

Public Health

New for 2018-19

The use of battery operated equipment is now allowed in Round One and Round Two, No additional set-up time or electricity will be provided. A table has been added to Round One to use for props.

At ILC, photo ID must be presented prior to competing for each round. Appointment times WILL NOT be distributed in hard copy to each competitor; appointment times will be posted on the HOSA App, HOSA website, and at CE Headquarters. Editorial updates and clarifications have been made to guidelines.

Purpose

To encourage HOSA members to work as a team to plan and teach others in their community about public health initiatives.

Description

This event involves a team of 2-6 members who create an **effective**, **dynamic and creative** public health presentation. The presentation will educate the public on the annually announced topic.

2018-19 TOPIC

Civilian Readiness

Life threatening emergencies can happen fast. Recent current events (natural disasters, mass shootings, violent protests, school and workplace violence, active shooters, etc.) have shown the importance of and need for civilians to be ready and prepared.

In your Public Health presentation, educate the public about one aspect of civilian readiness. What kind of action steps can be taken by individuals in response to traumatic events?

Examples of current initiatives include "Until Help Arrives" and "Stop the Bleed."

For ideas you may visit:

https://community.fema.gov/until-help-arrives

https://www.bleedingcontrol.org

https://www.dhs.gov/stopthebleed

https://firstcareprovider.org

Dress Code

Competitors must be in official HOSA uniform or in proper business attire during the event orientation, and bonus points will be awarded for <u>proper dress</u> at the event orientation. During the actual event, competitors may wear official HOSA uniform, proper business attire, costumes or <u>any attire appropriate to the presentation</u>. There will not be a dress bonus for presentation dress since teams may wear whatever they wish to wear.

Rules and Procedures

1. Competitors in this event must be active members of HOSA in good standing in the division in which they are registered to compete (Middle School, Secondary or Postsecondary/Collegiate).

- 2. Competitors must be familiar with and adhere to the <u>"General Rules and Regulations of the National HOSA Competitive Events Program (GRR)."</u>
- 3. The goal of the event is to create a presentation designed to inform the public about a Public Health issue. There are no official resources for this event. Teams are encouraged to visit the website of the <u>U.S. Public Health Service</u>, the <u>American Public Health Association</u>, AND use any and all additional resources that support the development of the topic.
- 4. This event requires a team of 2 6 members to perform their community presentation for a panel of judges.
 - a. All team members will report to the event site for the event orientation.
 - b. Presentation tools such as posters, music, props, costumes, and other presentation tools may be used, with the goal of developing and presenting a creative and effective public health presentation.
 - c. The presentation must effectively inform the public about public health emergencies, with reference to the annual topic, when presented to mature adolescent and adult groups in the high school and community.
 - d. At ILC, photo ID must be presented prior to competing in each round.
- 5. The presentation plan and development of presentation materials must be the original work of team members.
- 6. Electricity cannot be used. Battery powered equipment (such as laptops) is permitted in both Round One and Round Two. Internet connection is NOT provided.

Round One Description

Round One will be a preliminary round. The preliminary round will give each team four (4) minutes to convince the judges of the power and effectiveness of the team's community presentation. Presentation aids can be used, however, additional set-up time will not be provided. The timekeeper shall present a flash card advising the competitors when there is one (1) minute remaining. Teams will be stopped at four minutes.

Plan carefully for your **Preliminary Round!** What can you do in 4 minutes to convince the judges that they want to see your full presentation? Remember that you only have 4 minutes from the time you enter the room and are introduced to the judges until time is called. Plan your time carefully well and "wow" the judges with your presentation.

8. The top middle school, secondary and postsecondary/collegiate teams from the preliminary round will advance to Round Two, the full presentation. Number of advancing teams will be determined by criteria met in Round One and space available for Round Two.

Round Two - Full Presentation

9. The full presentation (Round Two) to the judges **should be the actual presentation that was performed in the community.** Basically, anything goes. The more creative, powerful and effective the presentation, the better. There is no limit to the presentation tools or techniques. Use of index card notes during the presentation are permitted. Electronic notecards (on a tablet, smart phone, laptop, etc...) are permitted, but may not be shown to judges.

10. The full presentation will be a maximum of ten (10) minutes in length. A time card will be shown with one (1) minute remaining, and the presentation will be stopped after 10 minutes.

NOTE: Competitors may NOT interact with the judges and may NOT give them anything before, after, or during the presentation.

- 11. All team members must take an active (speaking) role in the full presentation.
- 12. HOSA will provide a table for the Round One and Round Two presentations. All other equipment and presentation needs must be provided by the team. Teams will have 5 minutes to set up in preparation for their presentation, and 3 minutes to tear down after their presentation.
- 13. Electricity cannot be used. Battery powered equipment (such as laptops) is permitted. Internet connection is NOT provided.
- 14. There will be no observers in this event, but the event may be videotaped at the international level.
- 15. In the event of a tie, a tie breaker will be determined by the areas on the rating sheet section(s) with the highest point value in descending order.

	titors Must Provide: Event guidelines – one per team (orientation)
	Watch with second hand (optional)
	Index cards or electronic notecards (optional)
	Presenters must bring their own equipment, and any special supplies needed to make the presentation.
	#2 lead pencils with eraser to complete evaluations
	Photo ID

FOR SPECIFICS ON EVENT MANAGEMENT SEE MANAGING COMPETITIVE EVENTS

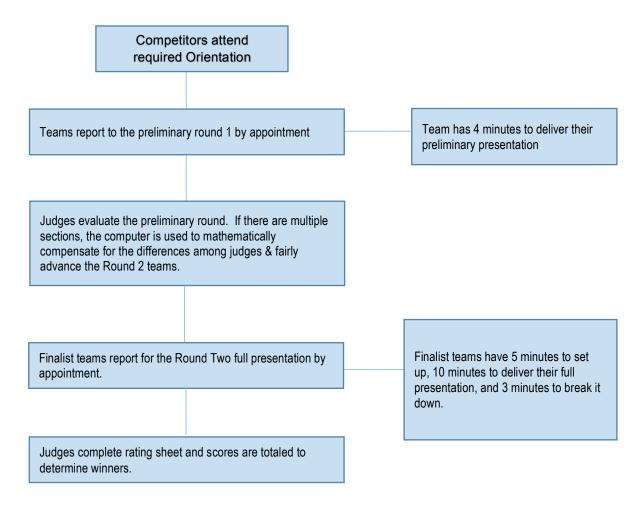
Requir	ed Personnel:
	One Event Manager
	One QA to provide quality assurance for the event by ensuring that the guidelines are followed and
	all event documents are complete.
	One Section Leader per section
	Two – three judges per section for Round One and Round Two.
	One-two event assistants per section
	One timekeeper per section (if necessary)
Faciliti	es, Equipment and Materials (Per Section):
	National HOSA will provide a table for both Round One and Round Two. Teams will not have access to

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National HOSA will provide a table for both Round One and Round Two. Teams will not have access to
electricity during either round
Internet access and/or Wi-Fi are NOT provided
Preliminary Round & Round Two Presentation: One room per section with a table for judges and an
open area in the front half of the room for the team's presentation (see HOSA Room Set)
List of competitors for check-in (for each round)
One stopwatch per section for the preliminary round and presentation
Pads/pencils for judges

Topic cards, one per judge
Rating sheets – one per judge per team
Evaluation Forms – competitor, judge, and personnel
#2 lead pencils with eraser to complete evaluations (event personnel)
Flash card for 1 minute remaining
Copy of guidelines for judges
Hand sanitizer (alcohol based handrub)

Event Flow Chart



Public Health

PRELIMINARY ROUND (Round One)

Section:	Level:	MS	ss	PS/C		
Team #:	Judge's Signature:					

	Areas Evaluated	Points Possible SuperiorPoor						Points Awarded
No pa	rtial points are given in Section A. Bo points. If any portion is miss	oth items <u>must</u> be completed to receive 30						
A - Points for Following Guidelines	☐ Presentation addresses the annual topic.	30					0	
e of	Understanding of issue/topic	10	8	6	4	2	0	
- Knowledge of Topic	2. Flow and logic of content	5	4	3	2	1	0	
B - Kn	3. Importance of information presented	15	12	9	6	3	0	
ion	4. Voice, grammar, articulation, poise	5	4	3	2	1	0	
resentat Skills	5. Enthusiasm, energy	5	4	3	2	1	0	
C - Presentation Skills	6. Effectiveness – Was the presentation convincing? Do the judges want to see the team's full community presentation?	20	16	12	8	4	0	
Dynamics	7. Will presentation capture the attention of an audience?	10	8	6	4	2	0	
TOTAL POINTS		100					0	

Public Health

Full Presentation Round Two

Section	Level:	MS	SS	PS/C		
Team #	Judge's Signature					

Areas Evaluated			Points Possible SuperiorPoor					Points	
			•						Awarded
	1.	Development of specific topic	5	4	3	2	1	0	
Content	2.	Overall organization, flow and transitions	5	4	3	2	1	0	
Presentation Content	3.	Importance and relevance of information presented	5	4	3	2	1	0	
A. Presei	4.	Information was understandable (clear explanations and descriptions)	5	4	3	2	1	0	
	5.	Opening and closing	5	4	3	2	1	0	
u	6.	Distinction (creativity, originality, imagination)	10	8	6	4	2	0	
ntation	7.	Effectiveness (does the presentation educate the public?)	10	8	6	4	2	0	
B. Presentation Dynamics	8.	Teamwork (all team members took an active role in the presentation)	5	4	3	2	1	0	
_	9.	Entertainment value (attention getting)	10	8	6	4	2	0	
ation als	10.	Quality and effectiveness	10	8	6	4	2	0	
C. Presentation Materials	11.	Visuals used as complements (and not substitutes) to the verbal presentation	5	4	3	2	1	0	
	12.	Voice, clarity, projection	5	4	3	2	1	0	
nbers	13.	Correct, precise pronunciation of terms	5	4	3	2	1	0	
D. Team Mem	14.	Poise, body language, confidence	5	4	3	2	1	0	
D. Te	15.	Connection with the audience	5	4	3	2	1	0	
	16.	Enthusiasm for the topic	5	4	3	2	1	0	
TOTAL	JUI	OGE POINTS	100					0	