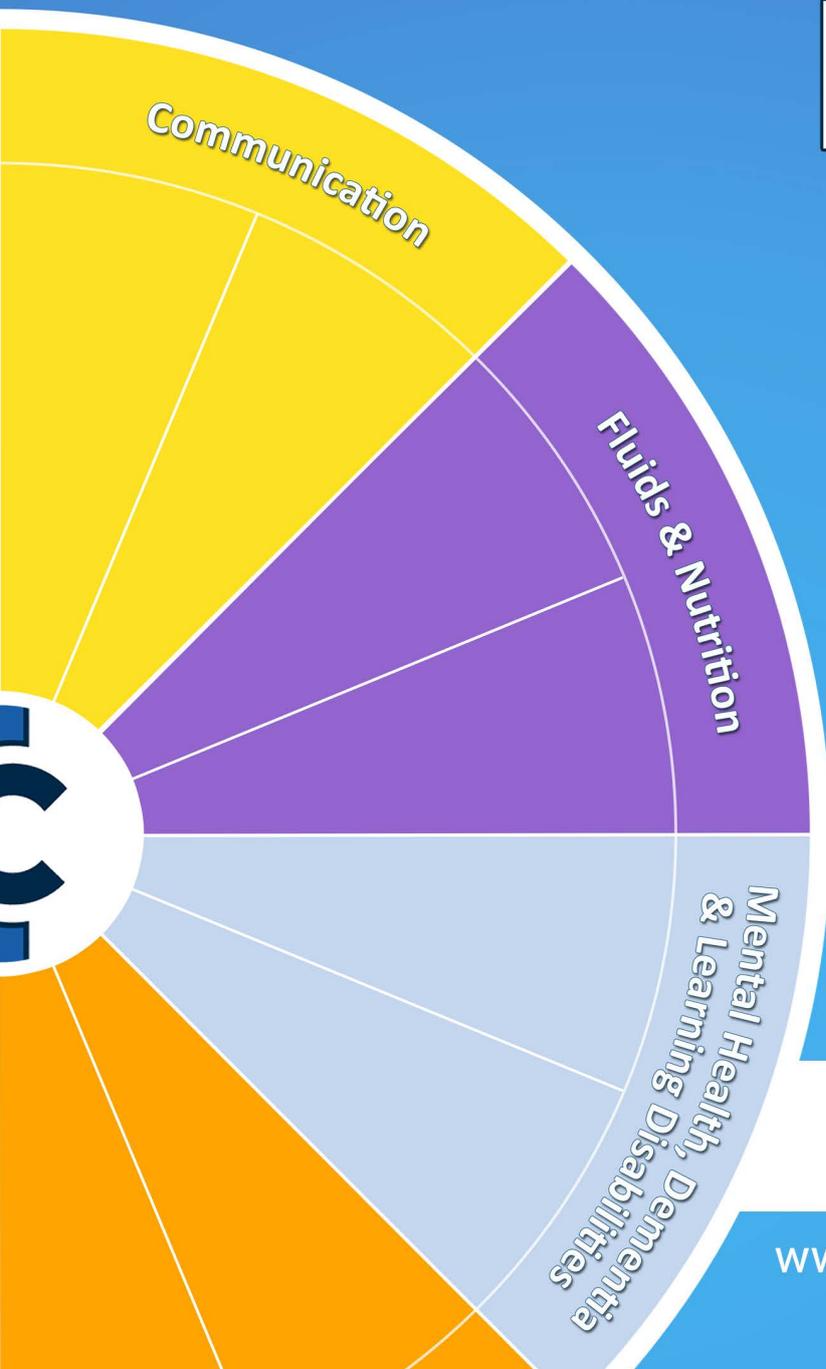


THE CARE CERTIFICATE GAME



How to Play



www.CareCertificateGame.co.uk

Contents

Each game kit contains:

- 1 x Game Board
- 1 x Dice
- 2 x Player Counters
- 1 x 60 second Timer
- 53 Yellow & 53 Red Tokens
- 106 Care Certificate Question Cards

Introduction

Meeting the requirements of the Care Certificate is a challenge for all employers of health and social care support workers.

New employees should aim to complete the knowledge and competency assessments within 12 weeks of starting their new role. Employers need practical learning tools to help their new employees achieve the standards with minimal disruption at a reasonable cost. More specifically assessors need practical tools that help them deliver the knowledge and skills required to demonstrate competency in each standard and to manage the assessment process.

We developed the Care Certificate Game as a practical group learning tool and competency assessment for all health and social care providers. The game was developed in collaboration with leading practitioners, academics and trainers from within health and social care. The game is directly mapped to key learning components of the Care Certificate.

The game delivers active and reflective learning in a simple, enjoyable and effective way.

Which standards does the game cover?

The game covers 8 of the 15 standards within the Care Certificate that are best suited to group reflective discussions. The standards covered in the game are:

1. Duty of Care (14 questions)
2. Equality & Diversity (10 questions)
3. Work in a Person Centred Way (12 questions)
4. Communication (10 questions)
5. Privacy and Dignity (12 questions)
6. Fluids & Nutrition (18 questions)
7. Awareness of Mental Health, Dementia & Learning Disabilities (14 questions)
8. Infection Prevention & Control (16 questions)

The game is also a visual competency assessment tool that reflects levels of understanding around each standard. A team's success at answering questions correctly is mapped with coloured counters on the board's radar chart reflecting their knowledge and understanding of each standard.

The game is portable and simple to play and doesn't need 'heavy' facilitation. Several games can be run together in the same room. While players discuss, share and reflect on key standards in a safe and supportive environment assessors can monitor levels of attainment, communication skills and understanding of role and responsibilities.

The game can be used as a standalone tool or as part of a workshop programme. The game is designed to be flexible and practical so that assessors can choose the number of players and length of time the game will be played for and which questions should be answered.

Objectives of playing the game

The game is designed to encourage creative discussions that are needed to answer a series of questions directly related to Care Certificate standards. The game makes this learning process more engaging and creative than a traditional workshop or meeting.

The game is competitive. Players are divided into two teams and they compete to answer questions correctly and win coloured tokens. Each team has a coloured game piece and they take turns to roll the dice and move their game piece around the outer ring on the board. Every time they land on a coloured square the opposing team asks them a question and judges their answer. A correct answer wins a coloured token that is placed on the relevant standard in the centre of the board.

The central area of the board is a simple competency assessment chart that allows everyone to see where their strengths and weaknesses may be and provides a simple guide to where future discussions and activities may need to be focused.

The team with the most coloured tokens at the end of the game is the winner.

Question cards and timing

Each of the 8 standards has its own deck of question cards. These are colour coded and labelled to match the standards and colours on the board.



The questions have different formats. Some have simple True/False and Yes/No formats that are relatively quick to answer. Other questions are more complex and will require a more in-depth discussion to find the answer which may require a little more time.

A key ingredient for a successful game is putting the players under some time-pressure. The sand timer in the box encourages rapid discussions. On average questions should take 90 seconds from being asked to being answered and judged. Some will be quicker and others slower but try not to allow more than 2.5 minutes for any single question however intense the discussion is. You can always return to those issues after the game.

Players need to understand that this a team effort and that you'd like to see each one of them contributing to discussions and also offering to read the questions and answers out loud. Try not to let any individual take the game over.

Playing the game

1. Get the players into their teams and sitting around the table.
2. Introduce the game and explain the rules.
3. Each team selects a coloured counter to play with.
4. They place them on the blue Start circle.
5. Each team rolls the dice and the team with the highest score starts the game.

The rules

- Each team takes turns to roll the dice, and move the required number of squares around the outer ring on the board. They can go in either direction.
- They will land on a coloured square that corresponds to one of the standards.
- The opposing team selects the deck of cards in front of them that matches that colour and takes a card from the top of the deck.
- They read the question on that card out loud.
- The team answering is given some time to discuss and decide their answer. (Teams can use the sand timer to encourage the other team to answer the question).
- At the same time the team with the card should review the answer printed on the card.
- After a minute or two the team answering the question speaks their answer out loud.
- The team with the card decides whether that answer matches the answer on the card (there can be different levels of "correct" and the facilitator should use their judgment when assessing any disputes)
- If the answer is correct a coloured token is awarded and is placed on the board against the relevant standard on the board.
- The opposing team now throws the dice and the process of asking and answering the next question is repeated.



If you want to know which questions the teams answered incorrectly you should ask the players to put those cards into a separate pile so that you can review them later.

NOTE: If you are not playing all of the standards in a game some of the coloured squares that teams land on will not have a corresponding deck of cards. When this happens that team can choose which standard they want a question from.

The same rule applies when all the questions in a standard have been used.

The number of question cards for each standard varies. You should decide before the game how much time you have available and which of the standards you wish the players to cover. You can also vary the number of questions that you use from each standard. The cards are not numbered so it is your choice whether you put them into a specific order or keep them random.

There are some questions which are duplicated in several standards and this was intentional. These questions are relevant to each of the standards that they appear in. However, you can choose to remove duplicates from a game.

Playing a game using all 8 standards and 106 cards should take about 2.5 hours. Games can be intense and 2.5 hours is a long time so we'd suggest you plan for at least one break.

Preparing for a game

It's always best to be prepared and to set-up before players arrive so you can start the game quickly. Things to do before the players arrive are:

1. Try to find a suitable room for the game. Be aware games are lively and can get noisy so ensure that you will not disturb anyone else.
2. You need a table large enough for the players to sit around but small enough that players can reach the board to move their counters and pick up question cards.
3. Provide note paper and a pen for each team so they can capture their answers and ideas. The game itself is not an exam so these notes are just a memory aid during the game.
4. You need to divide the players into 2 teams and if you want to control this decision write a list of team members before the game.
5. Lay the board out on the table and put the dice, team pieces and sand timer on the board.
6. Decide how much time you have and how many standards/questions you want to cover in the game.
7. For the standards that you are using divide each into 2 even decks and place 1 of each deck at opposite sides of the board in front of the 2 teams.



Explaining the game

Ideally the players should enjoy themselves because they'll learn and remember more if they're relaxed and having fun. So explain that this is a game and that they can enjoy it.

It's up to you how you introduce the game and explain what you hope the players will get from the experience. The rules are listed in this guide and the best advice is to keep your explanation as simple, upbeat and short as you can.

Finishing the game

At the end of a game the team with the most counters is the winner.

The facilitator should bring the game to an end, and summarize what was discussed during the game, and how the knowledge gained during the game will be used to move the Care Certificate program forward with this group. The number of counters in each standard is a simple reflection of correct answers for each team and this gives the facilitator an indication of where any gaps in knowledge might be. You may want to revisit any questions answered incorrectly with the whole group.

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