

Burn Simulation Kit LF00795U Instruction Manual





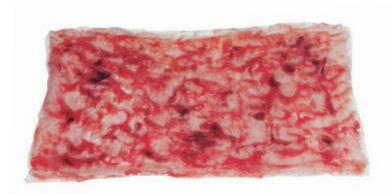
First-Degree Burn: LF00725(A)U

- Appearance Redness
- Texture Dry
- Sensation Painful
- Healing Time 1 week or less



Second-Degree Burn: LF00725(B)U

- Superficial partial thickness
- Appearance Red with clear blisters Blanches with pressure
- Texture Moist
- Sensation Painful
- Healing time 2-3 weeks



Second-Degree Burn: LF00725(C)U

- Deep partial thickness
- Appearance Red and white with bloody blisters Less blanching
- Texture Moist
- Sensation Painful
- Healing time Weeks, may progress to third degree



Third-Degree Burn: LF00725(D)U

- Full thickness burn
- Appearance Stiff and white/brown
- Texture Dry and leathery
- Sensation Painless
- Healing time Requires excision
- Complications Scarring, contractures, amputation

About the Simulator

Just like a real wound, the materials used in creating the simulated burns are very delicate. Use caution when applying and removing wounds. Wounds are hand-painted with care. Color and shape of the simulated burns may vary.

List of Components

Wounds

- Blisters
- Blood Blisters
- Burns, 1st Degree, 2nd Degree (Superficial), 2nd Degree (Deep), 3rd Degree

Makeup and Accessories

- Alcohol Prep Swabs
- Ash Dust Powder
- Black Soot Powder
- Blood Blister Makeup
- Blood Paste
- Brushes
- Clotted Red Makeup
- Dirt Powder
- Foam Wedges
- Gloves
- Glycerin
- Hard Carry Case
- Injury Shades Makeup Wheel
- Instruction Booklets
- Light Cream Makeup
- Magic Blood Powder
- Red Rubber Round
- Spirit Gum Remover
- Spirit Gum with Brush
- Spray Bottle
- Stipple Sponges
- Wet Wipes

Care of Simulator

Cleaning

Wounds will become less tacky with use. Clean wounds with warm water and mild soap. Dry completely with a clean towel or allow to air dry.

Storage

Place clean, dry wounds in a sealed bag.

Cautions

To extend the life of your simulated burns, handle them with care and follow the cleaning and storing procedures. Wounds are delicate and easily tear during removal and application.

Makeup used with wounds may stain human models, trainer/manikin, and simulated wound. Use makeup with care.

Solvents or corrosive materials will damage the simulated wounds. Never place wounds on newsprint, printed paper, plastic or ball-point pen. These materials will transfer indelible stains.

Replacement Supplies for the Burn Simulation Kit

LF00725(A)U 1st Degree Burn Roll

LF00725(B)U 2nd Degree Superficial Partial Thickness Burn

Roll

LF00725(C)U 2nd Degree Deep Partial Thickness Burn Roll

LF00725(D)U 3rd Degree Burn Roll

LF00725U Simulated Burns, Set of 4 (1st, 2nd, 2nd, 3rd)

LF00726U Blisters, 1 Roll, 7" x 10"

LF00727U Blood Blisters, 1 Roll, 7" x 10"

LF00751U Blood Paste, 1 oz.

LF00755U Spirit Gum, 1 oz. w/Brush

LF00756U Spirit Gum Remover, 2 oz.

LF00758U Magic Blood Powder, Mini

LF00760U Injury Shades Makeup Wheel, 1-oz. Jar

LF00764U Grease Paint Makeup, Blood Blister, ½-oz. Jar

LF00777U Grease Paint Makeup, Clotted Red, ½-oz. Jar

LF00780U Grease Paint Makeup, Light Cream, ½-oz. Jar

LF00786U Black Soot Powder, 5-oz. Jar

LF00787U Ash Dust Powder, 5-oz. Jar

LF00788U Dirt Powder, 5-oz. Jar

Available Supplies for the Burn Simulation Kit

LF00750U Blood Gel with Brush

LF00752U Modeling Wax, Flesh Color, 1.75-oz. Jar

LF00753U Modeling Wax, Blood Color, 1-oz. Jar

LF00754 Liquid Latex, Clear, 1-oz. Bottle

LF00757U Makeup Remover, 2-oz. Bottle

LF00759(B)U Pus Jar, Flesh Color, 2-oz. Jar

\$B49386U Skin Tite Adhesive

Available Supplies for the Ultra Nursing Wound Simulation Kit

LF00761U Primary Colors Makeup Wheel LF00762U Special Effects Makeup Wheel

LF00763U Grease Paint Makeup, Capillary Shadow, ½-oz. Jar

LF00765U Grease Paint Makeup, Blithe Spirit, ½-oz. Jar

LF00766U Makeup, Rose Blush, ½-oz. Jar **LF00767U** Makeup, Mold Green, ½-oz. Jar

LF00768U Grease Paint Makeup, White, ½-oz. Jar **LF00769U** Grease Paint Makeup, Black, ½-oz. Jar **LF00770U** Grease Paint Makeup, Red, ½-oz. Jar

LF00771U Grease Paint Makeup, Green, ½-oz. Jar

LF00772U Grease Paint Makeup, Deep Yellow, ½-oz. Jar

LF00773U Grease Paint Makeup, Yellow, ½-oz. Jar

LF00774U Grease Paint Makeup, Forest Green, ½-oz. Jar

LF00755U Grease Paint Makeup, Blue, ½-oz. Jar

LF00776U Grease Paint Makeup, Dark Purple, ½-oz. Jar LF00777U Grease Paint Makeup, Clotted Red, ½-oz. Jar LF00778U Grease Paint Makeup, Corpse Flesh, ½-oz. Jar LF00779U Grease Paint Makeup, Frankie Gray, ½-oz. Jar

LF00781U Grease Paint Makeup, Ebony, ½-oz. Jar

LF00782U Grease Paint Makeup, Milk Chocolate, ½-oz. Jar **LF00783U** Grease Paint Makeup, Medium Honey, ½-oz. Jar

LF00784U Grease Paint Makeup, Warm Honey, ½-oz. Jar

LF00789U Créme Make-up Wheel (Auguste)

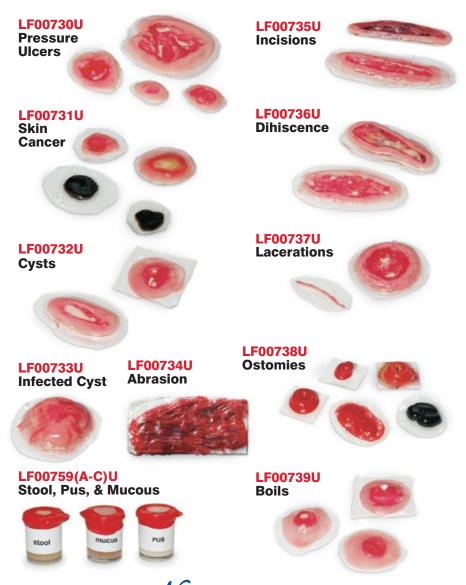
LF01116U KY Jelly

LF01178U Blood Kit, Blue & Red, Pkg. of 5

LF03774U Methyl Cellulose

LF09919U Nasco Cleaner

Other Available Life form Replacement Wounds and Supplies



Nasco Fort Atkinson

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Nasco Life form.

HOW TO CREATE A SECOND DEGREE BURN















Cut the size and shape of the burn you want to moulage using a scalpel or scissors. Place the wound in the area where you want it to be modeled. Then place clotted red makeup around area using foam wedges.

- Clotted red makeup
- Foam wedges
- Scissors



Remove wound and brush spirit gum on the location area and wound. Let the spirit gum dry until it feels sticky. If you choose not to use the spirit gum as an adhesive, the burn should stick lightly to the location naturally.

Materials Needed:

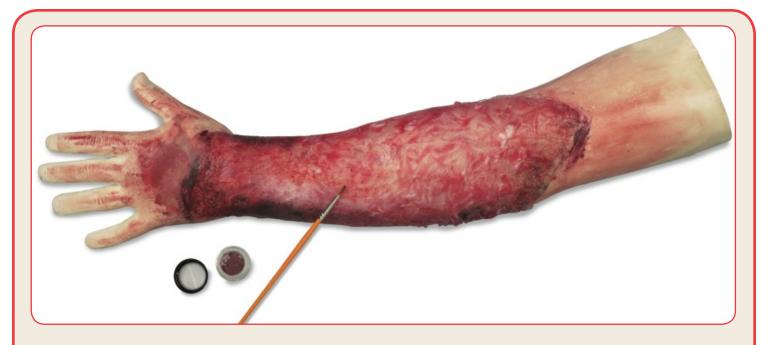
• Spirit gum



When burn is in final position, add more blood blister and clotted red makeup slightly around and on top of the burn. Also add a bit of light cream makeup on top of arm. Blood paste can also be added around the arm using a popsicle stick.

- Blood blister makeup
- Blood paste
- Clotted red makeup

- Foam Wedges
- Light cream makeup
- Spirit gum



Use a brush to add magic blood powder. Then use the brush to apply a small amount of water to the wound.

- Brush
- Magic blood powder
- Water



Use a small amount of soot using a brush or foam sponge. Glycerin may also be added for shine.

Materials Needed:

- Brush or foam sponge
- Glycerin
- Soot

NOTE: The steps given are only a suggestion — have fun and experiment!

Other Available **Life/form** Simulators





Nasco Life form.

HOW TO CREATE A THIRD DEGREE BURN

















Figure 1

When starting a moulage, first use an alcohol wipe to clean person or manikin.

Note: Makeup may stain manikin or person modeling. Check manufacturer's recommendations prior to using alcohol wipes or makeup on manikins.

- Alcohol pads
- 3rd degree burn
- Manikin or person



Figure 2

Cut the desired size and shape of the 3rd degree Nasco burn LF00725D using a scalpel or scissors. Place the wound in the area where you want it to be modeled. Then place clotted red makeup around area and slightly under the edges using foam wedges.

- Clotted red makeup
- Foam wedges
- Scissors/scalpel
- 3rd degree burn (LF00725D)



Figure 3

The wound should stick lightly to the location naturally. For a greater adhesion, brush spirit gum on wound location and back of wound. Let spirit gum dry until it feels sticky before final placement of wound. Brush liquid latex over entire burn area and let dry.

Materials Needed:

- Spirit gum (if needed)
- Liquid latex

NOTE: Latex is a commonly known allergen — use with caution.



Figure 4

When burn is in final position, add clotted red and blood blister makeup slightly around and on top of the burn(s). Also add a bit of light cream makeup on top of arm. Use foam wedges to blend all makeup above. A craft stick is great for applying the blood blister makeup. Blood modeling wax may help with blending burn edges and skin until a seamless appearance is achieved.

- Blood blister makeup
- Blood paste
- Clotted red makeup
- Light cream makeup
- Foam wedges
- Craft stick



Figure 5

Use brush to add blood powder. Then use brush to apply a small amount of water to the wound. Peel liquid latex skin back slightly (from figure 2) to create a blistering effect. Add blood blister, clotted red and injury shades maroon make-up to blisters. Using a foam wedge helps with blending makeup.

- Brush
- Foam wedges
- Blood blister makeup
- Blood powder
- Clotted red makeup
- Injury wheel makeup maroon



Figure 6

Add more of the liquid latex over the top of the pigment and let the latex completely dry. Adding another layer of latex adds to a visual of skin pulling from arm.

Materials Needed:

• Liquid latex



Figure 7

Add more clotted red, light cream, injury shades makeup (purple and maroon) on top of the liquid latex and around the whole arm. Latex can be peeled back, then apply soot using foam wedges (from figures 2 and 5). Open the soot jar CAREFULLY! Use foam wedges to apply.

NOTE: The steps given are only a suggestion — have fun and experiment!

- Clotted red makeup
- Light cream makeup
- Soot
- Foam wedges
- Injury shades makeup-purple
- Injury shades makeup-maroon



Storage Tips:

- The burns can be reused if properly placed into plastic wrap or a resealable bag.
- The burns can be cleaned with soap and water and air dried.
- Some dirt and makeup will be removed, but some makeup will remain.
- The materials used in creating lifelike wounds are very delicate. Each wound is hand painted with care. Colors and shapes may vary slightly.
- Nasco reserves the right to change product color, materials, supplies, or function as needed.

Other Available Life form Simulators



Life/form_® Advanced Nursing Wound Simulation Kit (LF00794U)

