Student Accident Report Form

Meade School District 46-1

Part A: Information on <u>ALL</u> Accidents Please fill out as completely as possible in **blue or black ink**



1.	Name:			
	Birthdate:			A ===
	Home Address:			
٥.	Home Address.			(alternation)
4	Phone #:			
4.	Phone #:			
_	C 1 1			, ,
	School:			
	Date:			
7.	Place of Accident:	School Building	_School Grounds	To or From SchoolElsewhere
8.	Type of Injury:	Abrasion	-	
		Bite	Bruise	Burn
		Concussion	Cut	Dislocation
		Fracture	Laceration	
		Puncture	Scald	Scratch
		Shock Other (specify):	Sprain	Strain
	Where:	Abdomen	Ankle	Arm
		Back	Chest	Ear
		Elbow	Eye	Face
		Finger	Foot	Hand
		Head	Knee	Leg
		Mouth	Nose	Scalp
		Tooth	Wrist	
	Manla Indones I a sati	Other (specify): _		
	Mark Injury Locati	ion:	Total Total	
Degre	ee of Injury:	ability Death		
Total	Days of School Miss	Permanent Impair sed:(To be		
	ription of Accident: Specify any tool, machine,		happen? What was stu	dent or adult doing? Where was student or

Part B: Additional Information

Please fill out as completely as possible in blue or black ink

9. Supervisor	. Supervisor in Charge When Accident Occurred:						
Dysgowt at	Canno of Agaidant.	(Full Nam	-				
	Scene of Accident:		No		(name)		
). First Aid Treatment		By:				
	Sent to School Nurse Sent to Physician						
Sent to 1 mg	ysician	-					
Sent to Ho	Sent to Hospital		Physician: By:				
11.Was a Parc	ent/Guardian Notified:	-		Time:			
	arent/Guardian:						
Relationsh	nip to Injured:						
By Whom:					(name)		
12.Information	on of Person(s) Complet	ing This Forn	n				
Person #1 - I	Full Name:						
Job Title:	Job Title:						
Address:	Address:						
Phone:	Phone:(cell)						
Signature:	Signature:						
Person #2 (I	Person #2 (If Needed) - Full Name:						
Job Title:	Job Title:						
Address:	Address:						
Phone:	(hom	(home)					
	:						
Additional Inforn							
To Be Completed by	Building Admin Assistant:						
Received:		(date/initials)					
Principal signature:		(date/initials)					
		(date/initials)					
		(date/initials)					