

Instructions

Jobs That Care – Game Facilitation Training Session

Prep work

Arrange a visit at the school to facilitate a games session. Ask how many students per class to determine how many volunteers and games are needed.

Ensure that a signed copy of the Jobs That Care Schools Confirmation document is signed, and the teacher understands the requirements.

Organise a courier to deliver and collect the games to and from the school. Include the teacher and student feedback forms and copies of the infographic for each game.

If you need support booking visits, please contact **South West London Workforce Transformation Team** – SWLWorforce@swlondon.nhs.uk

On Arrival

Arrive at the school at least 30 mins prior to the session. When the students arrive, help the teacher to put them in groups of 8 and direct them to a table.

Game setup

See Jobs That Care Rules (as shown in the image)

Game instructions

The teacher will introduce you and hand over. Clearly provide instructions on how the session will be run.

“Hi everyone, my name is X, I’m from Y and I’m here with my JTC colleagues – A, B and C to facilitate the Jobs That Care game. I will be leading the session today. Please stay seated and be quiet whilst I give you instructions on how to play the game. Everybody needs to listen very carefully. After I’ve told you all the instructions I’ll say “play” and then you can play but wait until then.”

Once you have given the instructions and answered any questions you may begin the game.

Game Facilitation

Please refer to the **Jobs That Care Game Rules** for the instructions.

Playing the game

Depending on available time the game can be played from 25-40 minutes.

With the teacher check that the teams are playing and answer any questions as they arise.

Hand out the teacher evaluation form.

Ending the Game

In the time available it is unlikely that any team will finish the game.

The winner is the team closest to the finish, however this is not important.

Stop the game 1 minute before the end of the session. The teacher will calm the students down and hand them back to you.

“Hope you all enjoyed the game. Now I’m going to ask you a few questions. Please put your hands up if you would like to answer.”

Example discussion points

- ***What you have learned about the different roles in the NHS and social care?***
- ***Tell me about a role that you had not heard of before?***
- ***What roles did you think sounded interesting or unusual?***
- ***Who has relatives that work in health and social care?***
- ***What do they do?***

The Quiz questions can also be used for discussion:

- ***Q1. What does NHS stand for?***
- ***Q2. How many people in England work in adult and social care??***
- ***Q3. What year was the NHS set up?***
- ***Q4. What is the largest organ in your body?***
- ***Q5. Your local family doctor is part of the NHS?***

Packing the game

Thank the students and ask them to listen to the instructions to pack up.

“Please put all the orange cards in the small box, then the blue ones and the green cards in the larger box. Put the 4 pins and dice in the plastic bag. Fold up the board game and then put everything in the box. Please remain seated until after each group has sent one team member up to the front with their game.”

Check each box to ensure the counters and dice have been returned and that there are no stray cards on the tables or floor.

If any damage occurs during the game, please inform **SWL HCP Workforce Team** via email – SWLWorkforce@swlondon.nhs.uk

Ensure the games are packed in the boxes for the courier to collect.

Feedback forms

After the games have been packed, hand out the feedback forms and ask the students to complete, then hand back over to the teacher. The completed feedback forms should be packed in the big boxes.