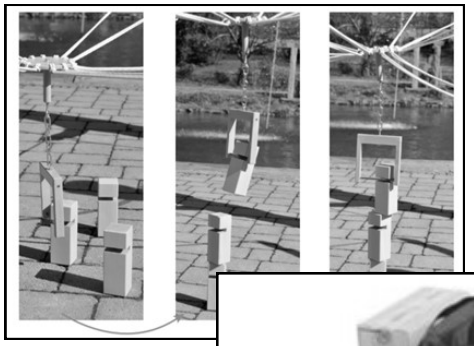
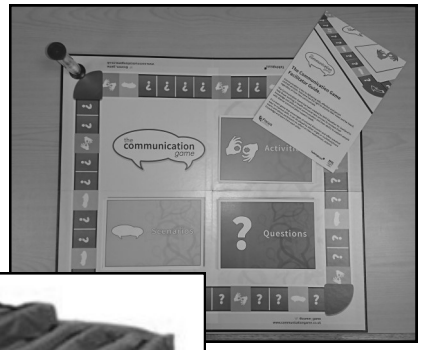
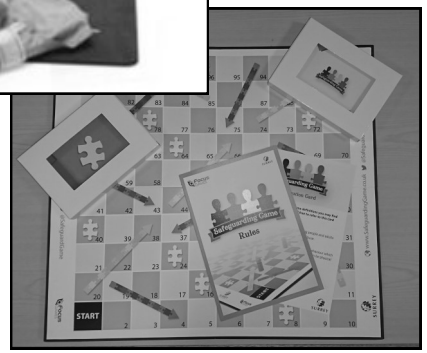






KGH Knowledge and Library Service

Knowledge & Library Service, Prince William Education Centre
Kettering General Hospital NHS Foundation Trust
Rothwell Road, Kettering. NN16 8UZ

Phone: 01536 492862 ***(Voicemail out of hours)***
Library Email: kgh-tr.library.index@nhs.net

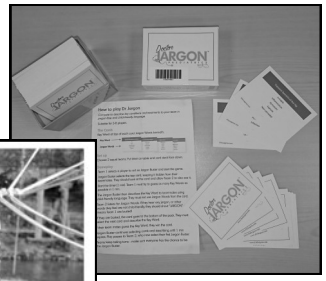
Why not join our library and discover the full range of services we offer? Please call in to the library with your ID badge, complete a library membership form and hand in to a member of the Library Team.

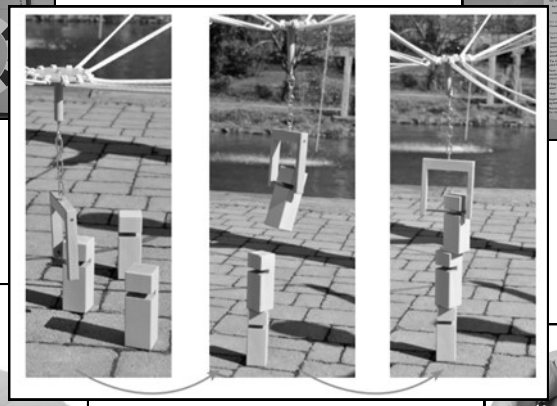
Health Care / Team Building Games & Tools

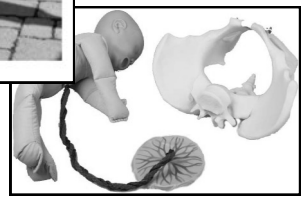
available for loan from KGH Trust Library.

KGH Library Service

Educational Games







NHS
Kettering General Hospital
NHS Foundation Trust

Knowledge & Library Service
Phone: **01536 492862** *(Voicemail out of hours)*
Library Email: **kgh-tr.library.index@nhs.net**

Birthing Packs & Foetal skull

Available to borrow from the library are: -

- 2 educational birthing packs
- 1 foetal skull.

Please speak to a member of the library team if you would like to borrow them.

Care Certificate

4-12 players 45-60 mins

promotes teamwork & collaboration, is an easy way of managing group work.

Endorsed by HEE.

Players, in teams, move around the board answering questions based on 8 of the key standards of the Care Certificate. Answers are discussed & a correct answer wins a token to place on the corresponding section of the board. Players learn from each other & discover their strengths & weaknesses.

Communication Game

4-12 players 45-60 mins

helps all frontline service providers understand communication support needs & how to improve their communication skills.

- Individual teams adapt their communication skills to include as many people as possible.
- All service users receive the same level of service regardless of how they choose to communicate.

Cooperative Team Building

Up to 12 players

Aim is to stack/unstack wooden blocks with the help of strings. Players form a circle, in the middle of which the wooden blocks are set up. Players takes one or more strings & stretches them tightly in order to align the hanger in the middle of the strings. The team now try to clip the hanger into the groove of the wooden block, lift the block & stack it into a wooden tower.

Dr Jargon Cards

2-8 players 30 mins

fast paced card game designed to help health care professionals explain medical conditions & treatments to children without using jargon.

- Professionals develop skills in using jargon free, child friendly language.
- Children understand the information.
- The experience of illness is less traumatic.

Drug Round Game

4-12 players 45-60 mins

helps clinical staff improve understanding of medication errors and how to avoid them. Improves knowledge of topics such as administering different types of medication and making drug calculations.

- Increased awareness during drug round of potential risks Drug errors are minimised and patient safety improved.

Hydration Game

4-12 players 45-60 mins

to help care staff to understand, recognise & minimise dehydration in patients and themselves.

- Increased awareness of the risks of dehydration & how to prevent it.
- Staff can implement new, creative approaches to hydration for service users.

Infection Control Game

6-14 players 45-60 mins

board game & CD combination. A virtual ward, it recreates an infection outbreak challenging individuals & teams to reflect on how they manage IP&C.

- Develop a practical understanding of good practice.
- Increased staff confidence in controlling outbreaks which do occur.

MaP Game

4-12 players 45-60 mins

helps staff to understand that mental & physical health are linked, to explore how they can support people with mental & physical health conditions more effectively.

Players will learn about:-

- links between mental & physical health.
- roles of different staff in supporting people.
- how to deliver consistent messages to users.
- how to promote general health & wellbeing.

Mini Anne

x 10 units

The kit is designed to increase efficiency while maintaining quality CPR education. With improved reusable manikins now in a class set, Mini Anne is the ideal classroom solution for CPR training. Provide students with the necessary tools to learn the lifesaving skills of CPR & how to use an AED in just one class period.

In less than 1 hour you can:

- Teach learners how to recognize cardiac arrest.
- Teach how to perform correct CPR.
- Cover how public access defibrillators work.

Nutrition Game

4-12 players 45-60 mins

helps staff improve their knowledge, and management of malnutrition & dehydration. A stimulating environment for players to learn about causes & consequences & healthy diets.

- Poor nutrition & hydration are recognised quickly.
- Improved patient care.

Priorities Game

4-12 players 45-60 mins

Simulation style game which helps nurses and students practise vital decision making and prioritisation skills on a simulated ward.

Players take on roles as ward staff & must achieve a target number of admissions & discharges; while also managing general patient care & dealing with routine & unexpected situations.

Safeguarding Game

4-12 players 45-60mins

- designed to provide a foundation level introduction to safeguarding of adults, young people & children. Helps players to identify safeguarding issues, by being aware of signs which may indicate abuse & to understand what to do if concerned.
- Practical tips— what to do if you have a concern
- Spot the signs of harm

Sepsis

4-12 players 45-60 mins

to improve knowledge & management of sepsis plus improve patient safety. Based around the Sepsis Six care bundle, supporting the Survive Sepsis programme. It stimulates discussions that raise awareness & improve care delivery skills around sepsis. Players will learn about: -

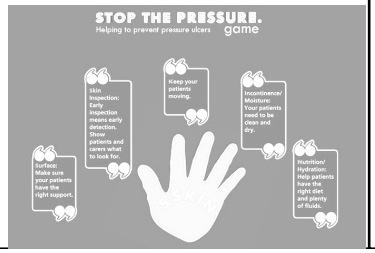
- Prevalence & impact of sepsis.
- Causes of sepsis. · Recognising sepsis

Stop the Pressure Game

4-12 players 45-60 mins

developed by NHS England for their Stop the Pressure initiative to improve patient safety by eliminating avoidable pressure ulcers. It helps frontline staff improve their ability to recognise and reduce the risk of pressure ulcer inflammation.

- Reduce incidence of pressure ulcers in your organisation
- Increased staff awareness of avoidable pressure ulcers



Stroke Touchpoint Cards

designed to facilitate person-centred conversations between patients & healthcare professionals about broad issues - daily living, feeling & the effects of stroke.

- Stroke patients feel more comfortable discussing their health and emotions
- Difficult issues are not omitted from conversations simply because they are hard to talk about.

1-1 Activity 20-30 mins

Teams that Care

4-12 players 45-60 mins

designed to help teams improve their performance. Encourages reflection & what makes a successful team in health and social care & what changes players can make to improve the teams they work in.

- Poor nutrition and hydration are recognised quickly.
- Improved patient care.