

The Delivery of Poor-Quality CPR is a Preventable Harm

- More than **200,000** in-hospital cardiac arrest (IHCA) occur yearly in the U.S. ¹
- Less than **26%** of these patients survive¹
- It takes **3-6 months** for CPR skills to significantly deteriorate²

Foundation of Resuscitation

This course is created for personnel that are directly involved in patient care, such as nurses, physicians, respiratory therapists, and radiologic technicians.

Entry requirements for Learners

An RQI Admin will place learners in **ONE** of the following assignments:

- **Prep Assignment** for learners that need to build a foundation of knowledge via eLearning and eSimulations prior to program entry
- **Entry Assignment** for learners that have an existing foundation of knowledge and are ready to enter the program

Once assigned, learners will complete a **Baseline Skills Check** (without feedback) to assess current skill level:

- Adult/Child Compressions
- Adult/Child Ventilations
- Infant Compressions
- Infant Ventilations

A Powerful Foundation of Basic Life Support Skills

Learners will understand basic life support skills for an adult, child and infant patient in the **online portion** of this program, with learner demonstration of knowledge via eSimulations.

- Adult Cardiac Arrest Algorithm
- Pediatric Cardiac Arrest Algorithm for 1-Rescuer
- Team Dynamics
- Pediatric Cardiac Arrest Algorithm for 2 or More Rescuers

Core Four Skills

Learners will understand how to perform chest compressions and ventilations on an adult/child and infant patient with learner demonstration of skills via the RQI skills station.

- Adult/Child Compressions
 - Adult/Child Ventilations
 - Infant Compressions
 - Infant Ventilation
- *Yearly (Q4) Baseline Skills Check

The Learner Journey

Online Portion

Online, self-paced program consisting of a PreCase Activity (PCA) and an eSimulation each quarter

- PCAs are videos and interactive activities that prepare the learner with knowledge to treat the diagnosis that they will practice in the eSimulation
- eSimulations are video-game like simulations where learners practice recognizing the signs of a cardiac arrest emergency, activate the response system and begin CPR in a virtual environment.
- Pause screen for learners to access resources during the simulation
- Detailed feedback for learners to improve performance

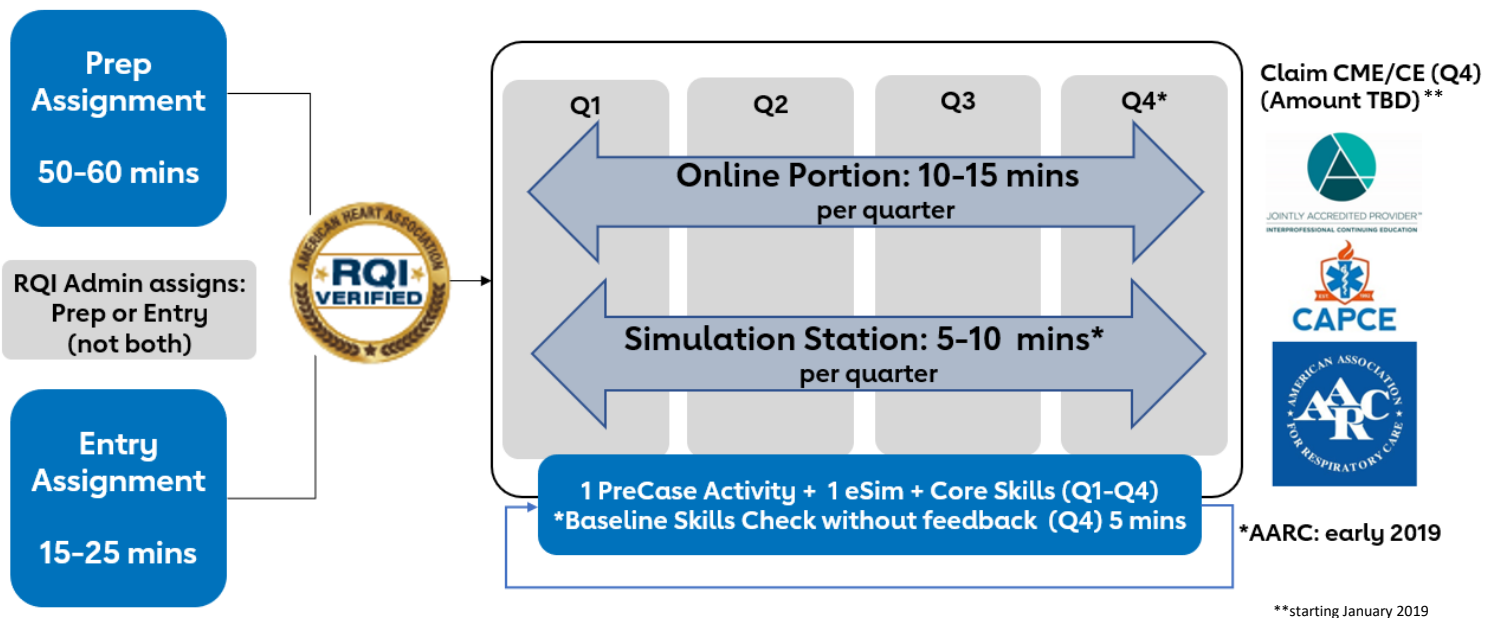
Skills Portion

Learners perform compressions and ventilations on an adult/child and infant voice-assisted manikin at the simulation station:

- Baseline skills check without feedback to evaluate a learner’s current skill level (Yearly)
- Live Feedback to provide learners specific tips on performance
- Detailed Debriefing to improve performance

Learners must pass the skills portion with a 75% passing rate and are able to repeat attempts as many times as needed.

Verify Competence Credentials Each Quarter



REFERENCES

1. *Resuscitation science. American Heart Association CPR & First Aid: Emergency Cardiovascular Care website. https://cpr.heart.org/AHA/ECC/CPRECC/ResuscitationScience/UCM_477263_AHA-Cardiac-Arrest-Statistics.jsp%5BR=301,L,NC%5D. Accessed September 24, 2018.
2. “Putting It All Together” to Improve Resuscitation Quality, Robert M. Sutton, Vinay Nadkarni, Benjamin S. Abella Emerg Med Clin N Am 30 (2012) 105–122 2 CPR Quality: Improving Cardiac Resuscitation Outcomes Both Inside and Outside the Hospital; A Consensus Statement From the American Heart Association, Peter A. Meaney, MD, MPH, Chair; ISSN: 0009-7322