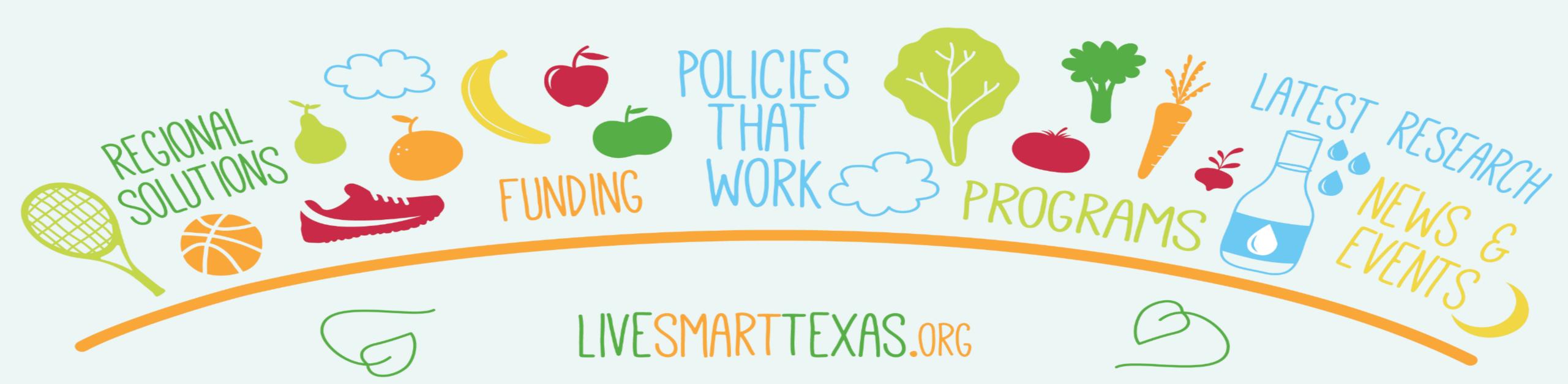
## Live Smart Texas Webinar

Facilitated by: Mike Lopez

LST Communications Sub-Committee

November 17<sup>th</sup>, 2021





TEXAS A&M AGRILIFE

## Walk Across Texas!

## A Community – Based Physical Activity Promotion Program

**Presented by:** 

Mike Lopez

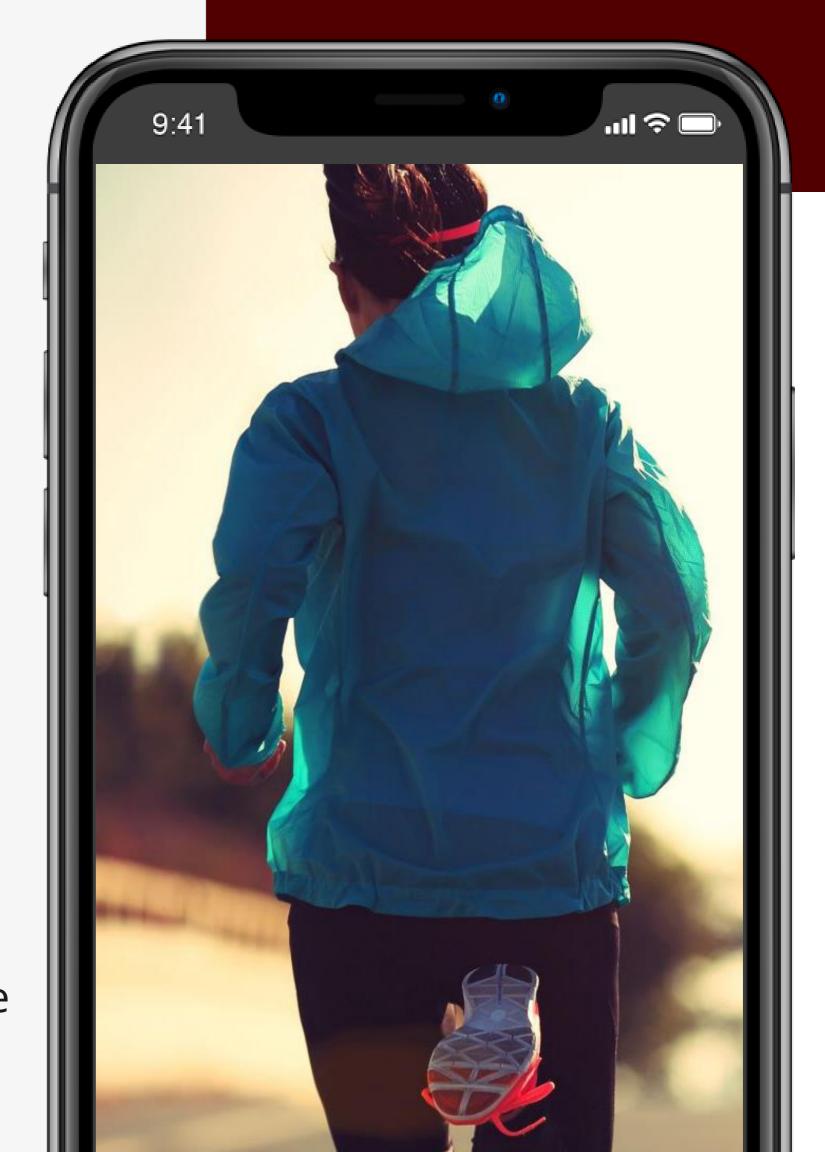
Extension Program Specialist II, Texas A&M AgriLife Extension Service

**Alice Kirk** 

**Amy Ressler** 

Extension Program Specialist III, Texas A&M AgriLife Extension Service

County Extension Agent IV, Texas A&M AgriLife Extension Service





## Agenda

Historical Program Background

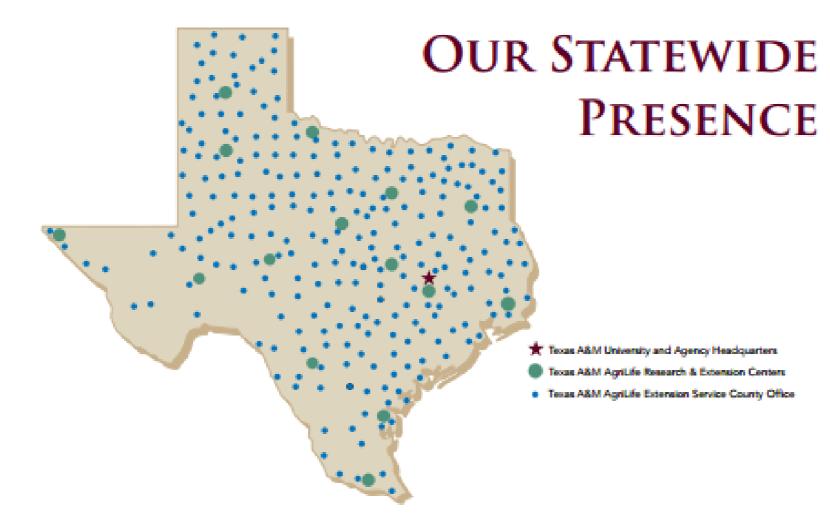
Program Delivery and Effectiveness

**WAT! Adult Program** 

WAT! Youth Program

### Who Are We?

#### Texas A&M AgriLife Extension Service



AgriLife Extension is always local with 251 offices serving all 254 counties. In addition, 12 collaborative AgriLife Research and Extension centers are located throughout the state.

#### **Mission:**

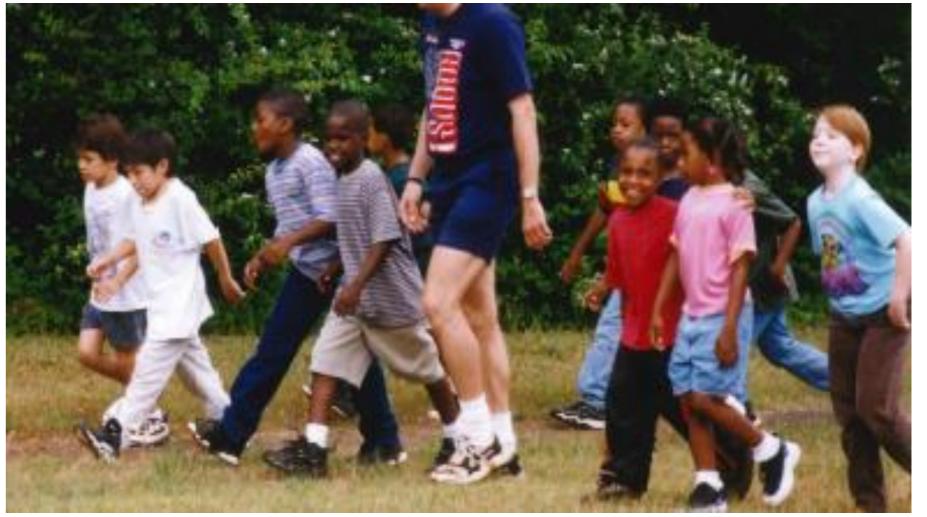
Texas A&M AgriLife Extension Service works daily to make Texas better by providing **innovative** solutions at the intersection of agriculture, natural resources, youth, and **health**, thereby improving the well-being of individuals, families, businesses and **communities** through **education** and service.

"Since its inception, the main purpose of the Cooperative Extension Service has been to **change human behavior** by **teaching people** how to apply the results of **scientific research**"



# History of the Walk Across Texas! Program











## Howdy Health

#### HowdyHealth.tamu.edu



#### **Features Include:**

- Account Creation
- Individual (and Multiple) Program Monitoring, Tracking, and History
  - Data Collection
  - Report System



## Howdy Health

#### **Physical Activity Program Offerings**



















## WAT! Selected Program Stats

Overall WAT! Program Stats (1996 – 2020)	
ntal Particinants	Over 615 000

Economic Impact Over \$2.2 Billion Dollars

WAT! Program Effectiveness		
Miles / Week	+4.89 ± 20.92*	
Days Active / Week	0.63 ± 2.89*	

\*p < .001; Faries, et al. 2019

2021 WAT! Program Results – to date		
Increase in PA	+14% (Pre: 43%; Post: 57%)	
Decrease in Non – Active	-12% (Pre: 20%; Post: 8%)	
Benefit	94%	



# WAT! Program Theoretical Framework – Social Cognitive Theory

Concept / Construct	Definition	Example WAT! Program Strategy
Reciprocal Determinism	Interaction of the person, behavior and the environment	Locally sponsored events and activities
Behavioral Capability	Knowledge and skill to perform a behavior	Education experiences
		Self-selection of physical activity
Expectations	Outcomes of the behavior	The individual, team or program goals
Self – Efficacy	Confidence in one's ability to act and overcome barriers	Tracking and monitoring of mileage
		Self-selection of physical activity
Observational Learning	Occurs by watching the actions and outcomes of others' behavior	Team-based program design and program activities
Reinforcements	Responses to a person's behavior that increases or decreases the likelihood of reoccurrence	Self-initiated rewards and incentives



## WAT! Program Quotes and Testimonials

"I know I benefitted from the program because it gave me incentive to get out and move to be able to **help my team** earn miles. In turn, I [was] motivated to work on my health."

"We got out together and walked as a family"

"Set a goal and was consistent about taking advantage of non-productive time to walk around the neighborhood."

"Not only did we rally great **support for each of our teammates** and feel healthier doing it, [but we also] discovered **others around us** began walking and exercising more just from **watching us do it**! We all worked hard and had fun exercising and supporting each other. This is a great program and I'd love to see it go year-round! Our team is in it for the long haul!"



## WAT! 25 Campaign and Challenge

WAT! 25 Campaign: Celebration of 25 years of WAT! program success

Goal: Promote AgriLife Extension and the WAT! program

WAT! 25 Challenge: Coordinated WAT! program

**Goal:** Encourage participation in the WAT! program(s) across Texas





# WAT! 25 Challenge – Program Participation Update

#### **WAT! Adult Program**

102 Counties

101 Leagues

773 Teams

4,582 Participants

678,549.92 Miles

#### **WAT! Youth Program**

35 Counties

24 Leagues

112 Teams

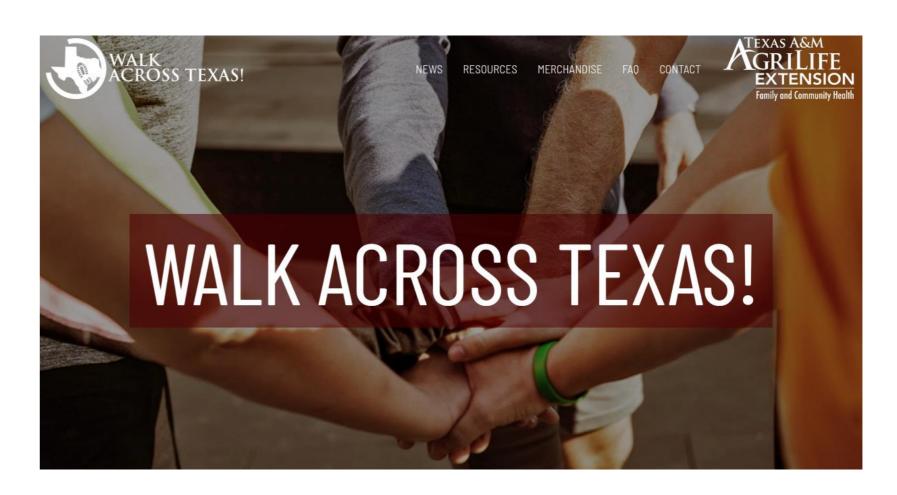
4,227 Participants 49,114.95 Miles





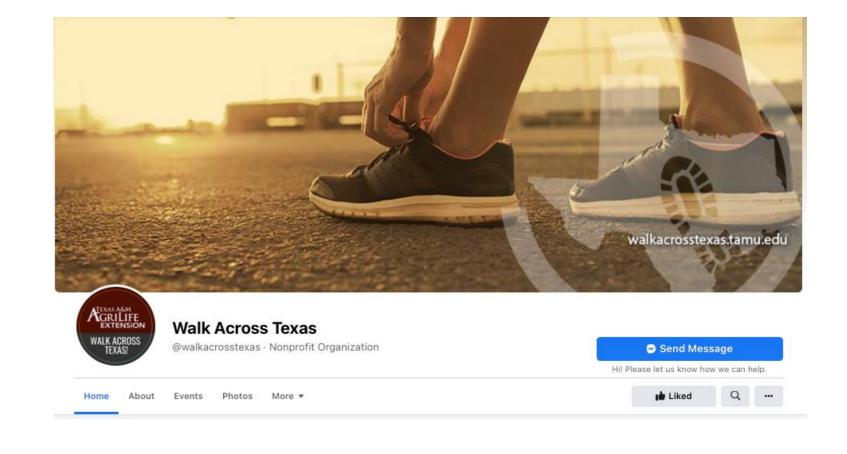
## WAT! 25 Challenge Participant Engagement

WAT! Program Website



#### WAT! Program Social Media Pages







## WAT! Adult Program Overview —

**Purpose:** establish and maintain the habit of regular physical activity in adult audiences

**Primary Goal:** as a team, log mileage to virtually travel across Texas = 832 miles





## WAT! Adult Program Design

Program duration: eight - week program

Data entered: mileage / daily (56 entries)

**Evaluation:** Pre-Program Assessment (Registration), Post-Program Assessment (Wrap – Up due within 10 days of end date), Online Database (Agent Portal)

**Target Audience:** Adult audience, each team member must register and join team

Team Size: Each team may have up to 8 team members







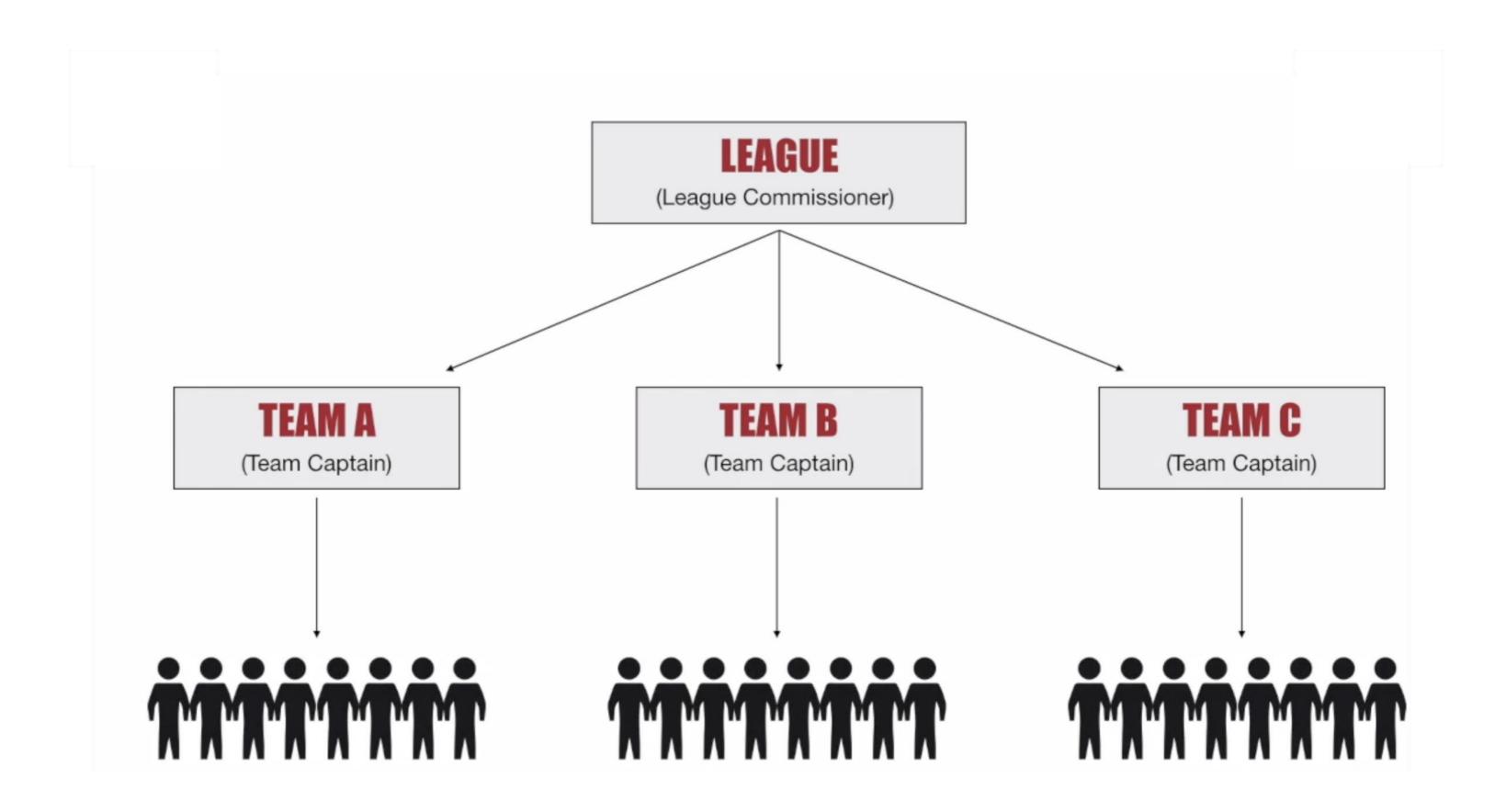
#### Tips:

- Be Flexible
- Connect individuals
- Provide encouragement and incentive
- Encourage
   team/league
   interaction



## WAT! Adult

#### **Program Design Schematic**











# Target Audience & Partners for WAT! Adult

- ·Worksites
- ·Neighborhoods
- Churches
- ·Social groups
- ·Family and friends
- ·Community Clubs
- ·Fitness Centers



## WAT! Adult Program Plan Timeline Suggestions

- Set target dates for challenge (decide on open or closes program dates)
- Push for registrations 2-4 weeks before start date
- Provide weekly updates with logistical as well as educational information
- Offer incentives if possible
- Mark a "halfway there" point
- Encourage keeping up with miles
- Push for wrap up survey completions
- Celebrate!
- Share results



## Social Media Posts

- > Highlights sign-up
- > Encourage weekly progress
- > Celebrate successes







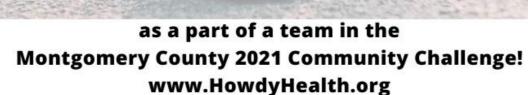












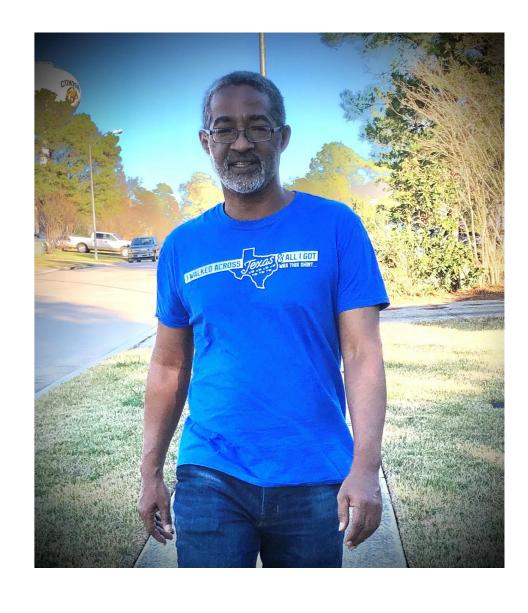












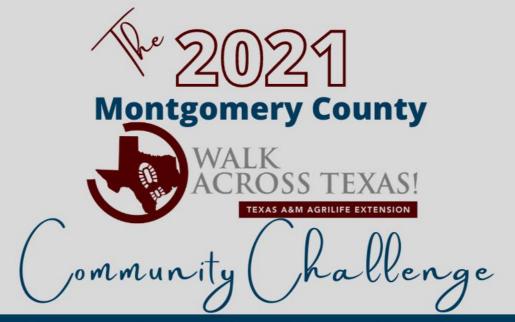












Helping Texans Lead Healthier Lives

in Montgomery ounty

52

**NUMBER OF** 

**PARTICIPANTS** 

#### TEAMS PARTICIPATING

**NUMBER OF** 



Females: **318**, *Avg. age: 46* Males: **46**, *Avg. age: 44* 

58.572

TOTAL NUMBER
OF MILES
WALKED



Savings in health care costs and reduced work absences, assuming participating adults continue being physically active



https://WalkAcrossTexas.tamu.edu









- "This program gave me an opportunity to share the experience of daily activity with family and coworkers. My husband and I used this as an extra incentive to walk EVERYDAY!"
- "It was motivating to push each other to make sure we got something in even if it was half a mile"
- "My husband and I both participated on different teams. It was fun to compete against each other on our personal mileage. Plus, we ended up encouraging each other to get out and walk."
- "I was walking everyday and it helped me to sleep better, feel better etc."
- "Walking with a purpose"
- "It made me more mindful of my walking and made me intentional about walking outside of my typical 3 runs per week routine."

What the Research Lays:

A recent study published in *BMC Public Health* confirmed the effectiveness of the Walk Across Texas! program. Overall, the study results found that self-reported physical activity significantly improved from week 1 to week 8, increasing an average of nearly 5 miles per week, which translates to an additional 11,000 steps/week. Surprisingly, similar results were found for all activities levels, and improvements did not vary between genders, ages or race/ethnicities. The results support the implementation of the program to increase physical activity, in a supportive team environment, across Texas.



Pictured: some members of 2021 top ranking team "Texas Tamales"



## WAT! Youth Program Overview

**Program:** online, team-based physical activity promotion program implemented in Texas communities

**Purpose:** encourage and help Texans of all ages adopt a physical active lifestyle

**Primary Goal:** as a team, log mileage to virtually travel across Texas = 832 miles!

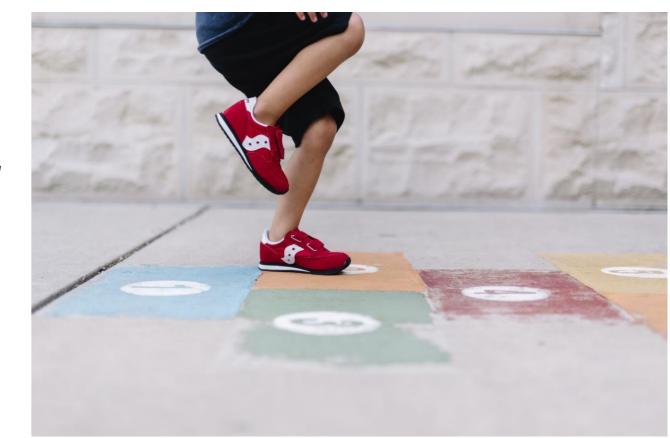




## WAT! Youth Program Design

Program duration: eight – week program

**Data entered:** mileage entered weekly for each WAT! Youth team



Intended audience: Youth

**Team Size:** Unlimited number of participants per team

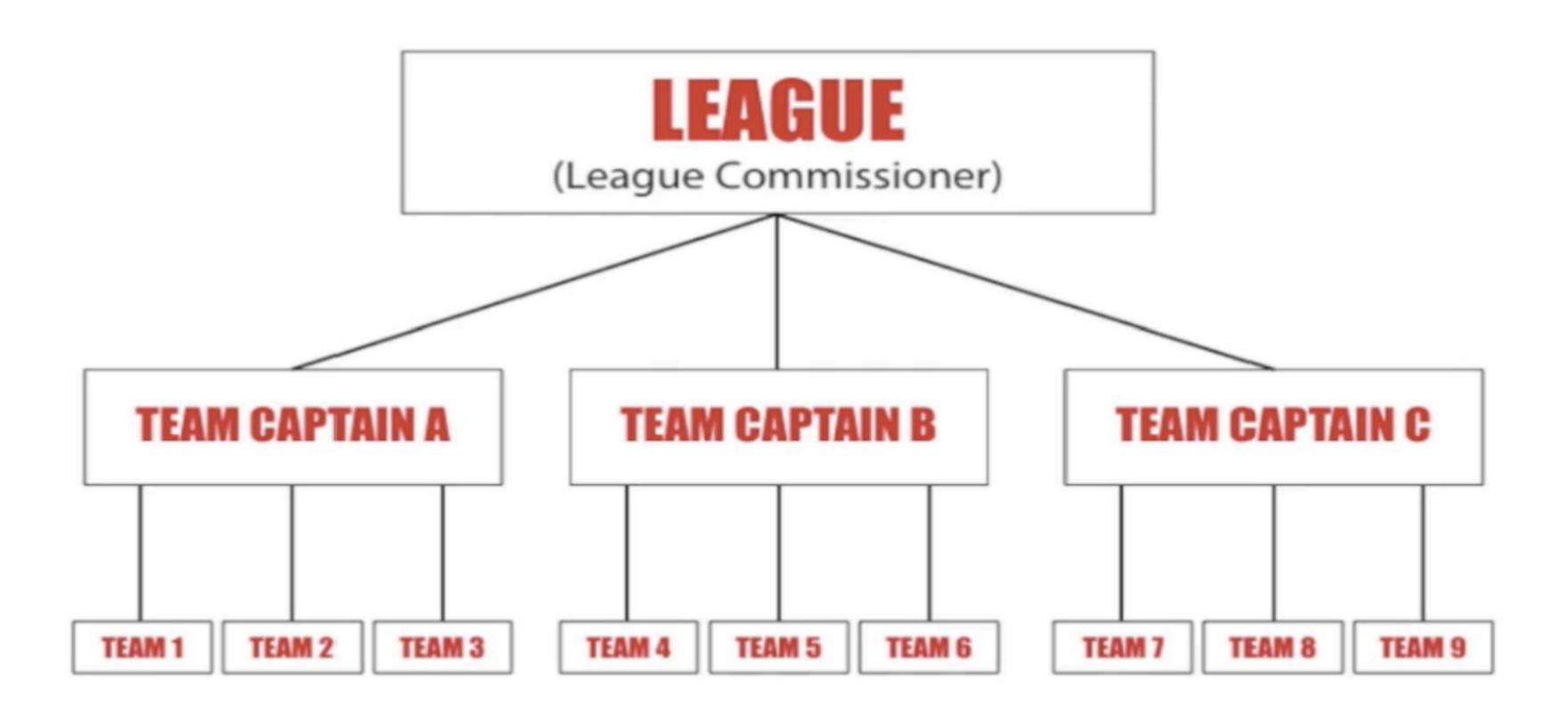
**Requirement:** Must have an Adult create a Howdy Health account to access WAT! Youth dashboard





### WAT! Youth

#### **Program Design Schematic**











# Target Audience & Partners for WAT! Youth 25

- ·Schools
- ·Afterschool Program
- •4-H Groups
- ·Church
- Boys and Girls Clubs
- •PTO/PTA
- ·Booster Clubs







# WAT! 25 Youth Program Materials

WAT! 25 NEW Youth Resources

> Bingo Challenge Card

> Social Media Posts

Student/Teacher Reward Tip Sheets





## BINGO Challenge Card

- > Youth can take pictures and post on social media: #WAT25
- > Schools/Teams can challenge each other (prizes given to students and teachers)
- ➤ Families can participate in the challenge and post on social media: #WAT25
- Agents/Schools can use these challenges as weekly social media posts

\*\*Can you spot the 25 in some of the challenges???\*\*





### Bingo Challenge

Walk one mile in a day Bike around the block 2-5 times

Walk the track with a friend

Build an At-Home Obstacle Course Try a different way to drink more water

Stretch with a friend Take a Color Walk with your family Try running one mile with a friend

Try one new exercise for Week 2 for 25 minutes

Explore a park with a friend or family

Try one new exercise for Week 4

Complete 25 push ups or sit ups FREE

Walk a mile with your animal Collect 2-5 different leaves on a nature walk

Have a dance party with family

Choose walking to school or an event

Explore yoga for 25 minutes Try one new exercise for Week 6 for 25 minutes

Have a jump rope contest with a sibling or friend

Walk two miles in a day

Try one new exercise for Week 8 for 25 minutes

Rake all the leaves in your yard Take a fall foliage hike as a family Make a hopscotch and play with friends

The members of Texas A&M AgriLife will provide equal opportunities in programs and activities, education, and employment to all persons regardless of race, color, sex, religion, national origin, age, disability, genetic information, veteran status, sexual orientation or gender identity and will strive to achieve full and equal employment opportunity throughout Texas A&M AgriLife. The Texas A&M University System, U.S. Department of Agriculture, and the County Commissioners Courts of Texas Cooperating

## Social Media Posts

- > Works with Bingo Challenge
- > Posted each week
- > Available for Agents to post on social media platforms





Are you up for the challenge?

Walk one mile with your animal!

#WAT25





Are you up for the challenge?

Walk two miles in a day!

#WAT25

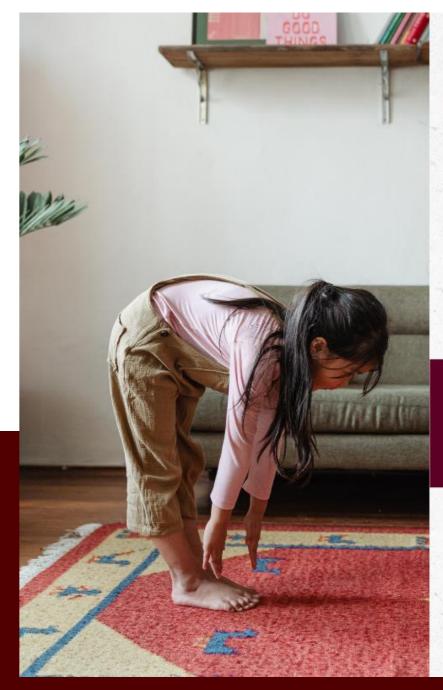




Are you up for the challenge?

Try a different way to drink more water!

#WAT25





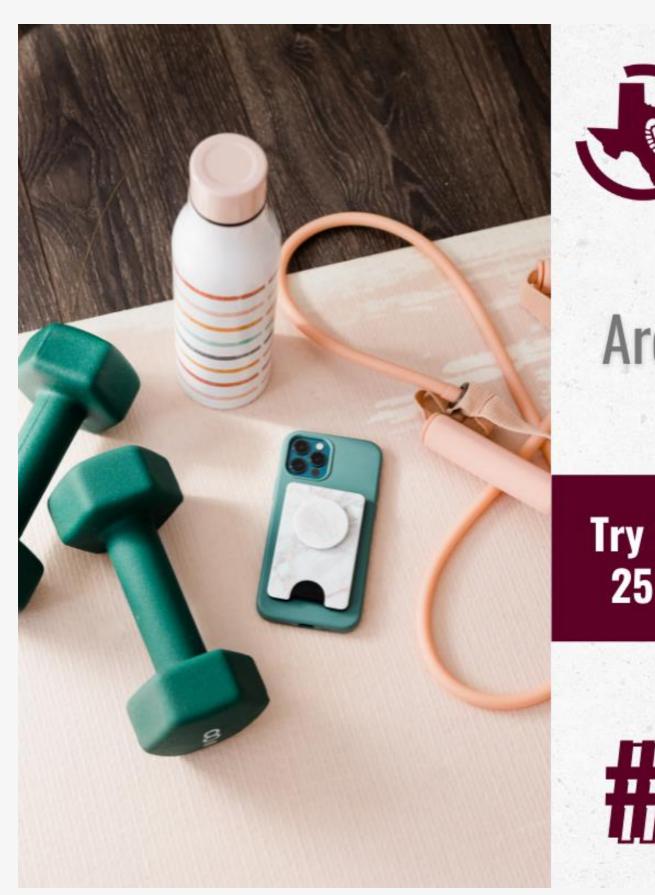
Are you up for the challenge?

Explore yoga for 25 minutes

#WAT25



### Social Media Posts





Are you up for the challenge?

Try one new exercise for 25 minutes this week!

#WAT25









# WAT! 25 Youth Program Highlights



## Baylor County



- Week 6
- 940 miles
- Bingo Challenge Cards Complete
- Student Team AWESOME
   Teamwork



## BUSTED SOLES OF BAYLOR COUNTY

- Week 6
- 1249 miles
- Positive Competition Influence
- Teacher Team

## WAT! 25 YOUTH MILAM COUNTY-CAMERON ISD

11- PreK

6- Kindergarteners

2- 1st Graders

- 2nd Graders

'- 3rd Graders

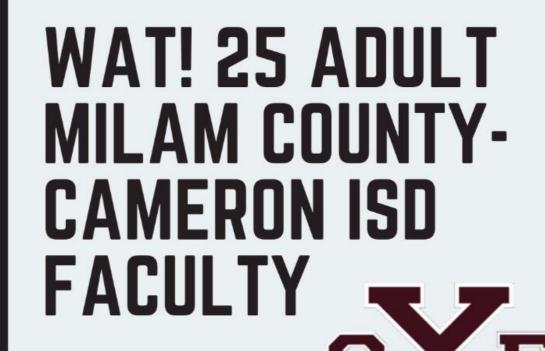
- 4th Graders

2- 5th Graders

otal Youth: 721

otal Miles: 6176.19 (week 3)

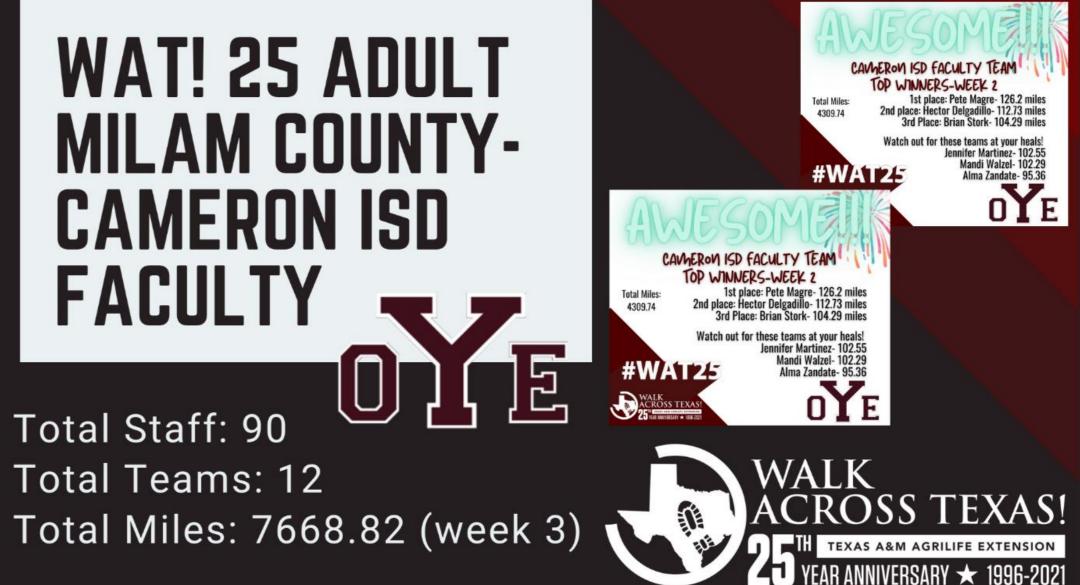
## Milam County



ROSS TEXAS!

Total Teams: 12

Total Miles: 7668.82 (week 3)





## Questions?





# Partnership Road Map to Success!



## Partnership Road Map to Success!

- 1. Connect with local agent, if possible
- 2. Decide whether you will lead or support
- 3. Attend/Provide trainings, program materials and resources
- 4. Plan events or program activities
- 5. Identify incentives and door prizes
- 6. Market, recruit and promote the program
- 7. Maintain regular direct contact with program participants
- 8. Track program participation online
- 9. Provide recognition for various accomplishments
- 10. Submit necessary local reports or updates



