

Infection Control Cleaning Tips

Thorough hand washing is considered the most important single factor in preventing the spread of infection. Hand washing should be done:

- After coughing, sneezing, wiping of nose/eyes/mouth, use of rest room
- After contact with unclean equipment, supplies and/or work areas,
- Before and after eating,

Clean and Disinfect high-touch areas often: (e.g., sinks, counters, ledges, window sills, desktops, bedside tabletops, cabinet handles)

- The surfaces should be drenched with the diluted disinfectant and then left wet for the contact time recommended by the manufacturer. The surfaces should be wiped dry after the contact time.
- Clean cloths should be used for each room. Cleaning cloth should be rinsed frequently and replaced when soiled.
- If the "bucket method" is used, the solution should be changed if the solution becomes visibly soiled.

Waste baskets or containers are clean inside and out and free of dust, litter or stains.

Clean and disinfect walls on a regular basis, spot cleaning as needed

Clean light switches, door knobs, and any other handle including sinks

Clean and disinfect bathrooms often with a focus on high touch areas

Clean Telephones:

- apply a small amount of cleaning solution to a cleaning cloth and clean hand-set, cradle, button or dial area.
- Clean the telephone ear and mouthpiece.
- Wipe and dry the cord and untwist if necessary

Clean and Disinfect Children's Toys:

- Soak toys in disinfectant following manufacturer guidelines. Use a brush to clean crevices.
- Permanent fixture toys can be wiped clean with an approved disinfectant following manufacturer recommendations.
- Remove the toy from the hospital approved disinfectant and rinse well in cool water.
- Air Dry
- Hard plastic toys or cloth toys should be washed in the hot water cycle of a washer or dishwasher often, but do not need to be additionally disinfected.

For more helpful cleaning tips visit: <https://www.cnn.com/2020/03/05/health/epa-disinfectants-coronavirus-trnd/index.html>