

Every minute

of every day, a poison control center answers a call about a young child getting into medicine.



In 2012, more than **64,000 kids** were treated in an emergency room for medicine poisoning.



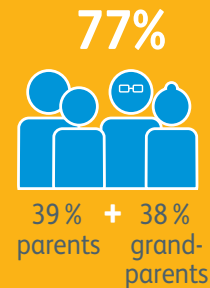
That's one child every 8 minutes.



Whose medicine

are they getting into?

In **3 out of 4** of these cases, the medicine belonged to a parent or grandparent.



The "typical" household is changing with more grandparents in the home.

Older adults are taking more medicine.

23% increase

in the number of grandparents living with their grandchildren since 2005.

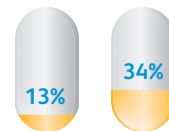


1 in 8

grandparents provide care on a regular basis for a grandchild.



Older adults make up 13% of the population but account for 34% of prescription medicine use.



74% of grandparents say they take a prescription medicine every day.

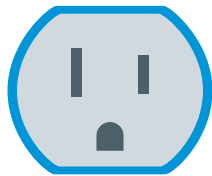
So kids are around more medicine than ever before.

Where are grandparents storing medicine that kids might get into?



What are they worried about?

More grandparents identified electrical outlets than medicine as a top safety issue.



But **36 times** more children go to the ER for medicine poisoning.



Know who to call if a child gets into medicine or is given too much medicine.

POISON HELP NUMBER
1-800-222-1222

SAVE THIS NUMBER IN YOUR PHONE.
IT IS A FREE 24-HOUR HOTLINE.

Keep all medicines up and away from kids.

- Keep all medicine up and away when young children are around – even medicine you take every day.
- Be alert to medicines stored in other locations, like pills in purses, vitamins on counters and medicines in or on nightstands.
- Store children's medicine in an out-of-reach place, including between doses.
- Choose child-resistant caps for medicine bottles, if you're able to. If pill boxes or non-child resistant caps are the only option, it's even more important to store these containers high and out of sight when caring for kids.
- Coordinate with other caregivers about when and which medicine should be given.

SAFE
KIDS
WORLDWIDE™