MEDICATION ADMINISTRATION PRO TIPS

Preprocedure

Verify orders Gather supplies

Check compatibility of all medications (IV and PO)

Perform hand hygiene

Identify patient with 2 patient identifiers (or per policy)

Explain procedure to patient

Raise bed to a comfortable working height

Always perform the 5 Rights of Medication Administration:

Right Patient

Right Drug

Right Dose

Right Route

Right Time

Subcutaneous Injections

- Pinch the skin up so to lift up subq fat
- Insert the needle at a 45-90 degree angle
- Inject medication slowly
- Remove needle Do not massage injection site

Intramuscular Injections

- MAX 2 mL volume in adults
- Inject at 90 degree angle
- Aspirate to avoid vascular administration (if you see blood, remove needle and discard medication)
- Use Z-track method for irritant meds

Intravenous Medications

- Administer IV medications at the ordered rate of infusion
 - e.g. Administer over 5 minutes, Administer over 2 minutes, etc.
- Emergency medications should be given quickly ("slammed")
- Some medications should be given slowly
 - Furosemide can damage kidneys
 - Beta Blockers can cause heart block or severe bradycardia
 - Opioids can cause lightheadedness ("head rush")
- Before administering any IV medication, check the compatibility of any medications currently infusing with the med to be administered
 - Check with Pharmacy if there is any question
- Know the following for each med
 - The intended effect
 - Possible side effects
 - Potential drug interactions
- Always ask for clarification on orders that you may question!









MEDICATION ADMINISTRATION PRO TIPS

Postprocedure

Discard sharps in the sharps container
Discard all used supplies in the appropriate waste container
Remove and dispose of gloves
Perform hand hygiene
Return bed to low & locked position
Ensure patient is comfortable
ALWAYS evaluate for response to medication

Reference

Vallerand, A.H., & Sanoski, C.A. (Eds.) (2019). _Davis's Drug Guide for Nurses,_ 16th ed. Philadelphia, PA: F.A. Davis Company

