



The Battery  Controlled

There's a **little-known risk** to **small children**



Inside small electronic devices may be very powerful coin-sized button batteries. When swallowed, these batteries can get stuck in the throat and cause severe burns or death.

**Take Charge. Act Now.** 

- 1** Keep devices with button batteries out of reach if the battery compartments aren't secure, and lock away loose batteries.
- 2** If a child swallows a button battery, go to the emergency room right away. Do not let the child eat or drink and do not induce vomiting.
- 3** Share this information with others.

**THESE TYPES OF DEVICES MAY CONTAIN COIN-SIZED BUTTON BATTERIES**



To learn more, visit [TheBatteryControlled.com](http://TheBatteryControlled.com)

# Coin lithium button batteries *can cause* severe injuries *when* swallowed

Each year, about 3,500 button battery swallowing cases are reported to U.S. poison control centers. Serious injuries and deaths are on the rise.

The most serious cases involve nickel-sized 20 mm diameter batteries. These can get stuck in a child's throat and burn through the esophagus in as little as two hours. Repair can require feeding and breathing tubes and multiple surgeries.

**Kids under 4 are at the greatest risk**



Many slim, sleek devices have battery compartments that are easy to open and most parents do not know there is a risk.

Symptoms may be similar to other illnesses, such as coughing, drooling, and discomfort. Children can usually breathe with the battery in their throat, making the problem difficult to spot.

**Learn more**



**TheBatteryControlled.com**

National Battery Ingestion Hotline: **202-625-3333**



**Energizer**



*The Battery Controlled is a campaign supported by Energizer, in partnership with Safe Kids Worldwide, to alert parents and other caregivers to the hidden danger of swallowing coin lithium button batteries.*

*Data provided by Dr. Toby Litovitz and the National Capital Poison Center based on incidents reported to U.S. poison control centers.*