

By the end of this presentation the participant will be able to:

Educational Objectives	Content (Topics)	Time Frame	Teaching/Learning Strategies
Recognize Safety Factors Relating to Motorcycle Trauma	<ol style="list-style-type: none"> 1. Describe three Safety factors specific to dealing with a motorcycle crash 2. Discuss the best way to get an injured person out from underneath a Motorcycle 3. Identify hazards associated with handling of the motorcycle that could injure the rescuer 	45 minutes	<ol style="list-style-type: none"> 1. Written Materials - PowerPoint Outline for "Anatomy of a Motorcycle Crash" 2. Power Point Presentation with lecture 3. Demonstration 4. Case study
State 4 Common Mechanisms of Injury	<ol style="list-style-type: none"> 1. Discuss 4 ways a person is likely to exit a motorcycle 2. Discuss common injuries associated with each of the 4 above as well as the most/least likely to be fatal 3. Discuss how modifications to the motorcycle can affect injuries. 	30 minutes	<ol style="list-style-type: none"> 1. Written Materials - PowerPoint Outline for "Anatomy of a Motorcycle Crash" 2. Power Point Presentation with lecture 3. Discussion 4. Case study
Identify and Address Psychosocial Concerns	<ol style="list-style-type: none"> 1. Identify insignias indicating special handling needs 2. State several ways that the rescuer can achieve cooperation 3. Identify Property issues as they relate to clubs 	45 minutes	<ol style="list-style-type: none"> 1. Written Materials - PowerPoint Outline for "Anatomy of a Motorcycle Crash" 2. Power Point Presentation with lecture 3. Discussion 4. Case study
Demonstrate Helmet Removal & Jaw Thrust Rescue Breathing	<ol style="list-style-type: none"> 1. Identify when and why a helmet should be removed 2. Demonstrate method for helmet removal 3. Demonstrate Proper Jaw Thrust Rescue Breathing using a bag valve mask 	45 minutes	<ol style="list-style-type: none"> 1. Written Materials - PowerPoint Outline for "Anatomy of a Motorcycle Crash" 2. Power Point Presentation with lecture 3. Demonstrations with Hands on return demo