**University of Delaware**
**College of Health Sciences**
**Department of Kinesiology & Applied Physiology**
**Athletic Training Education Program**

**Educational Objectives**
**(#'s indicates satisfy UD's "Ten Goals of Undergraduate Education")**

1. To promote acceptable standards of ethical conduct, while closely adhering to the NATA Code of Ethics - http://www.nata.org/codeofethics/index.htm (4)

2. To prepare students for entry-level opportunities in athletic training through the development of specific educational competencies and clinical proficiencies set forth in the NATA Athletic Training Educational Competencies 4th Edition and NATA Role Delineation Study 5th Edition. The twelve (12) specific content areas include: (5,6)

> Risk Management and Injury Prevention
> Pathology of Injuries and Illnesses
> Orthopedic Clinical Examination and Diagnosis
> Medical Conditions and Disabilities
> Acute Care of Injuries and Illnesses
> Therapeutic Modalities
> Conditioning and Rehabilitative Exercise
> Pharmacology
> Psychosocial Intervention and Referral
> Nutritional Aspects of Injuries and Illnesses
> Health Care Administration
> Professional Development and Responsibility

3. To provide students with opportunities to develop their skills in a variety of clinical settings and with a variety of physically-active individuals. (3,6,7,8)

4. To expose students to a range of allied health professionals in both the classroom and clinical environments. (3,6,7,8)

5. To encourage problem solving and critical thinking by providing adequate clinical experiences from which students can "put into practice", classroom theory. (2,6,7)

6. To engage students in the research process and the steps involved with scientific inquiry. (5)

7. To provide the opportunity for individuals from diverse cultural backgrounds to enter the profession of athletic training. (8,9)

8. To prepare athletic trainers to meet the health care needs of society. (4)

9. To prepare students to communicate effectively in writing and speech. (1)

10. To encourage students to become familiar with and use computer technology to enhance their learning experience. (1)

11. To provide students an atmosphere in which all people feel welcome to learn. (10)