Washington Local School District Bylaws & Policies

5330 - ADMINISTERING MEDICATIONS AND PRESCRIBED TREATMENTS

The administration of prescribed medication and/or medically prescribed treatment during school hours will be permitted only when failure to do so will jeopardize the health of the student or the student will not be able to attend or benefit from school if the medication or treatment is not given.

- A. Medication shall include all medicines prescribed by a physician and any non-prescribes (over-thecounter) drugs.
- B. Treatment refers both to the manner in which a medication is administered and to health-care procedures that require special training.
- C. the District shall designate and train employees in each school to administer medication and treatment prescribed by a physician and authorized by the parent.
- D. Appropriately trained staff are permitted to administer any medication requiring intravenous or intramuscular injection or the insertion of a device into the body when a physician prescribes both the medication and the procedure.
- E. A written prescription from the student's physician and a parental permission form are required before any medication or treatment may be administered.
- F. Students with written authorization from physicians and parents may self-administer non-narcotic medication or treatment.
- G. Any changes in prescribed medication or treatment must be signed by the physician and submitted to the person(s) designated to administer medication in the schools.
- H. Only medication in its original container, labeled with the student's name and exact dosage, will be administered.
- I. Parents or another designated adult will assume responsibility for transporting medication to and from school. No medication will be sent home with students.
- J. Those persons trained to administer medications and treatments will follow district guidelines and will not be held liable for administering or failing to administer the medication or treatment.

R.C. 3313.711, 3313.712, 3313.713