"Name That Infection Control"

Gaming for Active Learning in Nursing Education

Infection Control Content

- Content in presented in the required reading (textbook)

- Reinforced in "flipped class" online presentation (D2L)

- Review of content during class time (face-to-face)

Application of content with gaming - *"Name That Infection Control"*

- Groups (x2-3/group) with colored flash cards identifying the various infection control measures

- Read patient care scenarios (x3 total) and have groups identify the appropriate infection control measures with colored flash cards.

- Approx. 5 minutes

Scenario #1 for "Name That Infection Control"

An 88 y/o female reports to the ER from the nursing home with c/o cough with green sputum, fever, and malaise x2 days. The triage nurse should implement which intervention(s) to foster infection control?

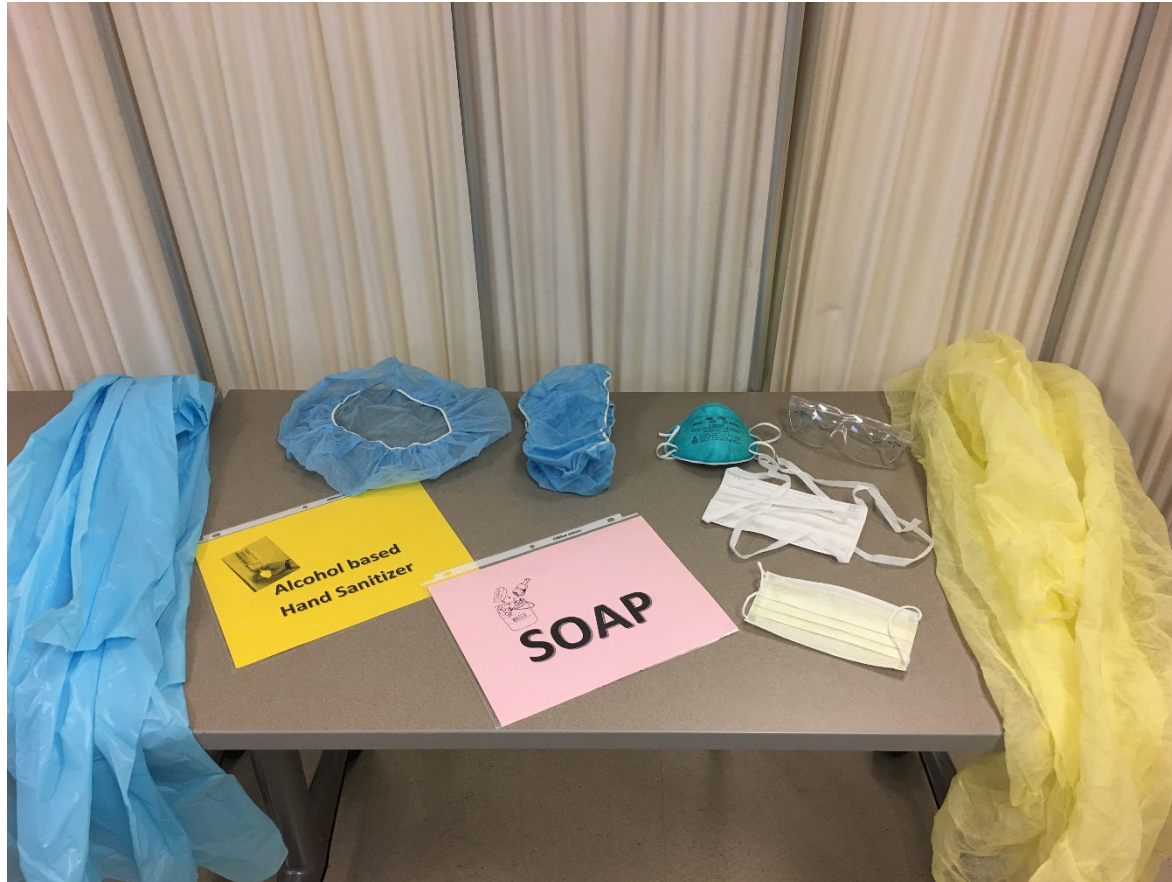Answer: Standard Precautions

The Game: Nursing Action

- Ask for volunteers (two groups of 3).
    - Before starting, the class is reminded that it is a safe place to be wrong
    - Provides an opportunity for learning
    - New volunteers are requested for each of the three scenarios

Supplies

Instructions:

- Work together to evaluate the clinical scenario and decide what infection control measure is necessary.

- Dress one member of each group in the appropriate personal protective equipment (PPE) based on your decision.

- Those in the class will quietly identify their choice of infection control measures while you get ready.

- After allowing 2-3 minutes for the groups to make a decision and dress in the appropriate PPE, have them present themselves to the class stating the infection control measure along with their rationale.

Award small prizes for participation.

Benefits

- Reinforces essential content
- Gets the students involved
- Promotes teamwork and collaboration
- Allows for formative evaluation
- Provides an opportunity to correct misconceptions & clarify the "must knows" of infection control.