL BLEEDING IF NEEDED (WEAR DISPOSABLE GLOVES).*
- *GIVE NOTHING BY MOUTH.*

*CONTACT
RESPONSIBLE
AUTHORITY
& PARENT / LEGAL
GUARDIAN.*



6.4 HEAD INJURIES

WITH A HEAD INJURY (OTHER THAN HEAD BUMP). ALWAYS SUSPECT NECK INJURY AS WELL. DO NOT MOVE OR TWIST THE SPINE OR NECK.

- **HAVE STUDENT REST, LYING FLAT.**
- **KEEP STUDENT QUIET & WARM.**

IF VOMITING TURN THE HEAD AND BODY TOGETHER TO THE SIDE, KEEPING THE HEAD AND NECK IN A STRAIGHT LINE WITH THE TRUNK.

LOOK, LISTEN & FEEL FOR BREATHING. IF INJURED STOPS BREATHING, GIVE CPR

**GIVE NOTHING BY MOUTH.
CONTACT RESPONSIBLE AUTHORITY.**



6.5 HEAT STROKE / HEAT EXHAUSTION

SYMPTOMS:

- RED, HOT, DRY SKIN
- WEAKNESS AND FATIGUE
- COOL, CLAMMY HANDS
- VOMITING
- LOSS OF CONSCIOUSNESS
- PROFUSE SWEATING
- HEADACHE
- NAUSEA
- CONFUSION
- MUSCLE

- REMOVE CHILD FROM THE HEAT TO A COOLER PLACE.
- HAVE THE CHILD LIE DOWN.

- LOOK, LISTEN AND FEEL FOR BREATHING. IF CHILD IS NOT BREATHING, GIVE CPR

- HOT, DRY RED SKIN
- VOMITING
- CONFUSION

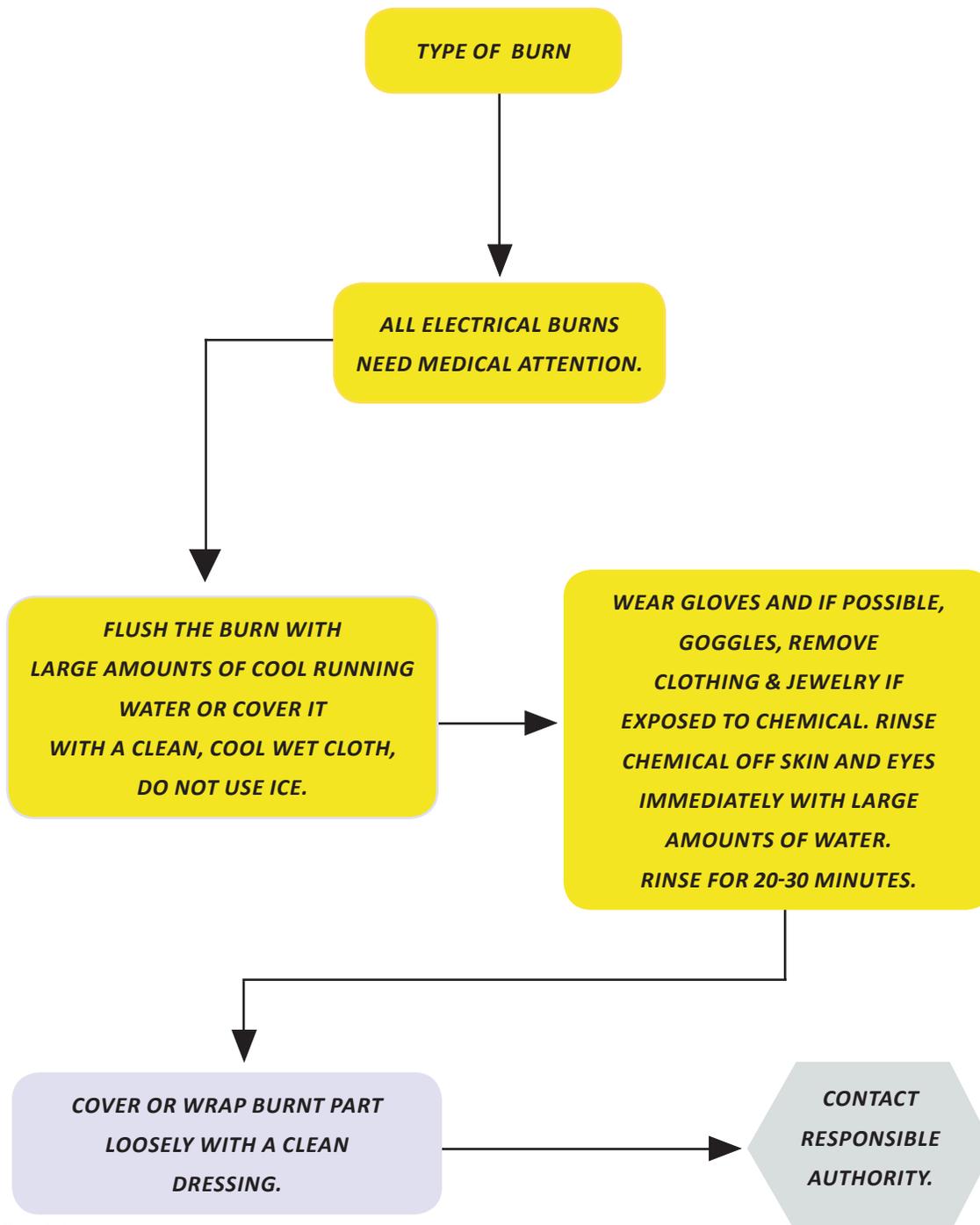
COOL RAPIDLY BY COMPLETELY WETT CLOTHING WITH ROOM TEMPERATURE WATER. DO NOT USE ICE WATER

GIVE CLEAR FLUIDS SUCH AS WATER, 7-UP OR GETORADE FREQUENTLY IN SMALL AMOUNTS IF INJURED IS FULLY CONSCIOUS AND ALERT.

CONTACT RESPONSIBLE AUTHORITY.



6.6 BURNS



6.7 FRACTURES, DISLOCATION, SPRAINS, OR STRAINS

- PAIN IN ONE AREA
- SWELLING HEAVY
- FEELING IN INJURED AREA.
- DISCOLORATION
- LIMITED MOVEMENT
- BENT OR DEFORMED BONE
- NUMBNESS OR LOSS OF SENSATION

- REST INJURED PART BY NOT ALLOWING TO PUT WEIGHT ON IT OR USE IT.
- GENTLY SUPPORT AND ELEVATE INJURED PART IF POSSIBLE.
- APPLY ICE, COVERED WITH A CLOTH OR PAPER TOWEL, TO MINIMIZE SWELLING.

- LEAVE THE PERSON IN A POSITION OF COMFORT.
- GENTLY COVER BROKEN SKIN WITH A CLEAN BANDAGE.
- DO NOT MOVE INJURED PART.

CONTACT
RESPONSIBLE
AUTHORITY.



6.8 BLEEDING

- PRESS FIRMLY WITH A CLEAN BANDAGE TO STOP BLEEDING. (WEAR GLOVES)
- ELEVATE BLEEDING BODY PART GENTLY IF FRACTURE IS SUSPECTED, GENTLY SUPPORT PART AND ELEVATE.
- BANDAGE WOUND FIRMLY WITHOUT INTERFERING WITH CIRCULATION TO THE BODY PART.
- DO NOT USE TORNIQUET.

- HAVE THE PATIENT LIE DOWN.
- ELEVATE THE INJURED PART 8-10 INCHES
- UNLESS THIS CAUSES PAIN / DISCOMFORT OR A NECK / BACK INJURY IS SUSPECTED.
- KEEP WARM BUT DO NOT COVER WITH A LIGHT BLANKET OR SHEET.

Contact
responsible
authority.



