



# JOBS THAT CARE GAME

## RULES

## **Introduction**

While the ultimate goal for **Jobs That Care Game** is to attract more young people into health and social care careers, this game is not purely a careers tool. By playing **Jobs That Care Game** pupils will learn about the size and structure of the NHS and social care and it will also help them understand how diverse the range of jobs and careers is.

This active learning experience encourage players to use higher thinking skills while making the learning process fun and stress-free which may improve knowledge retention (Akl et al 2013). Using collaborative games can also improve communication, team working (Akl et al 2013) and relationships.

## **Number of players and facilitation**

The game is played in 3 or 4 teams. Each team should ideally have at least 2 players. The game can also be played by 3 or 4 individual players. A game session should last 45 minutes – this allows time for the rules to be explained, 30-35 minutes of gameplay and a wrap up at the end.

A facilitator is not required for each game, and staff can take a “hands-off” approach by moving between groups to support discussions and answer any questions.

## **Aim of the game**

The objective is for each team to collect a set of Role Cards which they use to deal with challenges described on the Event Cards. The team that meets these challenges and reaches the finish line first is declared the winner. If time runs out the team nearest to the finish line is declared the winner.

## The game in a nutshell

1. Win Role cards by answering Quiz questions.
2. Use Role cards to help you deal with Events.
3. Deal with Events to move along the path and win the game.

## Setting up a game

1. Place the Quiz Cards face down beside the board, with Q1 at the top of the pack and the rest of the cards in numerical order.
2. Shuffle the Event Cards and place them face down beside the board.
3. Divide players into 3 or 4 teams, as equally as possible. If playing with just 3 or 4 players, they should play as individuals.
4. Give each team a coloured playing piece to place on the Start square.
5. Shuffle the Role Cards and deal 3 cards, face up, to each team. Place the rest of the cards face down beside the board.

## Card Packs



**Quiz Cards:** trivia questions about the NHS, social care, health and job roles. A correct answer wins a Role Card.



**Role Cards:** These are job roles found in the NHS and in social care. Each team can hold a **maximum of 5 Role Cards** at any one time. When they have 5 and win another, they can choose whether or not to add the new Role Card to their set by discarding one of their existing Role Cards. You cannot have more than 5 roles cards in your set.



**Event Cards:** these describe a situation and ask the team to identify which Roles would help deal with the Event.

## Playing the game

1. Decide who will go first by rolling the dice – the team with the highest roll will take the first turn.
2. The first team rolls the dice and moves their playing piece forward the relevant number of squares.
3. What happens next depends on the square they land on:



**Orange square:** the team to their left takes a Quiz Card from the top of the pack, reads the question out loud to them and then checks the answer given by the team. If it's correct, the answering team wins a new Role Card from the deck to add to their set. The correct answer should always be read out.



**Arrow square:** move forward or backward the number of squares indicated in the direction the arrow points.



**Headhunt square:** "recruit" a new Role Card for your set by taking one from another team! If a team already has 5 Role Cards, they must return a card before they recruit a card from another team.



**Event square:** the team to their left selects an **Event Card** and reads out the scenario. The answering team must select the job role, or roles, that could help to deal with the scenario.

- Look at the Role Cards in their set, and the information given about that role.
- Do any of the roles look like they might be involved in dealing with the Event scenario?
- If the team thinks they have 1 or more of the relevant roles, they should read the role title aloud. The team with the event card checks if those roles are listed on the answer.
- If all the roles are correctly identified that team has successfully dealt with the situation! **They move forward 4 spaces.**

**If the team doesn't have any, or enough relevant Role Cards** they can collaborate with another team. If another team has a relevant Role Card they should identify the Role that could help and why. This collaborative approach will win **2 spaces forward for each team.**



If the team cannot identify the specified number of Roles who would be involved, even by collaborating with another team, they should stay where they are and play moves on to the next team.

**Note:**

*Role Cards should **not** be discarded after dealing with an event. Teams should indicate who would help in the situation and why but keep the role card in their set. The list of possible answers should also be read out.*

You cannot have more than 5 Role cards in a set at one time. If you win another Role card you can decide whether to keep the role card or not. If you decide to keep the Role card you must discard one from your set. Place the discarded Role card to the bottom of the pack.

4. The next team should roll the dice, move forward and follow the instructions based on what square they have landed on.
5. Play continues with teams answering questions, collecting roles and dealing with Events.

## Ending the game

The game ends when a team reaches the finish line and they are declared the winners. If you run out of time, the team closest to the end is the winner.

## Wrap-up

After playing, spend some time discussing what you have learned about the different roles in the NHS and social care, any new jobs you hadn't heard of and any that you think sound interesting or unusual.





Artwork by  
David Lewis

Developed in partnership by: South West London Health and Care  
Partnership & Health Education England

## Contact Details

### CUSTOMER SERVICE:

E-mail: [info@focusgames.com](mailto:info@focusgames.com)

### STUDIO:

The White Studios  
309 Templeton Business Centre  
Glasgow  
G40 1DA  
Call: +44 (0)141 554 5476

### OFFICE:

20-22 Wenlock Road  
London  
N1 7GU  
Call: +44 (0)207 038 2939



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