"The Jeca is not so, he's so": Amarelão nevermore

Daniel F. P. Junior¹; Clênio S. Cruz¹; Ângelo R. A. Silva¹; Catarina G. Calheiros¹; Luana G. Silva¹; Mayara S. Capitó¹; Patrícia S. Silva¹, Suzana F. S. Dantas¹; Mônica C. P. A. Albuquerque¹; André L. Aires¹

¹Departamento de Medicina Tropical, Disciplina de Parasitologia. Universidade Federal de Pernambuco, 50.740-600, Recife – PE. E-mail: andrelima26@gmail.com

In the control and prevention of parasitic diseases the educational interventions are as effective as sanitation and even superior to treatment. Hookworms, etiologic agent of ancylostomiasis, it is important because of the high incidence among school students. The parasitic disease is known as 'Amarelão' due to anemia caused by haematophagy of worm. The parasitism causes organic, weight and cognitive damage. Our objective was to build knowledge about the hookworms and ancylostomiasis on school children. The intervention was planned in the 1st semester of 2016 and applied to students of 4th and 5th class. All didactic-pedagogic resource was developed by undergraduate students enrolled in the course of Parasitology/UFPE. Initially, we conducted an approach, "pre-test' to assess prior knowledge. Soon after, we conducted expository activities on the biology of hookworms and epidemiology, transmission, pathogenesis, prevention and treatment of hookworm disease. Then we applied the "Amarelão Game". This is a trail game where participants are the 'pins' that walks until get to the finish. Along the way players are questioned and each hit advances further. The game was the "post-test". Our intervention was carried out in a school located in Várzea neighborhood, Recife-PE. We reached four classes, totaling 80 students between 9-12 years. The post-test results were better than the pre-test. Analyzing the answers in the pre-test and post-test, we found that the knowledge built among students was more consolidated in: the worm location and the term 'Amarelão', associated with anemia and the importance of wearing shoes. So our activities and "Amarelão Game" reached the students who were interested in participating and build knowledge. Graduating students showed to be reciprocated with each correct question. The game environment is a privileged space for the promotion of health and learning. It challenges the student, testing limits, solve problems and formulate hypotheses.

Palavras-chave: Educational interventions, Hookworms, Ancylostomiasis

Apoio: Universidade Federal de Pernambuco/Pró-Reitoria de Extensão e Cultura.