

REAP Request for Proposals



2011 REAP Symposium
will be held in Chevy
Chase, Maryland

April 13-15, 2001

Vision: REAP seeks to advance the use of adventure programming through the validation and dissemination of evidence based practices.

Purpose: REAP helps people identify and implement more effective adventure programming by providing validation and dissemination of evidence based practices.

REAP Committee

Paul Limoges, CEO AEE
Lee Gillis, PhD
Sky Gray, MSW

Dick Prouty, CEO PA
Bobbi Beale, PsyD
Maurie Lung, LMFT, CEO

Mike Gass, PhD
Aleta Meyer, PhD
Tiffany Wynn, MA, PC

The Association for Experiential Education in collaboration with Project Adventure is seeking proposals that advance, disseminate or train people how to do research in the field of adventure programming. For the 2011 REAP symposium there will be three proposal categories: Research, Workshop and Poster. Potential presenters may submit multiple proposals in any of the three categories, although not all may be accepted. Please review the proposal criterion to be certain that proposals fall under the correct category.

Categories are open to new researches, seasoned researchers, students, program administrators and practitioners. If you have something to contribute or believe you have a useful research concept please submit a proposal.

Category 1 Research Proposal	Category 2 Workshop Proposal	Category 3 Poster Proposal
<ul style="list-style-type: none"> • Identify a research concept in one of five potential areas (described below) • Write a draft research proposal (1-2 pages) including significance, specific aims of the concept, and research design/ method(s) • If accepted you will be paired with an expert* in the field to help organize your concept so that you can present it to program officers and other researchers for feedback 	<ul style="list-style-type: none"> • Identify a topic that pertains to research and evaluation in adventure programming • Identify how this topic will help encourage research or evaluation in adventure programming • If accepted you will be given a workshop time to present during the two day symposium 	<ul style="list-style-type: none"> • Identify a research project or organization that could be part of a research or evaluation project or has already done internal research • Outline your idea or work with visual representations of your concept • If accepted you will present your poster on Wednesday night of the symposium

*Potential concept reviewers Mike Gass, Lee Gillis, Alan Ewert, Susan Carter, Maurie Lung, Tiffany Wynn and Bobbi Beale. Once at the symposium you will have the opportunity to speak directly with program officers from multiple government funding agencies as well as other researchers in the field who are familiar with grant writing.

- a. The content of the workshop. Including which criteria the proposal should be considered under: Adventure Programming and Physical Activity, Adventure Programming and Veterans, Adventure Programming and Juvenile Justice, Adventure Programming and Prescription Medication or Adventure Programming and Other.
- b. The significance/value of the topic to this audience and to the practice of adventure programming.
- c. How the workshop integrates theoretical foundations and innovations.
- d. Expected tangible skills and/or outcomes for the attendees (Does not apply to Research Proposals).

Workshop description for conference program: Summarize your proposal in 75 words or less as you would like it to appear in the printed conference program. Include previous skills or knowledge required of participants.

Qualifications: Please describe specific expertise in the subject area for each presenter. (No résumés.)

Biographical sketch: 30 words maximum for each presenter. Please do not send résumés. List your name exactly as you want it to appear in the conference program.

Have you ever presented this workshop at any AEE event before? If yes, please note when, where and how many people were in attendance.

- ◆ **NOTE:** If your proposal is accepted, we reserve the right to edit written materials prior to publication.

Category 1 Research Proposal

Successful proposals will be designed to meet funding criteria from one or more government funding source and advance the state of evidence-based knowledge in adventure programming. Proposals should clearly identify *how the research aligns with criteria listed below*. If the proposal is outside the specific criteria it will still be considered as long as the principal investigator has articulated that the significance of the proposed research will advance the state of knowledge if funded.

If accepted in the research proposal category Principal Investigator(s) (PI) should come to the conference prepared to present their concept in front of a panel of invited program officers from a variety of governmental agencies and other researchers. This presentation should be structured to last approximately 15 minutes with 30 minutes for program officers and other researchers to ask questions and make recommendations.

- This category is open to graduate students, new researchers and long term researchers.
- This category requires that the PI(s) have identified collaborators in their proposal, ex. Academic connection, project or fiscal manager or data analyst.
- This category requires that the PI have a professional quality power point presentation as well as handouts for the audience.

Specific Criteria

- *Adventure Programming and Physical Activity*: Physical Activity Guidelines established by the Department of Health and Human Services suggest that all people do aerobic and strengthening activities 1 ¼ hours to 2 ½ hours weekly depending on level of intensity.
 - The criterion associated with aerobic activity is that it is done at least 10 minutes at a time and has a combination of moderate and vigorous level activities. Muscle strengthening activities require that all major muscle groups such as legs, hips, back, chest, stomach, shoulders and arms should be included.
 - Moderate level activities suggested are: canoeing, walking briskly, activities where participants catch and throw, biking. Vigorous activities suggested include: dancing, fast biking, hiking, running or jogging, activities with a lot of running or swimming.

Further, the Centers for Disease Control (CDC) states “ There is growing evidence that today’s children are gravitating away from the natural world, the opportunities to explore and play

there, in favor of sedentary indoor activities. This trend may have a negative impact on the cognitive, physical, social and emotional development of our children, and fail to provide experiences that help them understand how their lifestyle choices impact the environment. Limited time in the outdoors may prevent them from enjoying future outdoor pursuits.” (US Department of Health and Human Services, February 2008)

They also report “Due to environmental constraints (lack of safe, convenient places to play) and busy schedules, many children do not have a chance to participate in unstructured, child-centered play.” (Ginsburg, 2007)

- To be considered under these criteria the PI must demonstrate that the proposed research concept utilizes adventure programming to advance the overall health and wellness of research participants. PI(s) may consider how this criterion applies to social groups, families or community organizations.
- Consideration will also be given to concepts that:
 - Increase environmental learning and outdoor recreation utilizing unstructured child-centered interactions, conducting classroom lessons that incorporate the outdoors, and ensuring activity-friendly environments (such as, accessible play grounds and roads that have sidewalks and crosswalks.)
 - Implement daily physical activity through adventure programming that help children learn new skills and are of at least moderate intensity. These activities should be something that children enjoy.
 - Investigate adventure based treatment in community/ private settings for clients – with the hope of increasing availability of services, the proposal must demonstrate integration and innovation.
 - Investigate the use of expeditionary learning while responding to the concerns of the DHHS and CDC.
- *Adventure Programming and U.S. Veterans:* Data from SAMHSA's National Survey on Drug Use and Health (NSDUH) were used to compare substance use, dependence and treatment among veterans and non veterans.
 - Veterans were defined as persons who had formerly served in any of the U.S. Armed Forces (Army, Navy, Air Force, Marine Corps, etc.). The nonveteran comparison group reflected the age, gender, and geographic distribution of veterans as indicated in the Veterans Health Administration's benefit eligibility data.
 - In 2003, of the estimated 25 million veterans (93% were male) living in the United States, 8.4% were between the ages of 17 and 34; 30.1% between the ages of 35 and 54; 42.3% between the ages of 55 and 74; and 19.2% were aged 75 or older.
 - SAMHSA's National Survey on Drug Use and Health found that in 2003, an estimated 56.6% of veterans used alcohol in the past month compared with 50.8% of comparable nonveterans. An estimated 13.2% of veterans reported driving while under the influence of alcohol or illicit drugs in the past year compared with 12.2% of comparable nonveterans. An estimated 18.8% of veterans reported that they smoked cigarettes daily in the past month compared with 14.3% of comparable nonveterans. (SAMHSA.gov)

“The rigors of combat in a new era raise new challenges in terms of managing the prevalence of traumatic brain injury (TBI), post traumatic stress disorder (PTSD) and related problems—often compounded by substance use disorders. For caregivers—professionals and families—those challenges are at once different and the same. Vets come home to new day-to-day challenges— younger families, tightening economy and job opportunities and the specter of multiple tours of duty. Families—often multi-generations—feel the impact.” (Flaherty, 2007)

- To be considered under these criteria the PI must demonstrate that the proposed research concept utilizes adventure programming to respond to relevant issues to pertaining to returning U.S. veterans, including but not limited to: pre-leave services that increase protective factors, re-integration into American society, substance use, PTSD, TBI or aspects of social functioning.
 - Consideration will also be given to PI(s) research concepts that focus utilizing adventure programming in studying familial (responses, dynamics, systems) to returning U.S. veterans.
- *Adventure Programming and Juvenile Justice:* The Centers for Disease Control (CDC) released the National Youth Risk Behavior Survey in 2009. Below are data gathered by the Office of Juvenile Justice and Delinquency Programs during their National Youth Risk Behavior Survey, identifying risk factors among American youth:
 - 28.3% of students rode in a car or other vehicle driven by someone who had been drinking alcohol one or more times during the 30 days before the survey.
 - 9.7% of students had driven a car or other vehicle one or more times when they had been drinking alcohol during the 30 days before the survey.
 - 17.5% of students had carried a weapon, (e.g., a gun, knife, or club) on at least 1 day during the 30 days before the survey.
 - 5.9% of students had carried a gun on at least 1 day during the 30 days before the survey.
 - 31.5% of students had been in a physical fight one or more times during the 12 months before the survey.
 - 5.6% of students had carried a weapon (e.g., a gun, knife, or club) on school property on at least 1 day during the 30 days before the survey.
 - 7.7% of students had been threatened or injured with a weapon (e.g., a gun, knife, or club) on school property one or more times during the 12 months before the survey.
 - 19.9% of students had been bullied on school property during the 12 months before the survey.
 - To be considered under these criteria the PI must demonstrate that the proposed research concept utilizes adventure programming to reduce risk factors among American youth and increases protective factors.
- *Adventure Programming and Prescription Medication:* The Centers for Disease Control (CDC) tracks and releases data on American use of prescription medication. They found that the percent of persons using at least one prescription drug in the past month was 47% (2003-2006) (Source: [Health, United States, 2009, table 95](#)) When reviewing physician office visits

and prescription therapy the number of drugs ordered or provided was 1.9 billion, 71% of visits involved drug therapy. The most frequently prescribed therapeutic classes were: Analgesics, Antihyperlipidemic agents and Antidepressants (Source: [National Ambulatory Medical Care Survey: 2006 Summary, tables 22, 23](#)).

When investigating hospital outpatient department visits the following data was recorded: 247.7 million drugs were ordered or provided, 75% of visits involved drug therapy: 75%, of the most frequently prescribed therapeutic classes were analgesics, antidepressants, antidiabetic agents. (Source: [National Hospital Ambulatory Medical Care Survey: 2006 Outpatient Department Summary, tables 19, 20](#))

- To be considered under these criteria the PI must demonstrate that the proposed research concept utilizes adventure programming to reduce the use of prescription medication or to demonstrate equally successful results as the prescription medication.
- Consideration will also be given to proposals that utilize adventure programming to reduce the number of office visits and hospital outpatient department visits.
- *Adventure Programming and Other:* This criterion requires that the PI have a relevant and rigorous research concept that focuses on evidence-based programming and the use of adventure. This category is less structured than the previous four to give PI's the opportunity to bring unique concepts to government program officers with the intention of finding out where best to submit a grant proposal in the future.

Category 2 Workshop Proposal

Successful proposals will be designed to *teach the audience how successful research was designed and carried out or how to design and carry out a research concept in its early stages.*

Proposals disseminating research should clearly identify how the Principal Investigator(s) (PI) sought funding, managed funding, designed research questions and disseminated the findings of the project. Proposals to support students or new researchers in developing early stage research concepts should be designed to inspire and give tools and resources for future research, including but not limited to: organizational contracts, seeking funding, ethics, data collection, collaboration, and dissemination. If the proposal is outside these criteria it will still be considered as long as the presenter has articulated the significance of the workshop in relationship to advancing the practice of adventure programming through evidence.

If accepted in the workshop proposal category Principal Investigator(s) (PI) should come to the symposium prepared to present their concept in front of a general audience that may include students, administrative members from programs or new and experienced researchers. Workshops will be offered throughout the day on Thursday and Friday. The presentation should be structured to last approximately 45 minutes with 10 minutes for the audience to ask questions.

- This category is open to graduate students, new researchers and long term researchers.
- This category requires that the presenter have professional quality materials to accompany their workshop.

Category 3 Poster Proposal

Successful proposals will be designed to *disseminate current, recent or relevant research in the field of adventure programming or to articulate how a specific program operates*. A poster session is an opportunity for Principal Investigator(s) or students to present information about research or practices graphically. Posters typically contain maps, photographs, tables, or charts along with textual summaries of your work. Well-constructed posters are ideally self-explanatory and may free the presenter from answering obvious questions, making them instead available to supplement the main findings and discuss points of interest. Poster sessions typically provide a more informal setting for intimate discussion between presenters and their audience. This can provide the presenter with an opportunity for in depth discussion and feedback about their work.

If accepted in the poster proposal category Principal Investigator(s) (PI) should come to the symposium prepared to present their concept in front of symposium attendees on Wednesday night. As stated above this type of presentation will be less formal and the presenter must be near their poster for questions and discussion.

- This category is open to graduate students, new researchers and long term researchers.
- This category requires that the PI have a professional quality poster to present.

If your proposal is accepted:

YOU CAN EXPECT FROM US...

- Prompt confirmation of your workshop's acceptance. Notification date is January 15, 2011.
- Timely responses to communication from you.
- Regular updates on registration, conference program and schedule changes, deadlines and other issues that may affect your presentation.
- Publication of the workshop abstract, presenter bio(s) and contact information in the conference program.
- Support and guidance if requested.
- A well-managed on-site experience to create an environment that enables you to provide a high-quality learning experience.
- Evaluation and feedback from audience participants.
- An opportunity to provide feedback to us on the process.

WE EXPECT PRESENTERS TO...

- Be able to present proposals in any timeslot on either Thursday April 14 or Friday April 15, all Poster Presentations will be presented Wednesday evening April 13. Please do not submit a proposal unless you will be able to present during any of the conference dates or times.
- Respond promptly to communications from the REAP committee.
- Request in advance audiovisual equipment on this proposal form. Please help us control costs by only ordering essential items. Notify us ASAP if your plans or needs change. Equipment not requested on this form may not be available at the symposium.
- Prepare and copy sufficient handouts and materials for audience. Accepted Research proposals will require a minimum of 10 and suggest 30 handouts. Workshop proposals will require a minimum of 10 and suggest up to 25.
- Register for the conference by the registration deadline. A registration brochure will be mailed to you.
- Present the workshop that has been approved by the workshop committee.