

Name: _____

Date: ____/____/____

Latest weight= _____kg

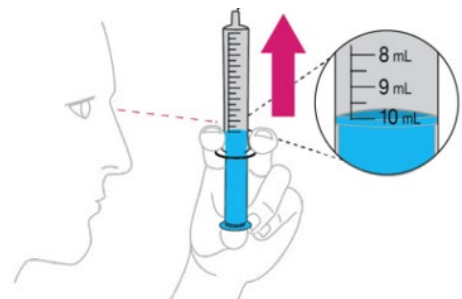
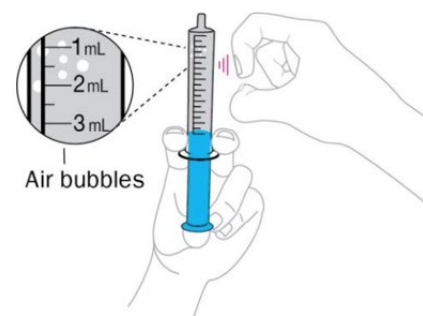
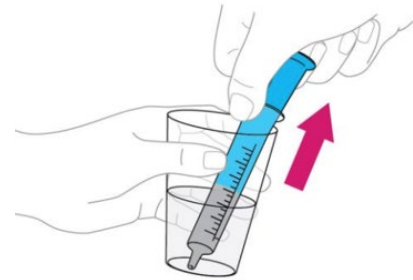
For zidovudine, lamivudine or nevirapine, use a ____mL syringe to administer the total dose in one shot. If using Raltegravir, follow the “choose your syringe” instructions for which syringe to use.

Current Medications

1. **Zidovudine** ____mL *two* times per day
2. **Lamivudine** ____mL *two* times per day
3. **Nevirapine** ____mL *two* times per day
4. **Raltegravir** ____mL *two* times per day

Instructions

1. Pour a small amount of medicine into a medicine cup. Draw medicine into the syringe by pulling on the plunger to the appropriate line.
2. After the medicine is in the syringe, place the tip of the syringe upright to flick bubbles to the top. Once all air is gathered at the top, push it out so only liquid is left in the syringe.
3. Check the amount of medicine in the syringe. If there is too much, squirt the extra liquid back into bottle. If there is not enough for a full dose, then draw up more.
4. Place the syringe in the baby's mouth pointing toward the back of the cheek. Slowly push the medicine out making sure baby swallows the full dose.
5. Be sure to wash and rinse the syringe between doses.



Instructions

**requires dissolving a packet of powder in water*

- 1. Get Ready:** Put your child in a safe place. You will need to use both hands to prepare the medicine. Wash your hands with soap and water. Take out what you need from the kit and place on a clean surface.
- 2. Fill a clean glass with water:** Fill the glass with room-temperature water from your sink or a water bottle.
- 3. Draw 10 mL of water into the blue syringe.**
- 4. Check for air bubbles:** Hold the syringe with the tip facing up. Tap or flick along the side to move bubbles to the top. Once all air is gathered at the top, push it out so only liquid is left in the syringe. Recheck the amount and if less than 10mL, add more water until you get 10mL total without bubbles.
- 5. Add the 10mL of water from the syringe into the mixing cup.**
- 6. Add medicine into mixing cup:** Open the medicine packet along the dotted line. Add all of the medicine powder into the water in the mixing cup. Make sure packet is completely empty.
- 7. Mix:** Close the lid and gently swirl the mixing cup for 45 seconds in a circular motion. Use a clock or timer. **Do NOT shake** the mixture. **After mixing you will need to use the medicine within 30 minutes.**

You will need:



1 mixing cup
(Using the tab on
the mixing cup,
pull open the lid)



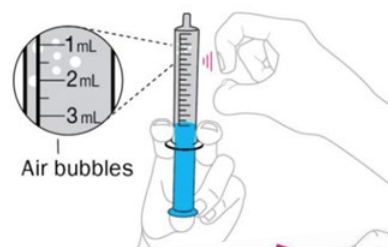
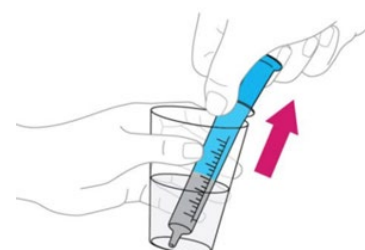
1 packet of
ISENTRESS



a clean glass



3 syringes
(Have one of each size
ready, but you will only
need 1 or 2, depending
on the prescribed dose)



Air bubbles



Instructions for Baby Medications

Raltegravir (Isentress)



Ending
the
HIV
Epidemic

Instructions

**requires dissolving a packet of powder in water*

8. **Choose your syringe:** Use the white syringe if you will be giving less than 1.5 mL and use the green syringe if you will be giving more than 1.5 mL.
9. **Measure the medicine:** Push the plunger all the way into the syringe. Put the tip of the syringe into the cup of mixed medicine and pull back on the plunger. Stop when you get to the line that matches your child's prescribed dose.
10. **Remove air bubbles:** After the medicine is in the syringe, turn the syringe so the tip is facing up and flick along the side to move bubbles to the top. Once all air is gathered at the top, push on the plunger to get rid of this extra air. You may see some drops of medicine come out as well.
11. **Confirm dose:** Check the amount of medicine in the syringe. If it is less than the prescribed dose, add more and repeat steps above.
12. **Give the medicine:** Place the tip of the syringe in the baby's mouth pointing toward the back of the cheek. Slowly push the medicine out making sure baby swallows the full dose.
13. Throw away any leftover liquid medicine in the trash, not in the sink.
14. Clean and wash the syringe and the mixing cup before using it for the next dose.

