



## Health and Social Care level 2

Inside this instruction booklet you will discover how to play the main game as well as suggestions of how you could adapt the game to suit your own circumstances.

### ***BUT REMEMBER***

*How you use the game is only limited by your own imagination*

### **Object of the game:**

The object of the game is 4 fold.

1. Initially to assess the knowledge level of a player / learner.
2. To increase the knowledge level of the player / learner to NVQ L2 standard
3. Subsequently to re-assess the knowledge level of the player/learner
4. To provide an exciting and ongoing training tool that can be used over and over again to refresh, update and progress the player / learner to different levels.

**IOL(UK) Limited Tel: 01884 821870**

**email: [info@iol-uk.co.uk](mailto:info@iol-uk.co.uk)**

**[www.iol-uk.co.uk](http://www.iol-uk.co.uk)**

### **5 Point Questions:**

All 5 point questions are numbered from 1 to 899 inclusive. The question numbers for each unit run consecutively through all units. For example Unit HSC21 contains questions 1 to 23 inclusive and unit HSC22 contains question numbers 24 to 47 inclusive and so on.

All 5 point question cards, as well as being numbered consecutively, contain the Unit number and the Knowledge specification number within that unit.

In addition to the 899 printed questions there are 25 blank 5 point question cards that an organisation can use to tailor a players knowledge specifically to the organisation.

### **1 Point Questions:**

All 1 point questions are numbered from 1 to 120 inclusive. These questions cover the underpinning knowledge requirements at induction to level 2 of generic subjects including:

**Food Hygiene**

**Health and Safety**

**Manual Handling**

**First Aid Customer**

**Care**

In addition to the 120 printed 1 point questions there are 30 blank 1 point question cards to enable an organisation to tailor 1 point questions to their own individual needs.

## The Board

The board is designed to represent a typical care home. It includes the following rooms:

**Reception**

**Dining Room**

**Kitchen**

**Reading Room**

**TV Room**

**Visitor Waiting Room**

**Medical Room**

**Staff Room**

In addition, the following symbols are 'in play' on the board.



: A 1 point question can be attempted



: You have a choice of entering the room adjacent to attempt a 5 point question, or remain where you are to try a 1 point question



If you land here, you may attempt a 1 point question and get 1 extra point if you answer correctly for making the effort to check the fire door. During the game you are only allowed to check each fire door once. Players must land exactly on a fire door.

## Response Sheets

There is a pad of Response sheets that can be used when the Game Master requires written answers to 5 point questions. Written answers may possibly be used as evidence and placed within a player's NVQ portfolio.

## Progress Cards

A pack of progress cards are supplied to record the progress of each player. A copy of the Master Score Card is printed on the reverse to enable the player to record the question numbers and the results of their answers. Thus the Progress Card becomes a useful tool in identifying training needs.

## Master Score Card

The Master Score Cards enable the Game Master to monitor the progress of each player. The entry on the Master Score Card should tally with the reverse side of the player's Progress Card.

## Miscellaneous

The game also consists of:

**1 Dice and Shaker**

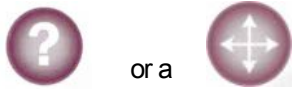
**6 Game pieces**

**6 dry wipe pens of different colours**

# Playing the Game

The game is designed for up to 6 players and is controlled by a Game Master. Players start in the staff room and move round the board on the throw of a dice. Each player should visit each of the 7 rooms and attempt to answer a 5 point question from each room. (In the normal game, players are allowed only to answer one 5 point question from each room).

One (1) point questions are answered when a player lands on a



in the outer perimeter of the board.

**The first player to complete their progress card by scoring 40 points and return to the staff room is the winner of the game.**

A Game Master is appointed to run Reality Check. They must preferably be a qualified trainer or assessor, but other members of staff can take on this role to improve their own supervisory skills. The Game Master adjudicates and awards points for the questions answered, keeping score on the Master Score Sheet.

Each player is given a score card and counter. Play begins in the staff room. The first player to throw a six begins and play will continue thereafter in a clockwise direction.

On the throw of the dice, the player can elect to go in any direction they want (but can not change direction on a single throw), aiming either for a room to score up to 5 points or the outer perimeter to collect 1 point questions. An exact number is NOT required to enter a room e.g. if a 5 is thrown and there are only 2 circles to get in, the player can enter and stay in the room to answer a question. A player can not answer more than one 5 point question from the same room. However, on the outer perimeter, an exact number is required to land on a 1 point question.

Players can move from room to room, room to outer square, outer square to room or outer square to outer square when collecting points.

**When a player reaches the required 40 points (excluding optional 5 and 1 point questions), they must then make their way back to the staff room**

# 5 Point Questions

**as quickly as possible, the first one there being the winner.**

When you answer a 5 point question, your response can be written on a "Response Sheet" if you wish to record your progress in your portfolio. The Game Master will award up to a maximum of 5 points, depending on how accurate the answer you give is.

The **RIGHT OF CHALLENGE** can be used at this point.

If any player disagrees with the amount of points awarded, they can challenge the Game Master by stating their reasons, either for too many or too few points being given. If the challenge is successful (the Game Master's ruling is final), the challenger and the player who gave the original answer are awarded/deducted points as follows:

If there were too many points awarded, the challenger is allowed to mark off the difference between those given in the first instance and those awarded after the challenge and the original player only gets the lower amount of points, e.g.:

**Game Master awards 5 points.**

**Challenger argues that only 3 should have been given.**

**Challengers' view upheld.**

**Challenger gets 2 points (5 - 3)**

**Original player gets 3 points.**

If there were too few points awarded, the challenger is allowed to mark off the difference between those given in the first instance and those awarded after the challenge and the original player only gets the higher amount of points, e.g.:

**Game Master awards 4 points.**

**Challenger argues that 5 should have been given.**

**Challengers view upheld.**

**Challenger gets 1 point (5 - 4)**

**Original player gets 5 points.**

If the challenge fails the original score is upheld.



## Completing the master score sheet

Assuming the same data as left is used, the master score card sheet is completed thus:

Another 1 point awarded

**MASTER SCORE SHEET**

NAME: \_\_\_\_\_ DATE: \_/ \_/ \_

Question No.	Score	1 Point Questions			
Reception	24	4	/	/	/
Medical Room	16	5	/	/	/
Visitors Room	74	4	/	/	/
T.V Room	33	3	/	/	/
Reading Room	46	4	/	/	/
Dining Room	52	3	/	/	/
Kitchen	92	2	/	/	/
Organisation Specific (Optional)					
TOTAL		25	TOTAL		15
GRAND TOTAL		40			

## Other Playing Options

Quiz

Just use either the one point or 5 point questions as a quiz.

Shortened Game

Instead of the full 40 points, reduce the number of points required to win.

Unit Specific

Where players have a learning need centred on a particular unit or part of a unit, play the game using only one unit.

Private Tender

Every time a player lands on a question, all players have to answer in writing and submit answers to the Games Master who awards points accordingly.

Induction (general)

Play the game using only the one point questions.

Induction (specific)

Using only the one point questions for a specific subject, e.g. have a food hygiene game using only the Food Hygiene one point questions

Etc...