## Primary level management of eye injury/trauma

<table>
<thead>
<tr>
<th>Assessment</th>
<th>Foreign body</th>
<th>Blunt injury</th>
<th>Penetrating injury</th>
<th>Lid laceration</th>
<th>Burns</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>History</strong></td>
<td>Foreign body sensation. May be conjunctival, corneal or sub-tarsal (under the upper eyelid)</td>
<td>Injury by blunt object, e.g. fist, stone, etc. Blood in the front of the eye (anterior chamber hyphaema)</td>
<td>Typically by a sharp object, e.g. stick. Perforation of the 'coat' of the eye (cornea or sclera)</td>
<td>Laceration of lid margin or canaliculus</td>
<td>Acid, alkali or thermal injury to the eye</td>
</tr>
<tr>
<td><strong>Vision</strong></td>
<td>Usually normal but can be affected if central cornea is involved</td>
<td>Reduced</td>
<td>Reduced</td>
<td>Normal</td>
<td>Reduced</td>
</tr>
<tr>
<td><strong>Torch exam</strong></td>
<td>Foreign body is seen on conjunctiva or cornea, or under lid</td>
<td>Blood seen in anterior chamber. Pupil may be dilated</td>
<td>Cornea may be hazy and pupil may be distorted with uveal prolapse</td>
<td>Laceration visible</td>
<td>Red eye and hazy cornea</td>
</tr>
</tbody>
</table>

### Management

**Foreign body**

1. Wash any loose foreign body away with clean water.  
2. **Conjunctival or sub-tarsal** foreign bodies can be removed with a clean cotton bud. For a **corneal** foreign body, use local anaesthetic first, then try and gently remove it with the corner of a clean piece of paper.  
3. Apply antibiotic eye ointment

**Blunt injury**

1. Apply an eye pad to prevent the person from rubbing the eye  
2. Recommend bed rest and offer pain relief.  
3. Apply an eye pad. Be very careful not to press on the eye  
4. Give tetanus toxoid 0.5 ml immediately

**Penetrating injury**

1. Immediately wash the eye with clean water for 5 minutes  
2. Apply antibiotic eye ointment  
3. Offer pain relief

**Lid laceration**

1. Apply an eye pad to ensure surgery aligns the lid margin

**Burns**

1. Refer to an eye unit immediately

## Refer if...

- **Foreign body** cannot be removed
- **Blunt injury**  
- **Penetrating injury**  
- **Lid laceration**  
- **Burns**  

## Refer urgently

- Refer to an eye unit immediately