



Outreach Trainers Seminar for the Entertainment and Live Events Industry

Presented by [Event Safety Alliance](#). Sponsored by [University of California San Diego OSHA Training Institute](#)

Terminal Learning Objective

By the end of this seminar the attendees will be able to analyze their learners' requirements and design an OSHA 10 or 30 hour class that will satisfy the Federal OSHA requirements for issuing completion cards while being focused on some segment of the live event industry.

Program overview

- I. OSHA Outreach Overview**
 - A. Current guidelines for outreach training
 - B. General Industry
 - C. Construction
 - D. Jurisdictions asking for the cards
 1. NY
 2. NV
 3. CA
 - E. Impact on programming of having cards required
- II. Current resources**
 - A. Teaching resources
 1. OSHA
 2. CDC
 3. Other resources
 - B. Content providers
 1. Online
 2. Instructional providers
 - a) Unions
 - b) Private suppliers
- III. Content programming**
 - A. Diversity of programming and its impact on training development
 1. Traditional theater

2. Festivals
 3. Stadium / Arenas
 4. TV/Film
 5. Hybrid environments
 6. Brainstorming on learner's topics.
- B. Fitting the programming to the OSHA industry procedures
1. Making your topics fit the guidelines

IV. Review of Instructional Design and Development

- A. Adult learners (Andragogy)
1. Active learning strategies for outreach trainers
- B. ADDIE model in our world
- C. Assessments
1. Types of assessments
 2. Necessity for your programming
 3. Impact on scheduling
 4. Management of assessments
- D. Classroom and training management considerations for our world
1. Environment
 2. Management of classrooms
 3. Recordkeeping

V. Hands on development of programming

- A. Developing in person programming
- B. Developing VILT programming
- C. scheduling of 10 and 30 programming
1. Timelines and scheduling
 2. Tools and resources
 - a) Spreadsheets for training
 - b) Handouts

VI. Wrap up and Q/A