



State and national examples of disseminating effective physical activity programs

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Learning Objectives

- Identify dissemination approaches
- Identify barriers to and methods to improve dissemination success
- Evaluate dissemination success



National Example

- Research-based program from San Diego State University
- 1998-1994 research conducted
- 1994 dissemination began





Students receiving SPARK PE improved...

- Activity levels: over 50% of the time
- Physical fitness scores
- Sport skills
- *Scores on academic tests*
- Enjoyment of PE
- Activity levels away from school



SPARK Goals

- Increase activity out of school
- Create a more active physical education class
- Turn kids on to movement and make them more confident movers, so they will continue to seek out activity after school, and as part of a healthy lifestyle
- Make teachers busy lives easier, not more difficult



Physical Activity/PE Programs

- Early Childhood
- Elementary Physical Education
(K-2 & 3-6)
- Middle School Physical Education
- High School Physical Education
- Active Recreation/After School



SPARK offers...

- Staff Development Training (physical activity)
- Curricula
- Equipment
- Lifetime Support

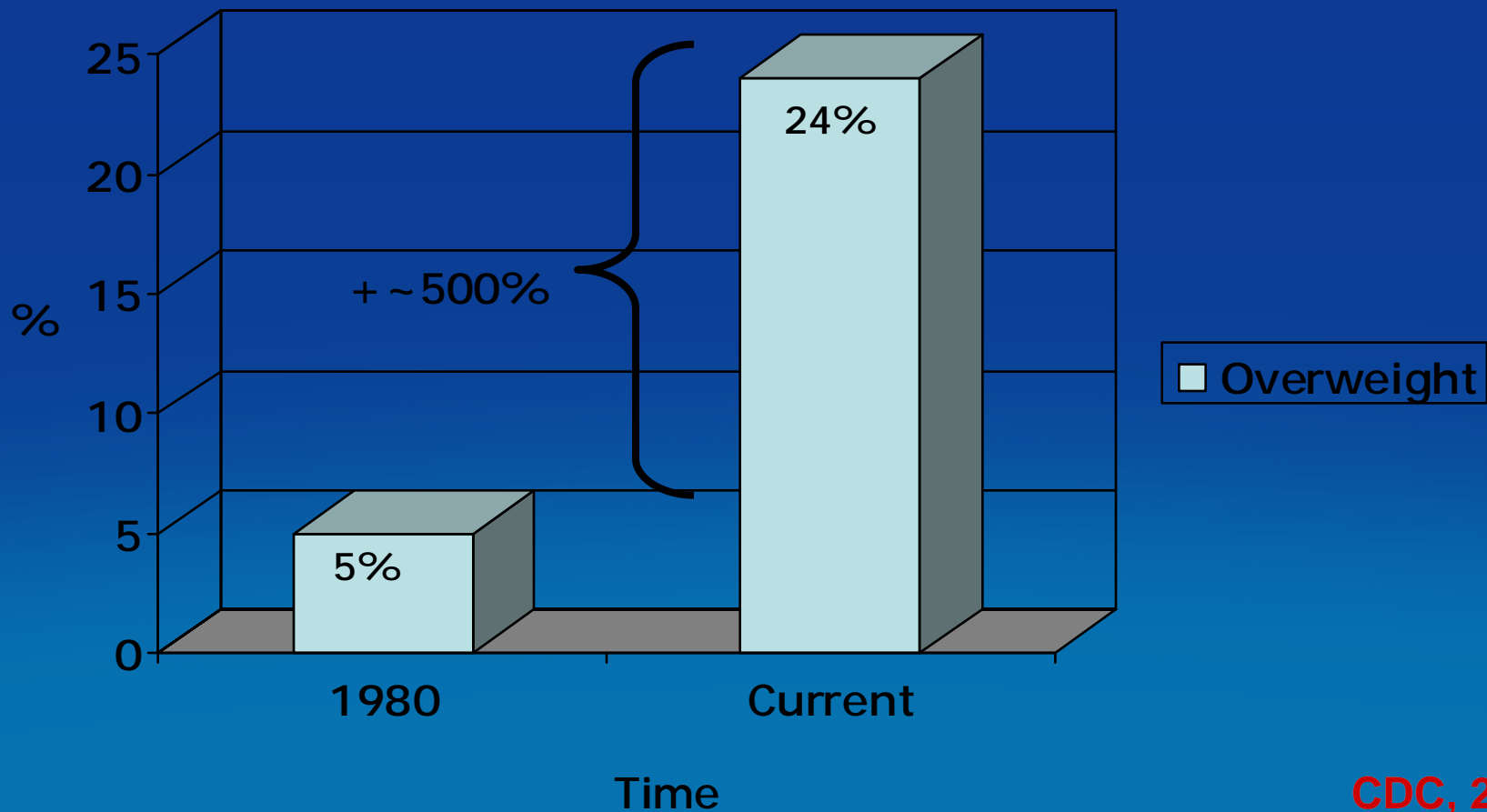


Dissemination Methods

- Word of mouth
- Past clients
- Marketing ads in publications
- Conferences
- Partnerships

Background –

% Overweight Children in Hawaii



CDC, 2005



State Example-Hawaii



Fun 5 thanks: The private providers (Kama'aina Kids, YMCA, YCS), the Hawaii State Department of Education, and the participating sites.

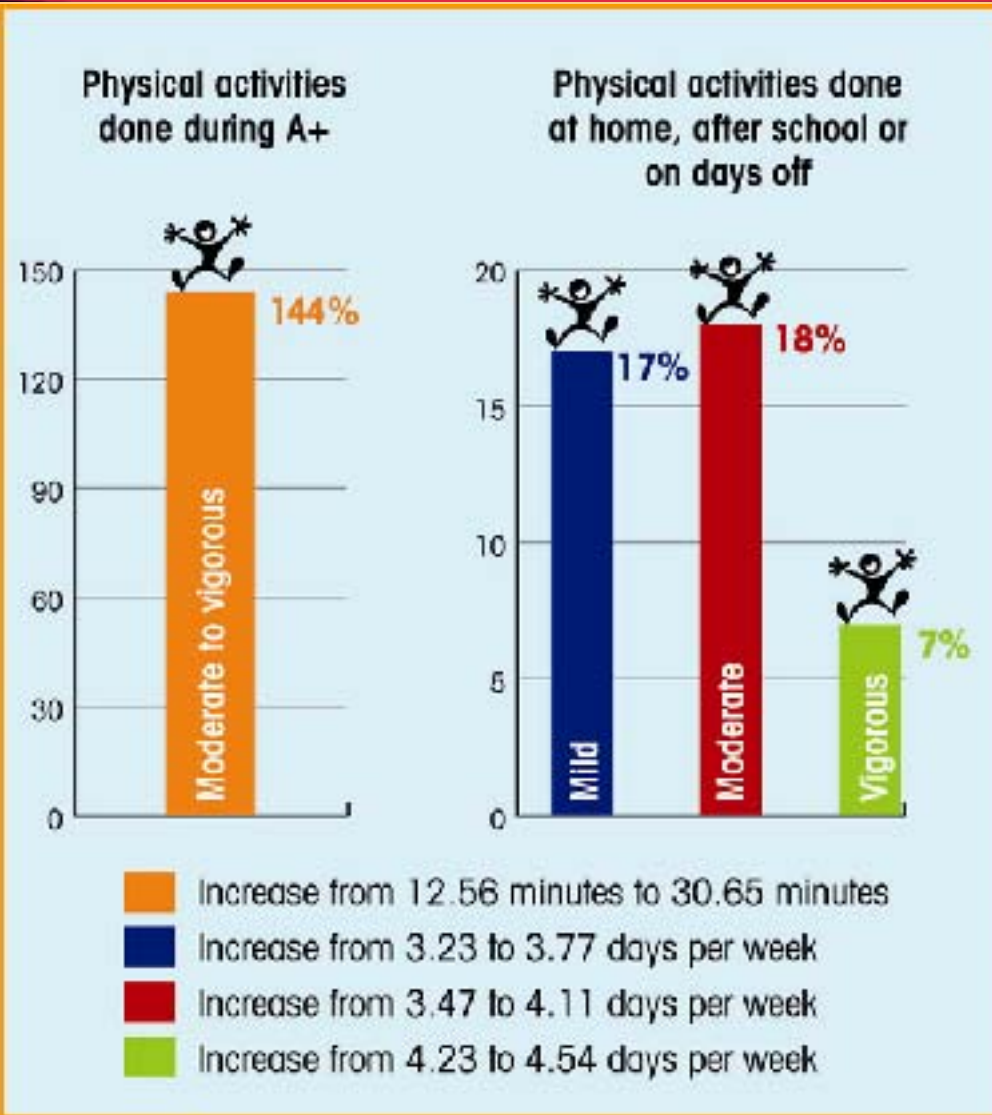
Funded by the Hawaii Medical Service Association, an Independent Licensee of the Blue Cross and Blue Shield Association.



Fun 5 Promotes...

- 5 Days of PA a week
- At least 5 servings of fruits & vegetables a day
- Positive attitudes towards an active & healthy lifestyle

Fun5 a Success





Lessons Learned

- The program needs to make the implementers' work easier
- The program needs to add value to the context
- Ensure each new site is appropriated funded
- Continued communication with participating sites and providers allows for continued improvement and adaptation



Barriers

- Staff turnover in providers/district/sites
- Fundraising for long-term implementation
- Maintaining implementer's enthusiasm
- How to get parent/family support

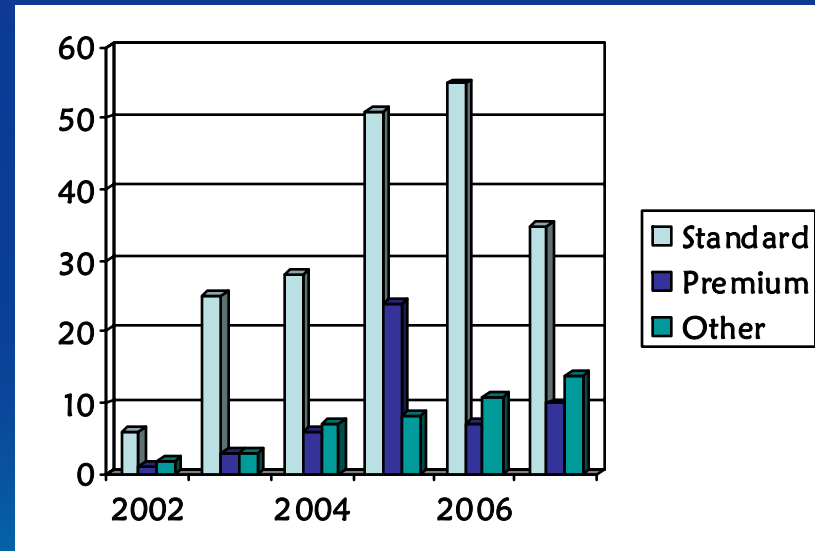


Steps to Improve Dissemination

- Introduce program to groups/organizations
- Invite motivated individuals to adopt program
- Work with partners

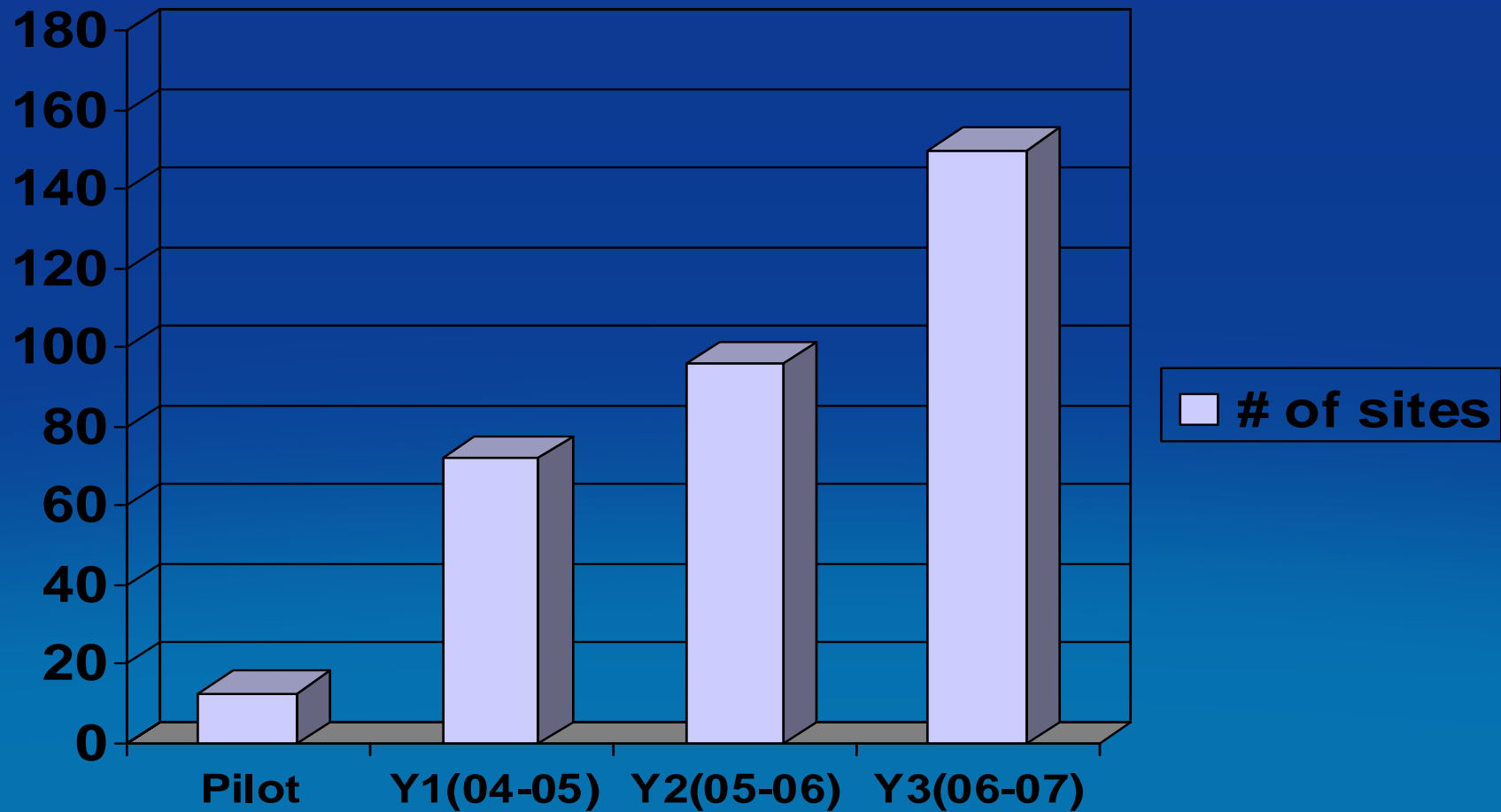


SPARK Success

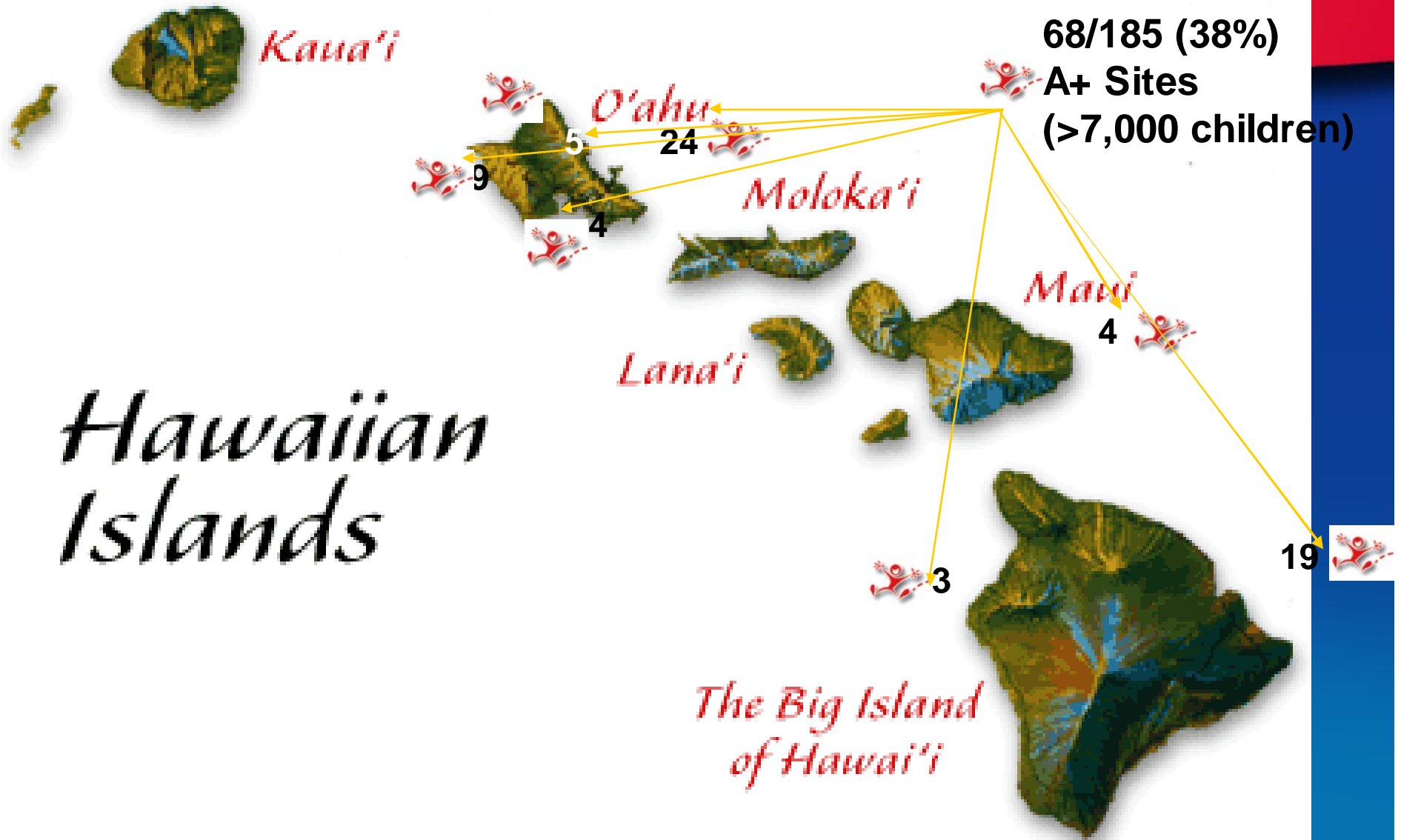




Fun 5 Success



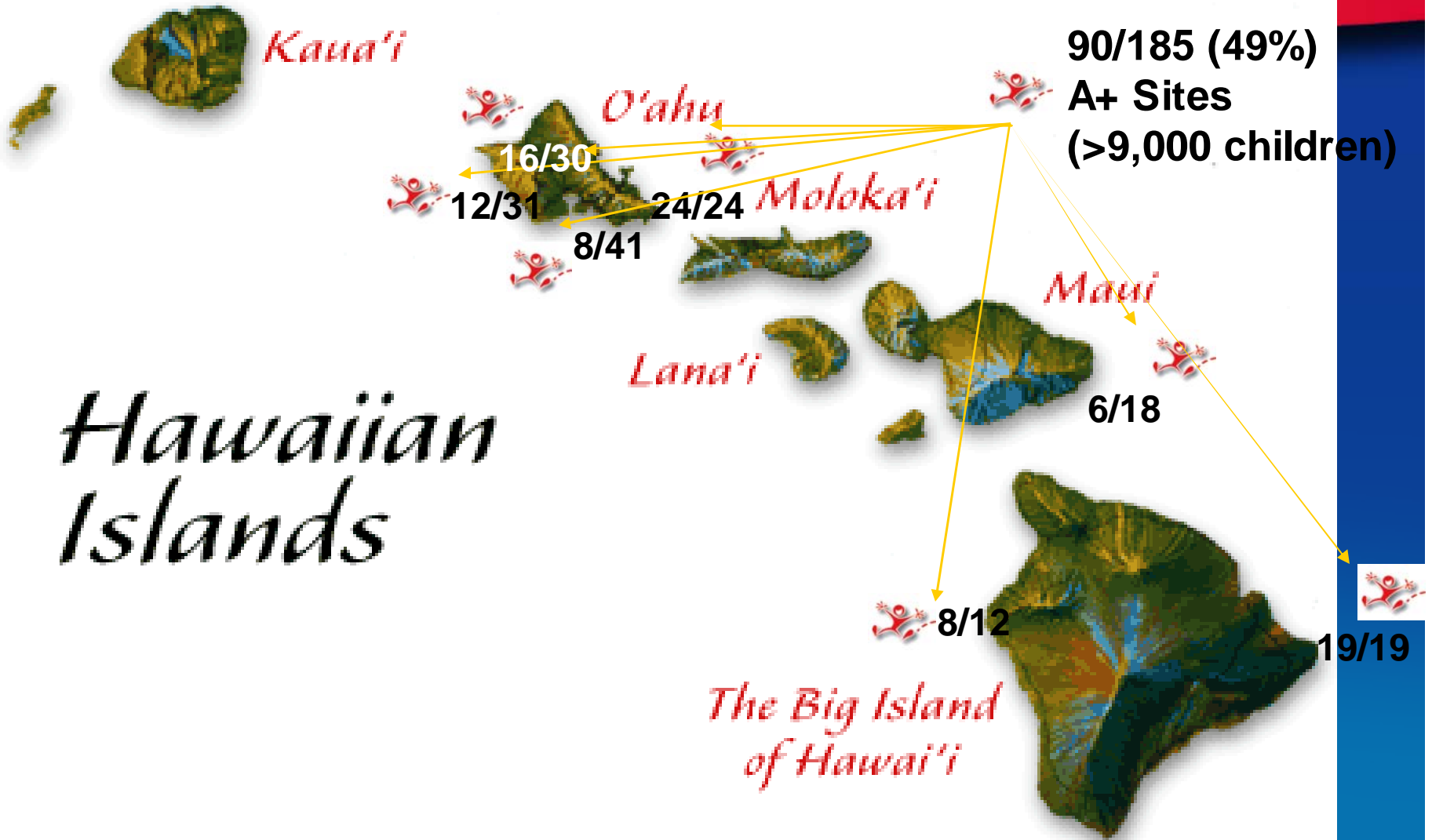
Dissemination Year 1 (2004-2005) of



Dissemination Year 2 of



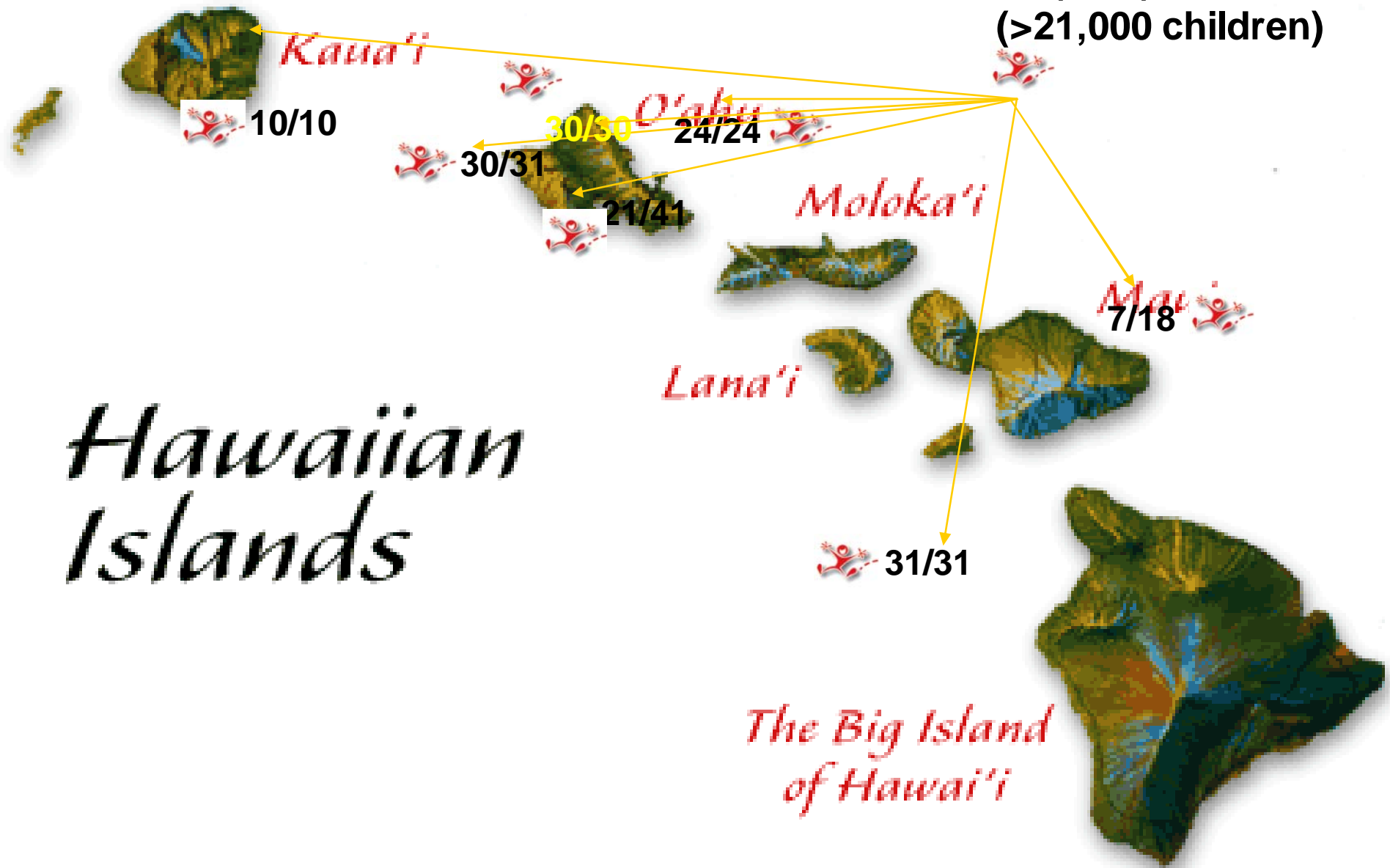
Fun 5



Dissemination Year 3 (2006-2007) of



153/185 (83%) A+ Sites
(>21,000 children)



*Hawaiian
Islands*

*The Big Island
of Hawai'i*



THANK YOU!

You don't stop playing
because you grow old;
you grow old because
you stop playing!