United States
Consumer Product Safety Commission

Toy-Related Deaths and Injuries Calendar Year 2024

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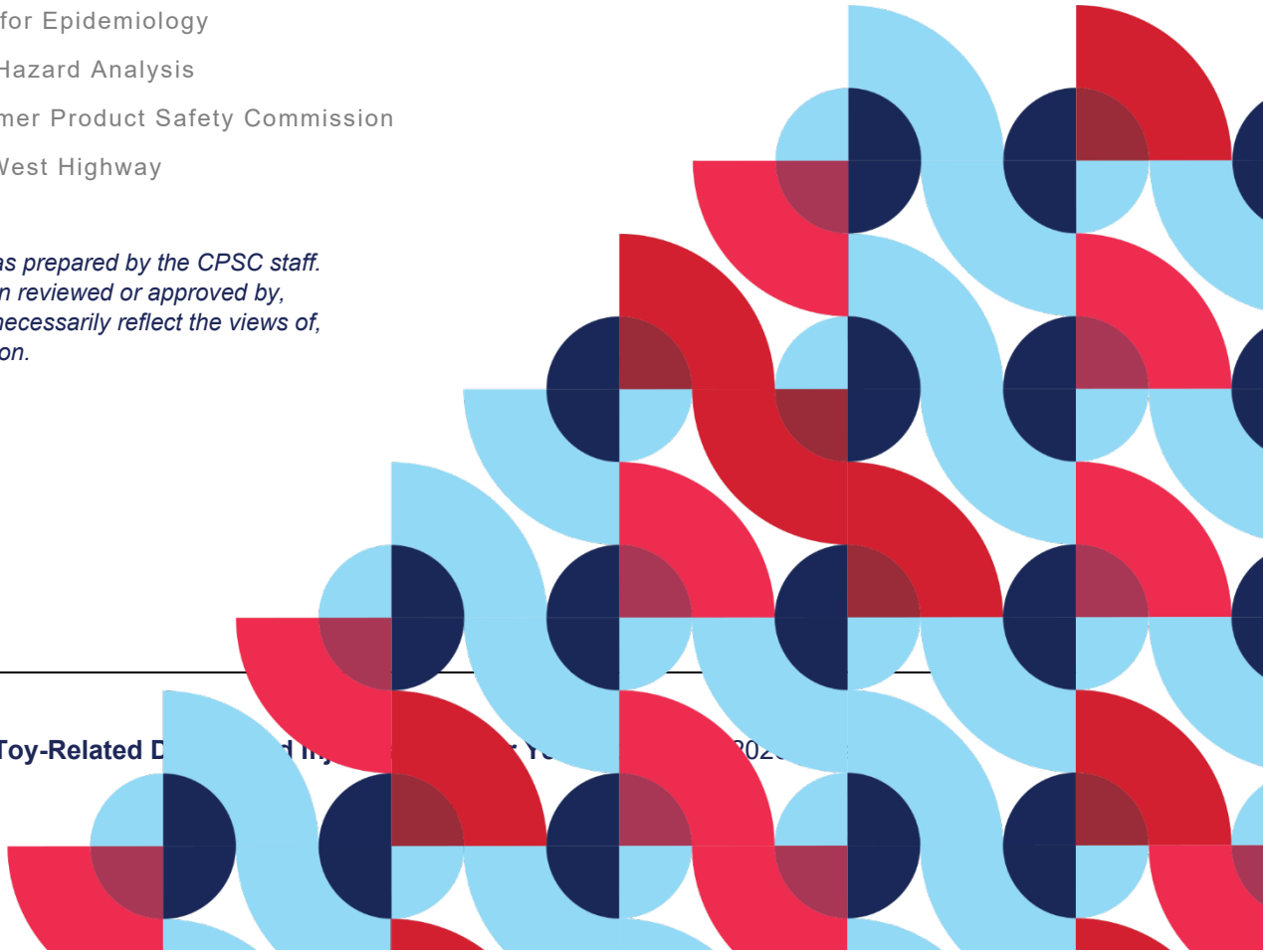

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Executive Summary

In this report, U.S. Consumer Product Safety Commission (CPSC) staff present the latest available statistics on deaths and emergency department (ED)-treated injuries associated with toys. This report provides updated summary information on toy-related fatalities for the years 2022 and 2023, along with detailed information on known toy-related fatalities for 2024. The ED-treated injuries associated with toys are presented for 2024 in detail, along with historical estimates from 2017 to 2024.

CPSC staff bases fatality counts on reports obtained from the CPSC database known as the Consumer Product Safety Risk Management System (CPSRMS). In addition, staff presents the estimated ED-treated injuries associated with toys based on the National Electronic Injury Surveillance System (NEISS). Injury rates per 100,000 people are provided, based on population data from the U.S. Census Bureau.[1] In Appendix A, staff presents historical, estimated toy-related, ED-treated injuries from 2017 to 2024. Appendix B lists the NEISS product codes used in this report. For toy-related deaths and injuries, it is important to note that, although a toy was associated with many of the incidents, the toy was not necessarily the cause of the death or injury. Additionally, due to delays in death certificate reporting, fatality information is not yet complete, especially for 2023 and 2024.

In 2024, CPSC revised the NEISS sample to ensure it remains a nationally representative sample of hospitals. In order to make pre-2024 estimates comparable to 2024 estimates, adjusted weights have been retroactively applied to pre-2024 data. As such, estimates for 2023 and earlier presented here and in future reports will differ from those presented in prior reports. Additionally, as a result of this change in sampling methods, linear trend analyses for injury estimates, as presented in prior reports, are not currently available.

Reported Toy-Related Fatalities

- CPSC staff received reports of 54 total toy-related deaths that occurred among children 14 years of age or younger for the years 2022 through 2024. The toys most commonly involved in the fatalities over the three-year period included flotation toys, nonmotorized scooters, and bouncy balls.

- For calendar year 2024, CPSC staff received reports of 6 toy-related deaths that occurred among children 14 years of age or younger. Three fatalities were due to drowning while using or reaching for a flotation toy. One fatality was due to a motor vehicle collision with an unpowered scooter. One report noted a death due to choking on small, pretend food resembling a mushroom. The remaining fatality involved a child's bib inadvertently becoming entangled around the handle of a toy riding horse. The children ranged in age from six months to eleven years.

[1] The 2024 population data used throughout this report was downloaded from the U.S. Census Bureau: https://www2.census.gov/programs-surveys/popest/datasets/2020-2023/national/asrh/nc-est2023-alldata-r-file10.csv.

ED-Treated Toy-Related Injuries in Calendar Year 2024

- An estimated 267,100 toy-related injuries for all ages were treated in U.S. hospital emergency departments in 2024. The estimated injuries were evenly distributed across sex, with both males and females accounting for 50 percent of the injuries.

- Of the estimated 267,100 toy-related injuries, 68 percent were sustained by children 14 years of age or younger; 66 percent were sustained by children 12 years of age or younger; and 34 percent were sustained by children 4 years of age or younger.[2]

- Forty-five percent of the estimated injuries were to the head and face area, the most commonly affected area of the body. Nineteen percent of all injuries were classified as lacerations, the diagnosis associated with the largest number of estimated toy-related injuries.

- Ninety-five percent of the ED-treated, toy-related injury victims were treated and released.

- Nonmotorized scooters were associated with the largest number of estimated toy-related injuries among the specifically identified toys, accounting for 23 percent of the estimated injuries.

ED-Treated Toy-Related Injuries from 2017 to 2024

- From 2017 through 2024, an estimated 2.0 million toy-related injuries for all ages were treated in U.S. hospital emergency departments, an average of 245,400 injuries per year.

[2] All toys designed or intended primarily for children 12 years of age and under must be third-party tested and certified in a Children's Product Certificate as compliant with the federal toy safety standard, and to other applicable requirements as well. Additional age breaks are provided in this report to describe hazards to older and younger children, in line with prior reports.

Toy-Related Deaths[3]

Tables 1 and 2 summarize fatalities for children 14 years of age or younger that were associated with a toy, as reported to CPSC staff. Fatality information is presented separately for children 12 years of age or younger, and children 13 or 14 years of age.[4] CPSC's Directorate for Health Sciences (HS) provided assessments of the scope of toy-related deaths reflected in the data presented here. HS staff considered fatalities to be in scope of this report if a toy was present and—based on statements by investigators, police, family members, or medical examiners—the toy may have played a contributing role in the death. Fatalities that occurred outside of the United States are excluded from this report.

Table 1 presents the reported deaths for the years 2022 through 2024 associated with toys for children 14 years of age or younger. A description of the toy types (and associated hazards) involved with more than one death that occurred from 2022 to 2024 are displayed. The information for other types of toys associated with only one fatality across the 3 years is summarized in the final row of the table.

Due to delays in death certificate reporting, fatality information is not yet complete, especially for 2023 and 2024. At the time of data extraction for this report, death certificate reporting was estimated to be at least 84 percent complete for years 2022 and earlier.[5] The data presented in this report for 2022 and 2023 have been updated since the previous annual report to include seventeen new fatality reports CPSC staff received–three fatalities that occurred in 2022 and fourteen fatalities that occurred in 2023. Thus, the data differ from the reported fatality tabulations detailed in the previous report for the calendar years 2022 and 2023.[6] The seventeen newly reported fatalities from 2022 and 2023 included five motor vehicle collision deaths with a nonmotorized scooter, four reports involving drowning while using a flotation toy, three deaths associated with a balloon (one suffocation, one aspiration, and one due to asphyxia), two due to positional asphyxia from being trapped inside a toy chest, a strangulation involving a toy play kitchen, a drowning involving a water toy, and one death due to mechanical asphyxia when a child stood on a tricycle to open a horizontal storage shed and the lid closed on his head. The children ranged in age from 23 months to 14 years.

[3] These fatalities do not represent a sample of known probability of selection and, instead, should be considered a minimum.
[4] Toy-related deaths among children 12 years of age or younger are presented separately to be consistent with the age definition of a "children's product" in the Consumer Product Safety Improvement Act of 2008 (CPSIA), 15 U.S.C. § 2052(a)(2).
[5] Staff measures the reporting percent as the number of months for each state where at least one death certificate was received, divided by 600 (50 states multiplied by 12 months).
[6] Bragg, S. "Toy-Related Deaths and Injuries, Calendar Year 2023," CPSC, November 2024

Table 1: Reported Toy-Related Deaths Among Children 14 Years of Age or Younger, 2022–2024

Type of Toy (Hazard)	2022[7]		2023[8]		2024	
	Children 12 Years of Age or Younger	Children 13 and 14 Years of Age	Children 12 Years of Age or Younger	Children 13 and 14 Years of Age	Children 12 Years of Age or Younger	Children 13 and 14 Years of Age
TOTAL	**24**		**24**		**6**	
Sub Total	**24**	**0**	**23**	**1**	**6**	**0**
Flotation toy (Drowning)	5	0	4	0	3	0
Nonmotorized scooter (Motor vehicle collision)	2	0	4	1	1	0
Bouncy ball (Choking, ingestion)	3	0	2	0	0	0
Balloon (Asphyxia, aspiration, suffocation)	1	0	3	0	0	0
Ball, other (Choking, blunt force trauma to head)	4	0	0	0	0	0
Toy chest (Asphyxia)	0	0	4	0	0	0
Crayon (Choking)	0	0	2	0	0	0
Game parts (Choking)	2	0	0	0	0	0
Plastic toy (Aspiration, choking)	2	0	0	0	0	0
Tricycle (Mechanical asphyxia, motor vehicle collision)	1	0	1	0	0	0
Other toys with a single reported fatality* (Asphyxia, choking, drowning, ingestion, positional asphyxia, strangulation)	4	0	3	0	2	0

Source: CPSRMS and NEISS. Data were extracted in March 2025.
*This category includes the following toys: costume cape, four-wheel powered riding toy, play kitchen, pretend food, stuffed animal, toy magnet, toy riding horse, water beads, and a water toy.

[7] Three new toy-related deaths were reported to CPSC, increasing the number of reported deaths to 24 in 2022 (from the 21 presented in the previous report).
[8] Fourteen new toy-related deaths were reported to CPSC, increasing the number of reported deaths to 24 in 2023 (from the 10 presented in the previous report).

Table 2 details the fatalities associated with toys for children 14 years of age or younger in 2024 that were reported to the CPSC. The toy types and associated hazards involved in these reported fatalities are presented in descending order of frequency.

Table 2: Reported Toy-Related Deaths Among Children 14 Years of Age or Younger, 2024

Type of Toy (Hazard)	Children 12 Years of Age or Younger	Children 13 and 14 Years of Age
TOTAL	**6**	
Sub Total	**6**	**0**
Flotation toy (Drowning)	3	0
Nonmotorized scooter (Motor vehicle collision)	1	0
Pretend food (Choking)	1	0
Toy riding horse (Asphyxia)	1	0

Source: CPSRMS and NEISS. Data were extracted in March 2025.

Of the 6 toy-related fatalities in 2024, 5 were male and 1 was female. The children ranged in age from 6 months to 11 years. The scenario-specific details of these incidents are presented below.

Flotation toy

- A four-year-old female weighing 47 pounds was in the pool in a children's seated-style floatie, labeled for use by babies weighing no more than 33 pounds. The victim was being supervised by her aunt, who reported losing sight of the victim after approximately one minute of having her attention away from the child. It was later discovered that the victim's pool floatie had flipped upside down with the victim still inside. The decedent was transported to the hospital but was later pronounced deceased with cause of death due to drowning.

- A four-year-old male was in a pool with his uncle and cousin when he fell off a flotation toy. The victim unsuccessfully tried to tread water and climb out of the pool but became submerged under the water. The decedent's uncle removed him from the water and attempted CPR. The victim was transported to the hospital and later was pronounced deceased due to drowning.

- A three-year-old male fell into an apartment complex in-ground pool after he tried unsuccessfully to reach for a flotation toy in the pool. The child was transported to the hospital and declared deceased due to drowning.

Nonmotorized scooter

An eleven-year-old male was hit and killed while riding a nonmotorized scooter by a truck driver. The victim was pronounced dead at the scene.

Pretend food

A 6-month-old male was at home playing with small toys that resembled food. At some point, the father found the victim unresponsive and transported him to the hospital in cardiac arrest. A small toy resembling a mushroom was found in the victim's airway and was extracted. The victim was intubated and was transferred to a children's hospital where an MRI of the brain revealed a hypoxic ischemic injury. The victim was diagnosed with an anoxic brain injury and died.

Toy riding horse

An 18-month-old male was at home when the bib he was wearing inadvertently became entangled around the handle of a toy riding horse. He was later declared deceased; the cause of death was asphyxia, due to hanging.

Estimated Toy-Related Injuries[9]

In 2024, an estimated 267,100 toy-related injuries for all ages were treated in U.S. hospital emergency departments, and males accounted for 50 percent of the injuries. Most of the victims (95 percent) were treated and released from the hospital, 3 percent of the victims were admitted to the hospital or transferred to another hospital, and the remaining 2 percent were held for observation or left without being seen by a doctor.

Table 3 presents the estimated toy-related, ED-treated injuries in 2024, for different age groups. Of the estimated 267,100 total toy-related injuries, 68 percent were sustained by children 14 years of age or younger, 66 percent were sustained by children 12 years of age or younger, and 34 percent were sustained by children 4 years of age or younger.

Table 3: Toy-Related ED-Treated Injury Estimates for Different Age Groups, 2024

Age Groups	All Ages	14 years of Age or Younger	12 Years of Age or Younger	4 Years of Age or Younger
Injury Estimates	267,100	180,900	175,400	91,600
Injuries per 100,000 People	79	306	346	497

Source: NEISS. Estimates are rounded to the nearest 100. Population estimates are from the U.S. Census Bureau.

Table 4 provides a breakdown by sex for the estimated toy-related, ED-treated injuries in 2024 for the different age groups.

[9] The source of these data is NEISS, which is based on a statistical sample of hospital ED-treated injuries. For a description of which cases are included in NEISS, how they are coded, and an alphabetical listing of products with current product codes, please see the NEISS Coding Manual at: NEISS Coding Manual, January 2025. Toy-related injury estimates among children 12 years of age or younger are presented separately to be consistent with the age definition of a “children’s product” in the Consumer Product Safety Improvement Act of 2008 (CPSIA), 15 U.S.C. § 2052(a)(2).

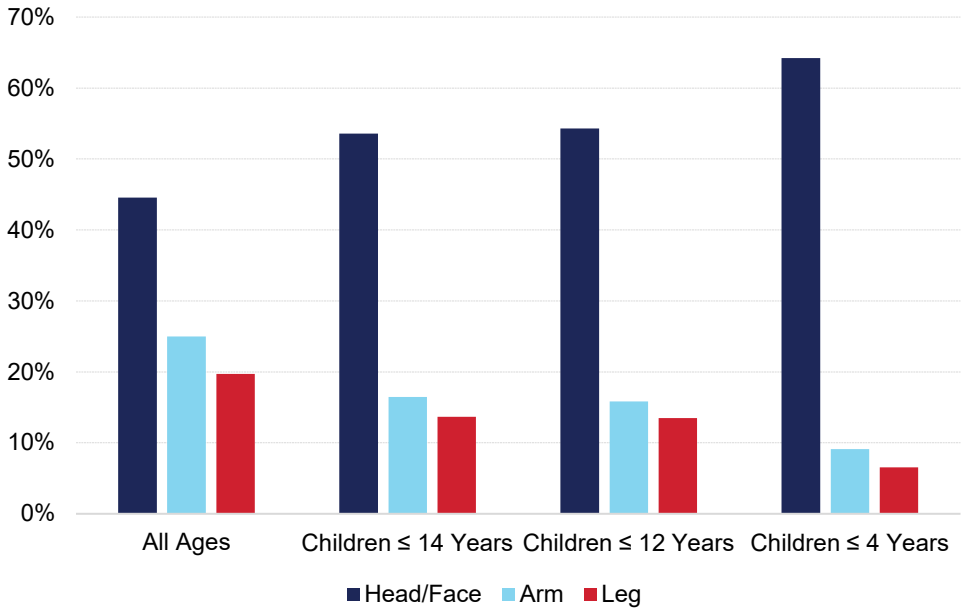
Table 4: Toy-Related ED-Treated Injury Estimates for Different Age Groups by Victims' Sex, 2024

Sex	All Ages		14 years of Age or Younger		12 Years of Age or Younger		4 Years of Age or Younger	
	Estimated Injuries (% of Total Estimates‡)	% of U.S. Population	Estimated Injuries (% of Total Estimates‡)	% of U.S. Population	Estimated Injuries (% of Total Estimates‡)	% of U.S. Population	Estimated Injuries (% of Total Estimates‡)	% of U.S. Population
Male	133,400 (50)	49	99,400 (55)	51	95,400 (54)	51	55,100 (60)	51
Female	133,400 (50)	51	81,400 (45)	49	79,900 (46)	49	36,500 (40)	49

Source: NEISS. Estimates are rounded to the nearest 100. Population estimates are from the U.S. Census Bureau.
‡Percentages are calculated from the corresponding age group unrounded injury estimates and then rounded to the nearest integer.

Figure 1 presents the distribution of the 2024 annual estimated toy-related ED-treated injuries by the specific parts of the body most frequently injured for different age groups.[10,11] As shown in Figure 1, the head/face region was the part of the body associated with the largest number of estimated toy-related injuries in 2024 for all four age groups specified, followed by arms and then legs.

Figure 1: Distribution of Toy-Related Injury Estimates by Body Regions Injured, 2024

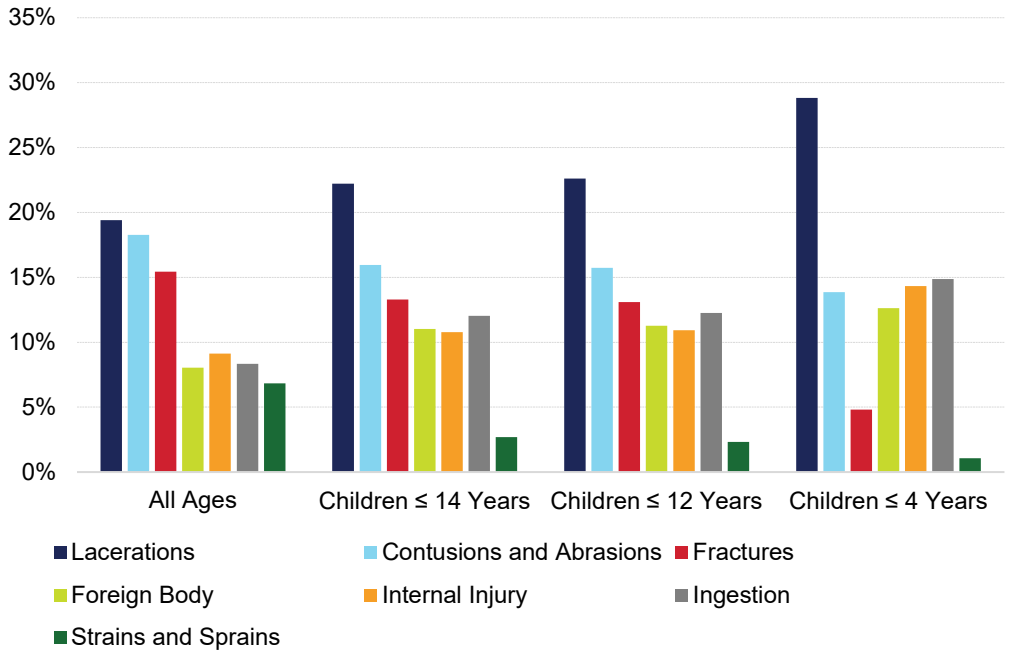


Source: NEISS
Head/Face regions include NEISS codes for head, eyelid, eye area, nose, forehead, eyeball, mouth, and ear. Arm includes upper arm, elbow, lower arm, shoulder, wrist, hand, and finger. Leg includes upper leg, knee, lower leg, ankle, foot, and toe.

Figure 2 shows the distribution of the annual estimated toy-related ED-treated injuries by the type of injuries diagnosed most frequently for the different age groups.[12] For all four age groups, lacerations was the diagnosis associated with the largest number of estimated toy-related injuries in 2024. Contusions/abrasions and fractures ranked second and third for the All Ages, Children 14 years of Age or Younger, and Children 12 years of Age or Younger groups. For Children 4 years of Age or Younger, ingestion and internal injury ranked second and third.

[10] In October 2018, CPSC upgraded the NEISS system. As a result of this upgrade, an emergency-department visit is allowed to contain up to two codes for the body part injured and the diagnosis. In 2024, about 20 percent of the estimated toy-related injuries in NEISS had two codes filled in for body part injured and diagnosis.
[11] If either of the two codes listed a specific body part, staff classified that body part as being injured in the incident for the data analysis purpose.
[12] If either of the two codes listed a specific diagnosis (type of injury), staff classified that diagnosis as being the type of injury for the data analysis purpose.

Figure 2: Distribution of Toy-Related Injury Estimates by Type of Injuries, 2024



Source: NEISS

Table 5 presents the toy categories that were associated with the largest number of injuries in 2024. Nonmotorized scooters was the specifically identified toy category that accounted for the most injuries among all age groups, excluding the 4 Years of Age or Younger group. The toy category Games or Game Parts (Excluding Marbles and Computer Games) is new to the top five category list this year. Many injuries involved children either swallowing game pieces or putting game parts into their ears or nose. Other injuries noted the victim tripping, falling, or developing pain while playing a game. Example case narratives are provided below:

- 15YOF states that she was playing cards when she accidentally got too excited and ended up slamming the right side of her middle finger onto the table now has severe pain DX: right third finger pain.
- 19YOM was playing a table game outside and slipped in mud and dislocated knee. DX: patellar dislocation.
- 7YOM shoved a long piece of a board game up his nose not currently stuck in there. DX nose lac.
- 2YOF swallowed a wooden puzzle piece and started choking on it DX: foreign body aspiration.

Table 5: Toy Categories Associated with the Largest Number of Estimated ED-Treated Injuries for Different Age Groups, 2024

Toy Category	Estimated Injuries (% of Group Estimates‡)			
	All Ages	14 Years of Age or Younger	12 Years of Age or Younger	4 Years of Age or Younger
Nonmotorized Scooters	61,800 (23)	32,100 (18)	31,800 (18)	5,100 (6)
Toys, Not Specified	56,800 (21)	40,100 (22)	39,900 (23)	30,000 (33)
Balls, Other or Not Specified	26,900 (10)	20,800 (11)	18,400 (10)	6,000 (7)
Toys, Not Elsewhere Classified	16,200 (6)	13,800 (8)	13,500 (8)	7,400 (8)
Games or Game Parts (Excluding Marbles and Computer Games)	9,800 (4)	3,600 (2)	3,100 (2)	1,200 (1)

Source: NEISS. Estimates are rounded to the nearest 100.
‡Percentages are calculated from the corresponding age group unrounded injury estimates and then rounded to the nearest integer.

In 2020, a NEISS special study was initiated that further investigated all injuries associated with products coded as 5022 (Scooters, Powered) and 5024 (Scooters, Unspecified). See Appendix B for details on the special study. Based on the results from this study, staff was able to allocate to the nonmotorized scooter category a proportion of all injuries that were either miscoded as powered scooters or coded as unspecified-if-powered scooters. Hence, the estimates for nonmotorized scooters in 2020 through 2024 are based on the code for nonmotorized scooters as well as a proportion of the miscoded/unspecified scooters, as informed by the results of the special study. Nonmotorized scooters continued to be the specifically identified category of toys associated with the most injuries among all ages.

Table 6 displays the annual estimated ED-treated injuries associated with nonmotorized scooters and the percentages of injury estimates for different age groups from 2020 to 2024.

Table 6: Nonmotorized Scooter-Related ED-Treated Injury Estimates for Different Age Groups, 2020–2024

Calendar Year	Estimated Injuries (% of Group Estimates‡) Associated with "Nonmotorized Scooter"			
	All Ages	14 Years of Age or Younger	12 Years of Age or Younger	4 Years of Age or Younger
2020	47,200 (22)	39,300 (24)	38,600 (25)	7,300 (8)
2021	49,700 (22)	39,900 (24)	35,600 (23)	8,100 (10)
2022	46,900 (20)	35,400 (20)	27,700 (17)	8,600 (10)
2023	59,200 (24)	38,000 (21)	30,600 (18)	7,200 (8)
2024	61,800 (23)	32,100 (18)	31,800 (18)	5,100 (6)

Source: NEISS. Estimates are rounded to the nearest 100.
Due to adjustment factors following a 2024 NEISS sampling change, estimates prior to 2024 may differ from previous reports.
‡Percentages are calculated from the corresponding age group unrounded injury estimates and then rounded to the nearest integer.

Toys that are identified but cannot be placed under already established toy product codes are likely to be coded under the product code "Toys, Not Elsewhere Classified." Table 7 displays the estimated ED-treated injuries associated with this product code and the percentages of injury estimates for different age groups from 2020 to 2024.

Staff also examined all NEISS injury case narratives for 2024 under the product code "Toys, Not Elsewhere Classified" to determine the most common types of toys included. Water beads was the most frequently identified toy coded under this product code for 2024. Of the total 16,200 estimated injuries for 2024 for the All Ages group, approximately 6,000 injuries (37 percent) involved the use of a water bead. Other types of toys classified under this product code include hula hoops, piñatas, glow sticks, slap bracelets, and liquid bubbles for blowing.

Table 7: ED-Treated Injury Estimates Associated with "Toys, Not Elsewhere Classified" for Different Age Groups, 2020–2024

Calendar Year	Estimated Injuries (% of Group Estimates‡) Associated with "Toys, Not Elsewhere Classified"			
	All Ages	14 Years of Age or Younger	12 Years of Age or Younger	4 Years of Age or Younger
2020	7,400 (3)	6,400 (4)	6,200 (4)	3,300 (4)
2021	8,900 (4)	7,900 (5)	7,800 (5)	4,700 (6)
2022	11,500 (5)	10,000 (6)	9,700 (6)	5,200 (6)
2023	15,700 (6)	14,200 (8)	13,700 (8)	8,200 (9)
2024	16,200 (6)	13,800 (8)	13,500 (8)	7,400 (8)

Source: NEISS. Estimates are rounded to the nearest 100.
Due to adjustment factors following a 2024 NEISS sampling change, estimates prior to 2024 may differ from previous reports.
‡Percentages are calculated from the corresponding age group unrounded injury estimates and then rounded to the nearest integer.

The product code "Toys, Not Specified" is used to classify injuries that were associated with a toy that was not specifically identified in the NEISS injury narrative. Table 8 presents the annual estimated ED-treated injuries associated with this product code and the percentages of injury estimates for different age groups from 2020 to 2024.

Table 8: ED-Treated Injury Estimates Associated with "Toys, Not Specified" for Different Age Groups, 2020–2024

Calendar Year	Estimated Injuries (% of Group Estimates‡) Associated with "Toys, Not Specified"			
	All Ages	14 Years of Age or Younger	12 Years of Age or Younger	4 Years of Age or Younger
2020	52,900 (24)	34,800 (22)	34,500 (22)	25,600 (30)
2021	46,600 (21)	29,400 (18)	29,300 (19)	22,300 (27)
2022	48,900 (21)	34,100 (20)	33,400 (21)	24,300 (28)
2023	50,000 (20)	34,900 (20)	34,600 (21)	25,600 (28)
2024	56,800 (21)	40,100 (22)	39,900 (23)	30,000 (33)

Source: NEISS. Estimates are rounded to the nearest 100.
Due to adjustment factors following a 2024 NEISS sampling change, estimates prior to 2024 may differ from previous reports.
‡Percentages are calculated from the corresponding age group unrounded injury estimates and then rounded to the nearest integer.

Appendix A

Estimated Number of Toy-Related Injuries from 2017 through 2024

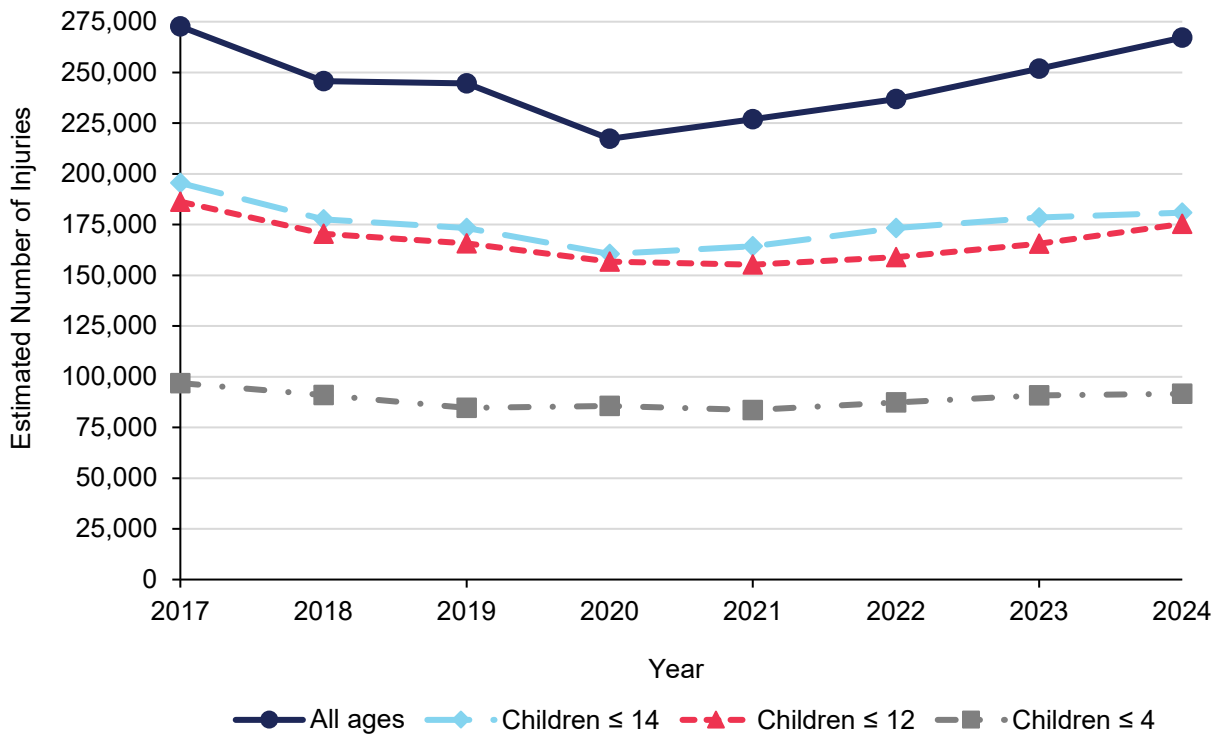
Table 9, Figure 3, and Figure 4 display the annual ED-treated injury estimates and rates associated with toys from 2017 through 2024. Due to adjustment factors following a 2024 NEISS sampling change, estimates prior to 2024 may differ from previous reports.

Table 9: Toy-Related ED-Treated Injury Estimates for Different Age Groups, 2017–2024

Calendar Year	All Ages			14 Years of Age or Younger			12 Years of Age or Younger			4 Years of Age or Younger		
	Injury Estimate	CV*	Injuries per 100,000 People	Injury Estimate	CV*	Injuries per 100,000 People	Injury Estimate	CV*	Injuries per 100,000 People	Injury Estimate	CV*	Injuries per 100,000 People
2017	272,600	0.1510	84	195,500	0.1772	321	186,300	0.1815	354	96,800	0.2305	487
2018	245,700	0.1722	75	177,500	0.2105	292	170,500	0.2105	325	91,000	0.2387	460
2019	244,500	0.1795	75	173,200	0.2108	286	165,700	0.2130	317	84,700	0.2402	432
2020	217,300	0.1887	66	160,500	0.2204	265	156,800	0.2224	302	85,500	0.2488	448
2021	226,900	0.1895	68	164,400	0.2277	274	155,200	0.2311	303	83,600	0.2487	448
2022	236,900	0.1910	71	173,300	0.2258	292	159,000	0.2287	313	87,300	0.2651	471
2023	251,800	0.1826	75	178,500	0.2154	303	165,600	0.2179	328	90,700	0.2441	491
2024	267,100	0.1241	79	180,900	0.1460	306	175,400	0.1478	346	91,600	0.1638	497

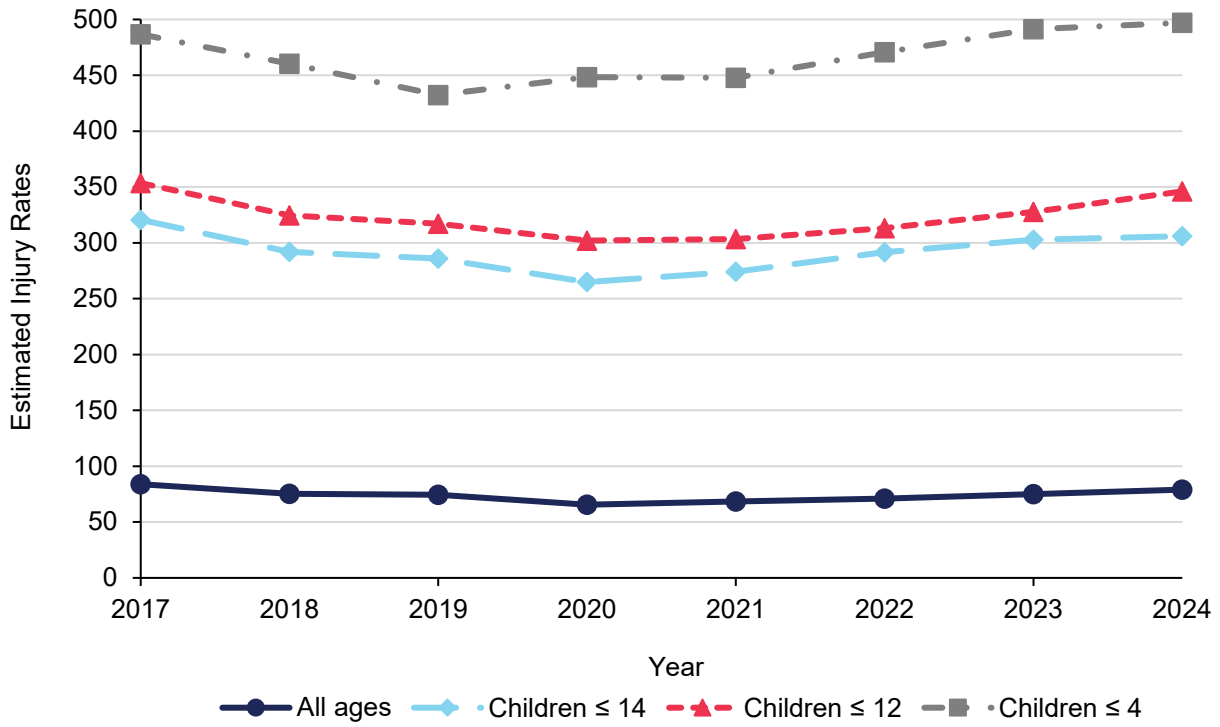
Source: NEISS. Estimates are rounded to the nearest 100.
Due to adjustment factors following a 2024 NEISS sampling change, estimates prior to 2024 may differ from previous reports.
Population estimates from 2017 – 2019 are from https://www2.census.gov/programs-surveys/popest/datasets/2010-2019/national/asrh. Population estimates from 2020 – 2023 are from https://www2.census.gov/programs-surveys/popest/datasets/2020-2022/national/asrh. Population estimates from 2024 are from https://www2.census.gov/programs-surveys/popest/datasets/2020-2023/national/asrh.
*CV is a measure of the dispersion of the data as a ratio of the standard deviation to the injury estimate. The higher the CV, the larger the dispersion is. The population estimates are assumed to be constant, and therefore the CVs for the estimated injuries per 100,000 people are equivalent to the CVs for the injury estimates.

Figure 3: Toy-Related ED-Treated Injury Estimates for Different Age Groups, 2017–2024



Source: NEISS
Due to adjustment factors following a 2024 NEISS sampling change, estimates prior to 2024 may differ from previous reports.

Figure 4: Toy-Related ED-Treated Injury Rates (per 100,000 People) for Different Age Groups, 2017–2024



Source: NEISS
Due to adjustment factors following a 2024 NEISS sampling change, estimates prior to 2024 may differ from previous reports.
Population estimates from 2017 – 2019 are from https://www2.census.gov/programs-surveys/popest/datasets/2010-2019/national/asrh. Population estimates from 2020 – 2023 are from https://www2.census.gov/programs-surveys/popest/datasets/2020-2022/national/asrh. Population estimates from 2024 are from https://www2.census.gov/programs-surveys/popest/datasets/2020-2023/national/asrh.

Appendix B

NEISS Product Codes for Toys

Product Code	Toy Type
1301	Tricycles (Children's)
1309	Kites or Kite String
1310	Pogo Sticks
1314	Rocketry Sets
1319	Metal or Plastic Molding Sets
1322	Children's Play Tents, Play Tunnels, or Other Enclosures
1325	Inflatable Toys (Excluding Balls and Balloons)
1326	Blocks, Stacking Toys, or Pull Toys
1327	Non-Wheeled Riding Toys, Unpowered
1328	Wagons (Children's)
1329	Scooters, Unpowered (pre-2020)
1330	Powered Riding Toys
1338	Toy Bows or Arrows
1342	Costumes or Masks
1344	Toy Musical Instruments
1345	Building Sets
1346	Clacker Balls
1347	Balloons (Toy)
1349	Stilts
1350	Squeeze or Squeaker Toys
1352	Slingshots or Sling-Propelled Toys
1353	Toy Boxes or Chests
1354	Marbles
1362	Wood-burning Kits
1365	Water Toys (Excluding Squeeze/Squeaker Toys and Inner Tubes or Similar Floating Equipment)
1376	Molding Compounds
1381	Toys, Not Elsewhere Classified
1389	Other Toy Weapons (Non-projectile)
1390	Toy Guns, Not Specified
1392	Toy Sports Equipment
1393	Chemistry Sets or Science Kits
1394	Dolls, Plush Toys, and Action Figures
1395	Toys, Not Specified
1398	Wheeled Riding Toys, Unpowered (Excluding Bicycles and Tricycles)
1399	Toy Guns with Projectiles
1550	Infant and Toddler Play Centers (Excluding Jumpers, Bouncers, and Exercisers)

Product Code	Toy Type
3279	Flotation toys (excluding official life-saving devices)
5001	Other Toy Weapons (Projectile)
5005	Riding Toys (Excluding Bicycles and Tricycles), Not Specified
5006	Other Toy Guns
5007	Toy Weapons, Not Specified
5010	Crayons Or Chalk (Excluding Billiard or Pool Chalk)
5013	Toy Make-Up Kits or Cosmetics (Excluding Mirrors)
5015	Toy Caps, Cap Toys, or Cap Guns
5016	Balls, Other or Not Specified
5017	Flying Discs and Boomerangs
5018	Doll Houses and Other Play Scenes
5019	Games or Game Parts (Excluding Marbles and Computer Games)
5020	Pretend Electronics, Tools, Housewares, and Appliances
5021	Toy Vehicles (Excluding Riding Toys)
5023	Scooters, Unpowered (2020 and later)
5024	Scooters, Unspecified (2020 and later)

NEISS 2020 Special Study

Prior to 2020, the NEISS product code 1329 (Scooters, Unpowered) was used to capture injuries related to unpowered (i.e., nonmotorized) riding scooters as well as unknown-if-powered scooters. While it was understood and accepted that some proportion of the injuries associated with this code was not unpowered riding scooters, historically, it had been used to identify the unpowered riding scooter toys in the annual Toy reports.

In 2020, two new NEISS product codes, 5023 (Scooters, Unpowered) and 5024 (Scooters, Unspecified), were implemented by CPSC's Division of Data Systems in the Directorate for Epidemiology (EPDS) to replace product code 1329. This allows staff to distinguish between the known unpowered scooters and unknown-if-powered scooters. During the same time, EPDS also launched a special study to follow up on all NEISS injuries that were related to product code 5022 (Scooters, Powered) and 5024 (Scooters, Unspecified). While the purpose of the special study was to gain more in-depth knowledge about injuries related to powered or e-scooters, the study also identified the proportion of injuries that were actually related to powered scooters, unpowered scooters, and other types of scooters. The study has continued each year since 2020. Based on these results, staff in CPSC's Division of Hazard Analysis (EPHA) was able to proportionally allocate the entire set of injuries under code 5024 (Scooters Unspecified) to unpowered/nonmotorized riding scooter toys for this analysis. In addition, the special study also identified any miscoded injury cases—such as an injury case originally coded under 5022 (Scooters, Powered) that was found to be an unpowered scooter during the follow-up interview with the patient. As such, the estimated injuries related to nonmotorized scooter toys in this annual report for 2020 through 2024 are based on both the product code 5023 for

unpowered scooters as well as a proportion of the unspecified scooters and the miscoded powered scooters, as informed by the results of the special study.