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5.0 Selecting Skills

On SmartMan Infant there are two different skill levels, practice and test. You select either from the Skills Menu. When you click on the Skills Menu Button you will have a selection to choose from. Choose the activity you wish to perform.

The Skills Menu is where you select the skills that you will perform. This provides you with the skills needed to perform CPR correctly. This menu is divided into 4 broad skill areas. Click on any area to show another menu with different skills

5.1 Skills Menu - Compressions

These Activities are designed to improve and assess how well you perform chest compressions on a neonate. No ventilations are practiced here so that you can concentrate on performing compressions correctly.

Click on the skill name to go to that skill.

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5.1.1 Neonate

a. Practice 3:1 Compressions
b. Practice 15:2 Compressions
c. Test (Not Available)

5.1.2. Pediatric

a. Practice 30 Compressions
b. Tests (not available)

Click on "Close Ventilations Menu" to return to the Main Menu to make another selection.

5.2 Skills Menu - Ventilations

These Activities are designed to improve and assess how well you perform ventilations on a neonate. No chest compressions are practiced here so that you can concentrate on performing ventilations correctly.

Click on the skill name to go to that skill.

5.2.1 Neonate

a. Practice Rescue Breathing
b. Practice CPR Ventilations
c. Test (Not Available)

5.2.2. Pediatric

e. Practice Rescue Breathing
f. Practice CPR Ventilations
g. Tests (not available)

Click on "Close Ventilations Menu" to return to the Main Menu to make another selection.

5.3 Skills Menu – CPR

These activities are designed to improve and assess how well you perform CPR. This requires both chest compressions and ventilations.

Click on the skill name to go to that skill.

5.3.1 Neonate

a. 3:1 CPR Practice
b. 15:2 CPR Practice
c. CPR Test (Not Available)

5.3.2. Pediatric

d. 1 Rescuer CPR Practice
e. 2 Rescuer CPR Practice
f. Tests (not available)

Click on "Close Ventilations Menu" to return to the Main Menu to make another selection.

5.4 Menus Active or Grayed Out

<u>Selections Active:</u> Selections in the Skills Menu are only possible it they are showing in bright blue. When Active, when you move your cursor over an item in bright blue, it will turn a reddish color.

<u>Selections Inactive:</u> If the item is grayed out, then you need to do something else first. For example, if you have just logged in you need to register before any of the skills are available. It might mean that you have used all of the practices or test available for that user. It might mean that the current sensor readings for the manikin are too far out of the expected range to allow you to perform skills.

5.5 Software Will Detect if Manikin is Connected

The software will detect whether the manikin is connected or not. Normally the software will notify you before you complete login that no manikin was detected. However, it is possible that the cable becomes loose once you are in an activity.

If the cable loses contact during an activity, result will stop being displayed. You may be able to see the Main Menu. The status area will show that the baseline and/or sensors are reading zero. To fix this, exit the program, make sure the connections are firmly established and restart the program.

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5.0.1 Procedure To Select An Activity

Here is a summary of the process to get from selecting a Skill from the Skills Menu and beginning that skill on SmartMan. At each stage you make a selection which refines what it is you want to do. Whenever you select a skill from the Skills menu you will go through this procedure.

What it is	Action to Select

1. Skills Menu
        2. Select which skill
                3. Describes what is required
                        4. Standard or Advanced
                                5. Show close-up & Start
	Click
	Click to select practice/test & skill
	Click or Space Bar
	Click or Space Bar
	Click or Space Bar

5.0.1 Options in Skills Menu

When you click on a selection in the Skills Menu, you see the main feedback screen. You are not yet ready to perform the skills. Here are a list of the options which will determine how the skill is performed

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5.0.1.1 Screen 1 Description of the Activity

This describes what you are to do in the activity.

The Button to move to the next option is on the left side of the screen

5.0.1.2 Screen 2 Standard or Advanced

This gives you the option of selecting what the person will see on the screen when they perform their skills.

Standard: This means that the feedback area will display the colored bars. If you press this button, a screen which describes what you are to do in the activity will be displayed. Also you will be given a button for a further selection

Advanced: This means that the feedback area will NOT display the colored bars. The feedback will simply display grey bars to indicate that the program is working. At the end of the session, the percentage and analysis information of the performance will be displayed. If you press this button, you will immediately go to the "Start" area of the skill. There will be a display saying that the manikin is ready and waiting. The activity will not begin until the first compression is performed.

5.0.1.3 Screen 3 Closeup Screen

This will produce a window where the feedback focuses on a few of the compressions. This is particularly useful if you are connected to a projector and are showing a large group how well the skills are being performed.

5.0.1.4 Screen 4 Ready to Perform Skills – The Main Feedback Screen

This screen will display the information related to the options you selected above. It will also show the feedback area for the compressions as they are performed. There is a brief key to remind you what the colors mean and the target depth is indicated by the green lines.

Also the reporting area indices which compression is being performed and which cycle is being performed.

See the picture below. This is from the compressions skills, but you will see similar screens for Ventilations Skills and CPR Skills.
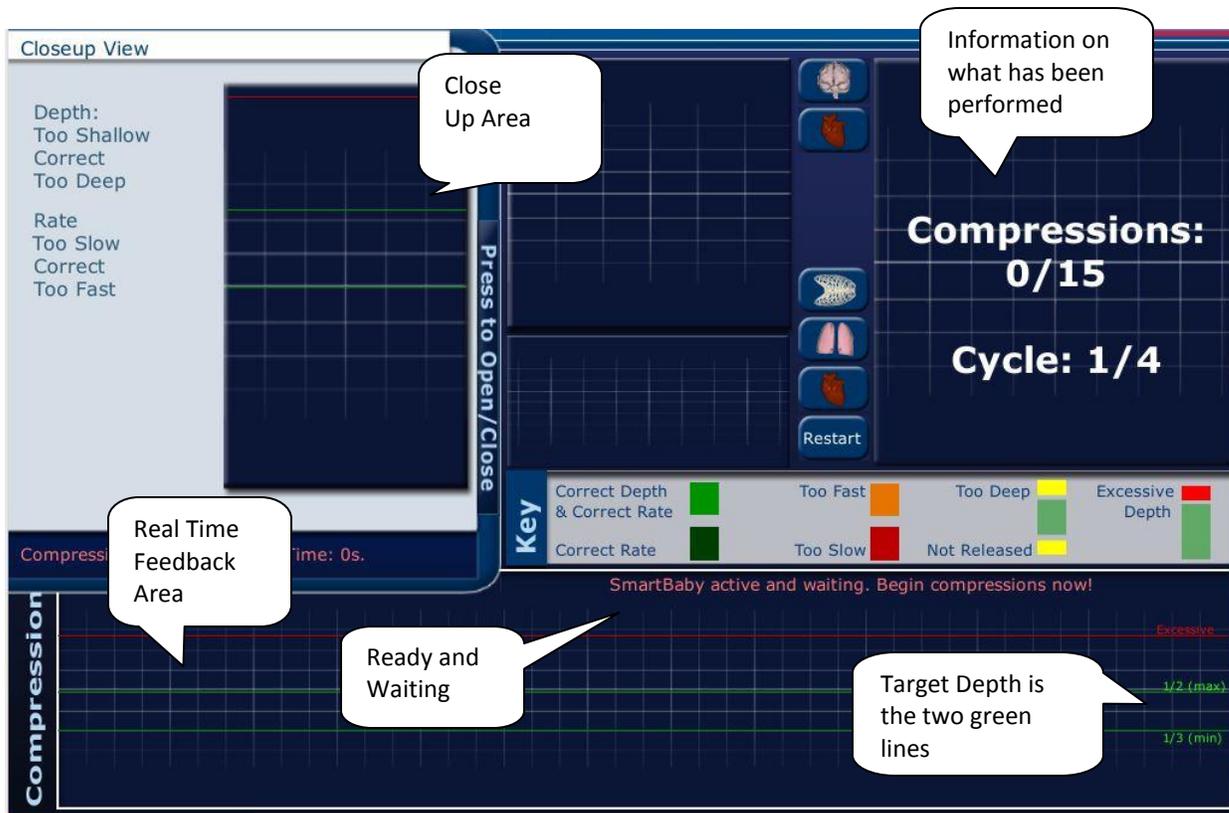
5.0.2 Shortcut to Selecting An Activity

Once you are familiar with the SmartMan Skills and how they are selected, you will want to move through the selection process quickly.

5.0.2.1 Quick Start – No Need To Select Options

The procedure to move through the Menus is influenced by

*ACTIONS MENU selection 6. Std. Quickstart Off/On

With this set to on, you do not see all of the options for setting up the activity.

With set to on, when you select the Skill in the skills menu you immediate see the "SmartMan Infant is active and waiting" sign. It is ready for someone to perform the skills