

## Measuring Liquid Medication



The child's full name must be written on the measuring tool. The tool must also have the exact measurement that matches the amount of medication the instructions tell you to give. Do not convert doses from one form of measurement to another.

In addition to any medication-specific instructions, follow these principles when measuring any liquid medication:

- If you want to mark the correct dose on the tool, be sure to mark next to the measurement line, not over it.
- To avoid getting medication on the label, pour the medication out of the bottle away from the label.
- Use the lowest point of the curvature, not the edges, to make sure you have the right amount of medication.
- If you pour too much into the tool, pour the excess into a clean disposable cup.
- If you need more medication, instead of using the medication bottle, use the extra in the clean disposable cup to get the right dose.
- Unless otherwise instructed, you can return this leftover medication to the original container.

### ***If you are using a MEDICINE CUP:***



- Put the cup on a flat surface after you have poured the medication and check it at eye level.
- Pour a small amount of water into the cup after you give the medication and swish it around to get any medication that may have stuck to the sides and have the child drink the water.

### ***If you are using a DOSING SPOON:***



- Check the medication dose at eye level.
- Wipe off any excess medication that may be on the outside or in the "lip" of the dosing spoon to make sure you are giving the correct dose.
- Pour a small amount of water into the spoon after you give the medication and swish it around to get any medication that may have stuck to the sides and have the child drink the water.

### ***If you are using a DROPPER:***

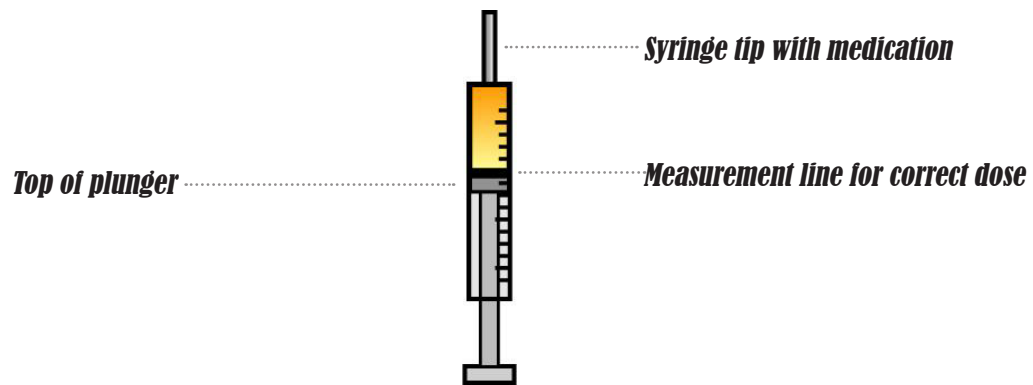


- Place the dropper tip into the medication as you squeeze the rubber end and slowly release the rubber end to get medication to flow into the dropper.
- Check the dropper at eye level.
- Any excess medicine in the dropper can be squeezed back into the medicine bottle.
- Carefully place the dropper in the child's mouth between the rear gum and cheek. Do not squirt more medication than the child can swallow at one time.

**If you are using an ORAL MEDICATION SYRINGE:**



- If there is a cap on the syringe, take it off and throw it away, as this can be a choking hazard.
- Make sure the plunger is pushed all the way down into the syringe and draw up the medication.
  - *If the bottle has an adapter*, put the syringe in the adapter and pull the syringe plunger until you get the correct dose.
  - Follow any other directions provided.
- OR—
- *If the bottle does **not** have an adapter*, pour a *small* amount of medication into a disposable cup.
- Place the tip of the syringe into the liquid in the disposable cup.
- Pull the plunger to draw up the right dose of medication.
- Bring the top of the plunger to the line on the syringe that is the right dose.
- The tip of the syringe must be filled with medicine in order for the dose to be correct.



- Remove all air bubbles. To do this:
  - Turn the syringe so the tip is pointing toward the ceiling.
  - Tap the syringe to move the air bubbles to the top of the syringe.
  - Slowly push the plunger until the air bubbles are gone.
  - If the syringe tip is offset, you may need to angle the syringe to push all of the air bubbles out.
- Recheck the syringe at eye level to make sure the dose is correct.
- Wipe off any medication on the outside of the syringe to be sure you are giving the correct dose.
- Carefully place the syringe in the child's mouth between the rear gum and cheek. Do not squirt more medication than the child can swallow at one time.



Handout 7.4

***Cleaning Medication Tools***

Always keep medication tools clean. This will help avoid giving a wrong dose and prevent possible infections. You can wash medicine cups, dosing spoons, oral syringes and pill crushers with dishwashing soap and water. Never put an oral medication syringe in the dishwasher.



*This page is intentionally blank.*