

# Roadmap Into Health

Players  
3-5

20 minutes

## Instructions



### There's been an accident!

It's your job as part of an NHS team to help your patients through the healthcare system and back to full health.

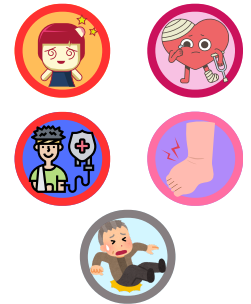
In this game you are working together to ensure all the injured have the help they need. On your turn you will roll the die to move your patient around the board, landing on tiles that provide different challenges you must complete. The aim is to get them discharged before time runs out. If your patient is discharged earlier than others, you can use your turn to help other patients.

## Contents

- 1 x Playing Board
- 1 x Die
- 1 x 30 Second Timer
- 5 x Patient Tokens
- 10 x Physical Challenge Cards
- 10 x General Knowledge Cards
- 15 x Draw Cards
- 15 x Talk Cards
- 1 x Time Token
- 1 x Whiteboard and Eraser
- 1 x Whiteboard Marker

### In-task resources

- 1 x Pickle Jar with Pickles
- 1 x Oven Gloves
- 1 x Vision Impairment Goggles
- 1 x PPE set - Gown, Rubber Gloves, Eye Protection



5 Patient Tokens

## Set-Up

- 1 Place the board in the middle of the table.
- 2 Shuffle each of the 3 decks of cards and place them face down on the matching spaces on the board.
- 3 Place the time token on the "time on" space on the clock.
- 4 Each player chooses which patient they want to help. Take that patient token and place it on the starting point on the board.
- 5 The oldest player goes first and takes the die.



Playing Board

## How To Play

**Aim: Work together to help discharge all the patients before their time runs out.**

- 1 The players take turns moving clockwise around the table.
- 2 On your turn, roll the die and move the number of spaces you roll.
- 3 Next check what space you have landed on. CHALLENGE, KNOWLEDGE, DRAW, TALK or TIME. They all require you to do something different. If you don't complete the task you must move the time token one space further on the time counter.
- 4 When your turn is over, pass the die to the player on your left, who takes the next turn.

# How To Play - continued

## Important:

Some answers to tasks are provided at the bottom of this sheet. Choose your most trustworthy and honest team member to be the person who looks after this sheet. Answers must only be looked at once the task is complete, and the task only completed if the answer is correct.



### Challenge

You must draw the top card from the pack. Flip it over and read it. You can attempt the task yourself or nominate a team member. Some will set you a 30 second time limit, if so, get set, then flip over the sand timer. If you fail the task you must move the time token one space on the timer.



### Knowledge

Draw the top card from the pack. Flip it over and read it. It will ask you a multiple choice question. Provide your answer, your trusted team member can then look on the answer section of this sheet to see if you were correct. If you fail the task you must move the time token one space on the timer.



### Draw

Draw the top card from the pack. Flip it over and read it. At the top will be written a clue, you can tell your team members this. Then you will see written an object, a career or a healthy habit. You need to draw this using the whiteboard and marker provided without using any words. You have 30 seconds, when you're ready have a team member flip over the sand timer. Team mates have to guess, you cannot say anything or make any noises that provide further clues. If you fail the task you must move the time token one space on the timer.



### Talk

Draw the top card from the pack. Flip it and read to yourself. This will be a healthcare career. You have 30 seconds to explain this role to your team without saying the name of the role. Your team have to guess correctly.



### Time Passes

Oh no, time is running out! You must move the time token 1 space clockwise around the clock.

## End of the game

If the time token makes it to the "Time's Up" space on the clock, then the game ends in a loss. Too bad, you tried your best, sometimes it doesn't work out for your patients the way you'd want it.

If you successfully help your patient reach the discharge point, well done! You can now use your next turns to help other patients of your choice. The game finishes in a success when all the patients reach the discharge point. Hooray! All players have won the game together.

## Answers

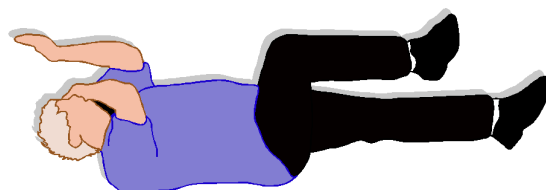


Q15 - A  
Q14 - B  
Q13 - C  
Q12 - B  
Q11 - C

Q10 - A  
Q9 - C  
Q8 - B  
Q7 - A  
Q6 - C

Q5 - C  
Q4 - B  
Q3 - B  
Q2 - C  
Q1 - C

Knowledge Cards



Recovery position

Challenge Cards