



## First Aid at Work

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. To assess the first aid knowledge of a player / learner.
2. To increase the knowledge of the player/learner to the required first aid standard.
3. To provide an exciting and ongoing delivery tool that can be used over and over again.
4. To help assess the quality of First Aid Training.

**Game hint!** - limit the number of questions to suit the first aid course you're running.

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### 1 Point Questions:

Any player landing on a YELLOW circle must answer a one point question.

One point questions are matter of fact and require only a short knowledge based answer.

The Game Master will award either 1 point or no points depending on the answer.

In addition to the printed questions there are 20 blank question cards so that you can add your own questions as required.

One point questions are numbered from 1 to 125 (20 blanks are not numbered).

Hidden within the one point questions are 7 'GO TO' cards that are not numbered.

### 3 Point Questions:

Any player landing on a BLUE circle must answer a three point question.

Three point questions require a more in depth explanatory answer and are designed to assess a player/learner's comprehension of a subject rather than simple recall.

The Game Master will award either one, two or three points depending upon the accuracy and quality of the answer.

In addition to the printed questions there are 20 blank question cards so that you can add your own questions as required.

Three point questions are numbered from 126 to 205 (20 blanks are not numbered).

### 5 Point Questions:

Any player landing on an ORANGE circle must answer a five point question.

Five point questions are designed to test a player/ learner's skill and ability as well as knowledge and comprehension.

The Game Master will award either one, two, three, four, or five points depending upon the quality and accuracy of the answer.

In addition to the printed questions there are 10 blank question cards so that you can add your own questions as required.

Five point questions are numbered from 301 to 350 (10 blanks are not numbered).

**Game hint!** - Use the question cards as a quiz.

## The Board

The board is designed to represent a typical small town and includes the following locations of note:

**Bistro**

**Leisure Centre**

**Supermarket**

**School**

**Library**

**Garage**

**Builder's Merchants**

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

**Yellow circle** - A one point question must be attempted.

**Blue circle** - A three point question must be attempted.

**Orange circle** - A Five point question must be attempted.

**Red circle** - No through Road. A player landing on a red circle must turn back or take an alternative route.

**Game hint!** - Remember, the score cards are a record of your learner's progress.

## Information cards

There are 6 Information Cards for each location and each card is numbered 1 to 6 in the top right hand corner. Given that there are 7 locations there are 42 Information Cards in all. Each player needs to collect one information card from each location before going on to attempt to manage an incident and thus win the game. Players need to go to one of the locations to be given an Information Card for that location. Players need to have accumulated at least 5 points for each Information Card therefore a player will need to have accumulated 35 points to collect all 7 Information Cards.

Each card will give the player information about that location and the player will eventually have to manage an incident based upon the information on the Information Card.

## Incident cards

There are 6 Incident Cards for each location and as there are 7 locations, there are 42 Incident Cards in total.

Each Incident Card for each location is numbered from 1 to 6 on the top right hand of the card.

A player must choose the Incident Card number that relates to the Information Card they hold for that location.

EG A player who holds Information Card 1 for the Bistro can only answer Incident Card 1 for the Bistro.

## Score Cards

A pack of score cards is supplied to record the progress of each player. Each score card will identify the player, the Game Master, Venue and Date. In addition the score card records each question number and the points awarded so becoming a valuable tool for identifying training needs.

**Game hint!** - How about an inter-company competition?

## Master Score Cards

The Master Score Cards enable the Game Master to monitor the progress of each player. Players should periodically check during the game that their score cards tally with the Master Score Card.

The Master Score Cards also provide a valuable tool for comparing the strengths and weaknesses of each learner.

## 'GO TO' Cards

'Go To' cards have the same backs as the One point question cards and will be encountered at random as people play the game. On turning up a 'Go To' card the player must immediately move his counter to the said location. This can be both an advantage or a disadvantage.

## Incident Location Cards

The seven Incident Location Cards are kept face down until a player has qualified to attempt an incident. When the time comes, the Game Master will shuffle the seven cards and the player will choose one. The incident to be managed will then take place at that location.

## Miscellaneous

The game also consists of:

**1 Dice and shaker**

**6 Game Pieces**

**6 x 2h pencils**

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## Playing the game

The game is designed for up to 6 players (or more if players double up and play as teams) and is controlled by a Game Master who is usually the tutor. Players may start from any of the 9 roads in to the game although only one player may start on each road. Who starts where can be decided on the throw of a dice if necessary. Players move round the board on the throw of a dice following the yellow, blue or orange circles.

On landing on a yellow circle, a player must attempt a one point question.

On landing on a blue circle, a player must attempt a 3 point question.

On landing on an orange circle, a player must attempt a 5 point question.

If a player lands on a red circle this indicates that the road ahead is closed and they must take an alternative route.

If a player lands on a yellow circle and turns up a 'Go To' card hidden in the one point questions, then the player must go to the location immediately, no question will be asked but providing a player has enough points, an Information Card can be claimed.

Players can go in any direction they wish but cannot alter direction in the same throw.

Players should move round the board, answering questions as they go and collecting points. They should be heading for each of the 7 locations where they will receive an Information Card on arrival.

### The seven locations are:

**Bistro**

**Leisure Centre**

**Garage**

**Supermarket**

**School**

**Builder's Merchants**

**Library**

**Game hint!** - Don't ignore the game if you are restricted for time. Play for less points.

## Other Playing Options

Once a player has collected all 7 Information Cards they should head for the Incident Room where they will select an Incident Location card at random from the 7 face down Incident Location Cards. The player then attempts to manage the incident and if successful, they are the winner.

**Note.** If the Incident location selected is the Bistro for example, the player will look at the Information Card and only answer the corresponding Incident Card.

e.g. A player collects all 7 Information Cards and selects the Bistro as the Incident Location. On the top right of the Bistro Information Card will be the Information Card number and this must be the Bistro Incident number attempted. ( Information Card Bistro 2 only relates to Incident Card Bistro 2.)

Should a player not manage to achieve the points necessary to successfully manage an incident, then the player must wait until his/her next turn and throw either a 6 or a 1 to attempt another Incident Card.

*Each player is allowed only 6 attempts to manage an incident and cannot manage the same incident more than once in a game.  
THE GAME MASTER'S DECISION IS FINAL*

**Game hint!** - If you are short of time reduce the number of information cards.

<b>Quiz</b>	Just use some or all of the questions as a quiz
<b>Shortened Game</b>	Instead of going to all locations, go to fewer
<b>Unit Specific</b>	Use questions that only relate to specific injuries
<b>Assessor Standardisation</b>	Use the game to make sure that your assessors are assessing to a common standard
<b>Homework</b>	Give learners an Incident Card to complete before the next session/day