

Staff Medication

Employment

Any member of staff must not at any time be under the influence of alcohol or any other substances or medication which may affect their ability to care for children. Any staff member coming to work who appears to be intoxicated or under the influence of drugs will be sent home immediately.

Any member of staff taking any medication or substances must inform management immediately.

Should the management think that the medication being taken may affect the staff's ability to care for the children, the management reserves the right to seek medical advice.

Management must ensure that staff are fit to work with the children, therefore, medical advice should confirm that the medication being taken is unlikely to impair the staff's ability to look after children properly.

Should the medical advice say the medication/substance is likely to impair the ability to look after children, the member of staff will be suspended, and an investigation carried out. The action taken will depend on results of the investigation.

All medication should be stored securely in the medicine cabinet, and not within reach of the children.

Ladybirds Nursery will not supply any form of pain relief medication for any staff member at any time.

Covid 19

During this time, if you feel unwell and feel the need to take any medication to ease the symptoms of any cold or fever, you must immediately inform the managers.

The symptoms of Covid 19 are similar to a cold and could be mistaken.

This could leads to an outbreak in nursery.

You must get a test if you have symptoms and isolate until the test results are back.

Issue Date January 2016

Date to be Reviewed January 2017

Date reviewed May 2017

Date to be Reviewed May 2018

Date Reviewed May 2018

Date to be Reviewed May 2019

Date Reviewed April 2019

Date to be Reviewed April 2020

Date Reviewed June 2020

Date to be Reviewed August 2020

Date Reviewed

This policy will be reviewed sooner than the renewal date if any new information becomes available