

STROKE TOUCHPOINT CARDS

Stroke Touchpoint Cards are designed to facilitate person-centred conversations between patients and healthcare professionals about broad issues such as daily living, feeling and the effects of stroke. Suitable for healthcare professionals working with stroke patients; the cards can also be used to inform family members.



- 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

An engaging board game designed to help teams improve their performance. The game encourages reflection and what makes a successful team in health and social care and what changes players can make to improve the teams they work in. Suitable for all teams working in health and social care. Particularly useful for multidisciplinary teams and those with health and social care integration.



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

4-12 player 45-60 mins

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: library.index@kgh.nhs.uk

**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.**



Kettering General Hospital
NHS Foundation Trust

Library and Knowledge Services

Health Care Games

A selection of Health and Social Care games from Focus Games.

available for loan from KGH Trust Library.

COMMUNICATION GAME

An educational board game to help all frontline service providers understand communication support needs and how to improve their communication skills. Suitable for anyone who interacts with service users, carers and families. This includes nurses, doctors, AHP's, support workers, carers, volunteers, receptionists, social care and council staff.

- 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.

4-12 players 45-60 mins



DR JARGON CARDS

Dr Jargon is a fast paced card game designed to help health care professionals explain medical conditions and treatments to children without using jargon. Playing Dr Jargon helps professionals practice using ordinary child friendly language, so they can communicate clearly with young patients. Suitable for any health professional who wish to improve how they communicate with children and families.

- Professionals develop skills in using jargon free, child friendly language.
- Children understand the information they are given.
- The experience of illness can be made less traumatic.

2-8 players 30 mins



DRUG ROUND GAME

An educational board game that helps clinical staff improve understanding of medication errors and how to avoid them. The game helps players improve their knowledge of topics such as administering different types of medication and making drug calculations.

Suitable for registered and student nurses, junior doctors and pharmacy staff.

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

4-12 players 45-60 mins



HYDRATION GAME

Educational board game developed to help health and social care staff to understand, recognise and minimise dehydration in patients, residents and themselves. Suitable for any frontline clinical support staff in health and social care, especially those working with the elderly. Players will improve their skills, knowledge and confidence around the prevention of hydration and explore creative solutions to encourage fluid intake.

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

4-12 players 45-60 mins



INFECTION CONTROL GAME

Educational board game and interactive CD combination. Based around a virtual ward, it recreates an infection outbreak challenging individuals and teams to reflect on how they manage infection prevention and control. Suitable for staff in any care setting where an infection outbreak is possible.

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

6-14 players 45-60 mins



NUTRITION GAME

An educational board game that helps staff improve their knowledge, recognition and management of malnutrition and dehydration. The Nutrition Game provides a stimulating environment for players to learn about causes and consequences and providing healthy diets. Suitable for staff in any acute or community care setting.

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

4-12 players 45-60 mins



SAFEGUARDING GAME

An educational board game designed to provide a foundation level introduction to safeguarding of adults, young people and children. The game helps players to identify safeguarding issues, by being aware of signs which may indicate abuse and to understand what to do if they have a concern. Suitable for all staff in public facing role organisations who may have contact with children, young people or adults at risk.

- Practical tips— what to do if you have a concern
- Spot the signs of harm

4-12 players 45-60 mins



STOP THE PRESSURE GAME

Educational board game 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. Suitable for anyone working in acute, community or social care.

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

4-12 players 45-60 mins

