

Introduction:

Gridlocked is an interactive game meant to teach those involved in emergency care about the systems level considerations involved in running an emergency department. This game was co-designed with emergency medicine faculty and medical students and can also be used as an important learning tool by incorporating the use of tailored lesson plans to allow players to focus on learning certain objectives.

Lesson plans can be developed in order to tailor learning towards specific objectives. See our website for lesson plans we have created with objectives we consider important in mind. You may also complete the lesson plan template below to develop your own lesson plan. This will involve you filling out the specific goals of the plan, as well as the changes to game setup and gameplay required to achieve these learning goals. Be sure to share your plans with us @GridlockedGame on Twitter.

Section I: Scenario Details

Scenario Title	Best Shift Ever
Scenario Developer(s)	Anuja Bhalerao
Contact E-Mail	Anuja.bhalerao@mail.utoronto.ca
Date of Development	July 2018
Target Learning Group	Medical students, residents, physicians and other healthcare professionals
Expansion Pack Required	No
Summary of Scenario	“Best Shift Ever” <ul style="list-style-type: none">• The shift contains non-critical patients and is not a very busy shift• There is great teamwork involved and a lack of mistakes which leads to higher efficiency
Learning Goals	<ul style="list-style-type: none">• Importance of collaboration between nurses, docs, residents, consults and learners• Creating a safe and supportive team environment can increase efficiency
Approximate Timing	1 hour



Section II: Scenario Setup

This section will teach you how to set up the game to achieve the learning goals mentioned above. Most of the variation in setup comes from the deck setup section, which will outline the desired order of the patient and event cards. The board setup will tell you how (if at all) you should set up the board differently to start the game.

<p>Scenario Vignette:</p>	<p>You are just about to begin your 8-hour day shift at the ER. The past few shifts have been highly stressful due to the increased patient volume and critical patients you have been receiving. Although you feel prepared to take on anything, you hope this shift provides you with the change of pace that you need.</p>
<p>Deck Setup:</p>	<p>Guidelines for this lesson plan:</p> <ul style="list-style-type: none"> ● Don't have many CTAS 1 & 2 throughout the game ● Take out all the negative action cards <ul style="list-style-type: none"> ○ E-1 ○ E-5 ○ E-7 ○ E-8 ○ E-9 ○ E-13 ○ E-14 (ALL 3) ○ E-15 ○ E-20 ○ E-21 ○ E-22 ○ E-23 ○ E-25 ● Whenever there seems to be a gridlock, provide players with extra points for discharge/admitting so that they can hire new workers ● Also have the option of providing an extra bed every time they earn 100 points (have the option of adding it wherever they want) ● For each turn below, provide the event cards written ● If important, instructions are provided on what type of CTAS cards should be given to players

- If this is not provided feel free to provide cards randomly from the deck

Please set up the deck as follows

TURN 1:

- Start with 1 CTAS 1 & 1 CTAS 2
- E-10 – get to choose when you want to skip draw phase
- E-19 – 100 points extra
- Shuffle remaining cards for this randomly

First 10 cards:

- 1 CTAS 1
- 1 CTAS 2
- 4 CTAS 3
- 4 CTAS 4

Three cards:

- Event card- E-10
- 1 CTAS 2
- 1 CTAS 3

TURN 2

- E-4 – nurses can do extra tasks
- 1 CTAS 1 & 1 CTAS 2
- For remaining cards, CTAS level does not matter but try to choose cards with action items that require more nurses (since nurses can do extra tasks during this turn)

TURN 3

- Resident can do two extra actions
- E-17 = pizza party can use extra action on turn it is played
- Receive 25 points for each patient that is discharged or admitted
- 2 CTAS 2 & 1 CTAS 1
- Shuffle remaining cards for this randomly

[DISCUSSION QUESTIONS: What has been going well so far? How has collaboration with other healthcare professionals helped?]

TURN 4

- E-6 – skip next draw phase & dice
- E-18 – next turn everyone can do an extra action
- 1 CTAS 1 & 1 CTAS 2

	<ul style="list-style-type: none"> • Shuffle remaining cards for this randomly <p>TURN 5</p> <ul style="list-style-type: none"> • E-16 – resident leaves this turn and next turn can do more • 1 CTAS 1, 1 CTAS 2 • For remaining cards, CTAS level does not matter but pick cards that have more action items since all professionals are able to do more actions <p>TURN 6</p> <ul style="list-style-type: none"> • Event card 1: E-2 – skip next draw phase & roll • Shuffle remaining cards for this turn randomly • 1 CTAS 1 <p><i>[DISCUSSION QUESTIONS: Importance of learners and teaching? Positives and negatives to having them around?]</i></p> <p>TURN 7</p> <ul style="list-style-type: none"> • Receive 25 points for each patient that is discharged or admitted • 1 CTAS 2 • For remaining cards, the CTAS level does not matter but choose cards that are slightly more action heavy as they have an extra resident assisting <p>TURN 8</p> <ul style="list-style-type: none"> • E-3 – consult can do three additional tests • 2 CTAS 1 & 1 CTAS 2 • Shuffle remaining cards randomly <p><i>[DISCUSSION QUESTIONS: *Use the debriefing guide]</i></p>
<p>Board Setup:</p>	<p>No changes</p>
<p>Other Changes:</p>	<ul style="list-style-type: none"> • Whenever there seems to be a gridlock, provide players with extra points for discharge/admitting so that they can hire new workers • Also have the option of providing an extra bed every time they earn 500 points (have the option of adding it wherever they want)



Section III: Debriefing Guide

<p>Why is this learning goal important?</p>	<ul style="list-style-type: none"> • Teaches players the actions that lead to a good and efficient shift • Players can brainstorm ways that will allow them to have similar shifts in real life – how to prevent mistakes, increase team morale and collaboration
<p>What were the key moments or decisions that took place during the game?</p>	<ul style="list-style-type: none"> • Talk about collaboration between the players – did this help/not help? • What would you do differently next time?
<p>What went well?</p>	
<p>What went poorly?</p>	
<p>What would you change next time you are in this type of scenario?</p>	<ul style="list-style-type: none"> • Can a similar shift be replicated in the real ED? • Is there anything that would have helped the shift go even smoother?