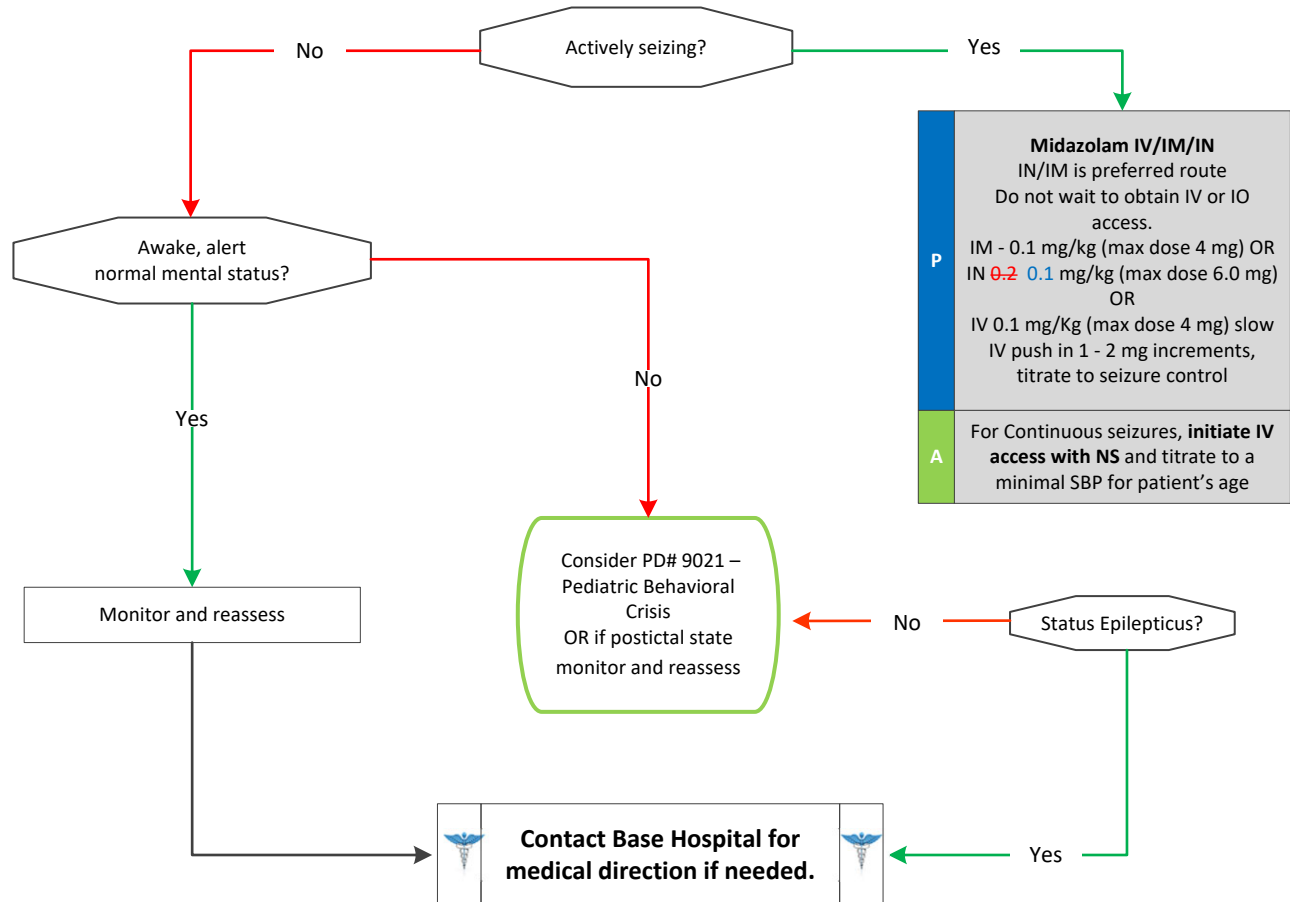




# Pediatric Seizure

EMS Medical Director:  
[Signature on File](#)  
 EMS Administrator:  
[Signature on File](#)

<b>E</b>	Supplemental O <sub>2</sub> as necessary to maintain SpO <sub>2</sub> ≥ 94%, airway adjuncts as needed	
	<i>SMR if indicated</i>	
	Protect the patient from further injury	
	Check temperature and begin cooling measures if fever is the cause of the seizure	
	Blood glucose analysis	
<b>P</b>	<b>A</b>	<i>Consider</i> IV access
	<b>A</b>	<b>Cardiac Monitor</b>



Pediatric Treatment Protocols

# DRAFT

E	EMT
A	AEMT
P	Paramedic





# Pediatric Seizure

- The ability to maintain temperature in prehospital settings in pediatric patients is a significant problem with a dose-dependent increase in mortality for temperatures below 37°C or 98.6°F. Simple interventions to prevent hypothermia can reduce mortality. During transport, warm and maintain normal temperature, being careful to avoid hyperthermia.
- For any Altered Level of Consciousness (ALOC), consider AEIOUTIPS:
  - Alcohol
  - Epilepsy
  - Infection
  - Overdose
  - Uremia
  - Trauma
  - Insulin
  - Psychiatric
  - Stroke or Cardiovascular
- **Diazepam:** May substitute Diazepam when there is a recognized pervasive shortage of Midazolam.
  - Diazepam 0.1mg/kg IV/IO to control seizures.
  - If no IV access: Diazepam 0.1mg/kg IM. May repeat once. Max dose 5 mg.

**\*Intranasal medications are to be delivered through an atomization device with one-half the indicated dose administered in each nostril.**

- Many seizures are self-limited with a resolution before medication administration. Administration of Midazolam should only be used for continuous seizing and:
  - History of non-febrile seizures, or
  - Respiratory compromise, or
  - Emesis
- Base Hospital Order: any other indication of seizure activity requiring medication administration.

#### Cross Reference:

- PD# 2032 – Controlled Substance
- PD# 8044 – Spinal Motion Restrictions (SMR)
- PD# 9017 – Pediatric Trauma
- PD# 9007 – Pediatric Diabetic Emergencies

