What is The Floor?

A unique game-based simulation that simulates the day-to-day workings of an ED to help staff develop the clinical leadership skills to manage a busy ‘shop floor’.

A 90-minute session accommodates between 12 - 14 people. It is a very flexible and adaptable training resource for all ED staff, managers and students.

Can be used for daily departmental management and major incident training.

Roles in the game

Suggested number of participants 12-14 (ED staff, managers and students):

Lead Simulator x1 – Manages the game. Their decisions are final.

- **Support Simulators** – At least 1 to support the Lead Simulator.

Results Guardian x1 – In charge of results.

Timekeeper x1 – In charge of timings.

Scribe x1 – Records notable incidents for post-game debrief.

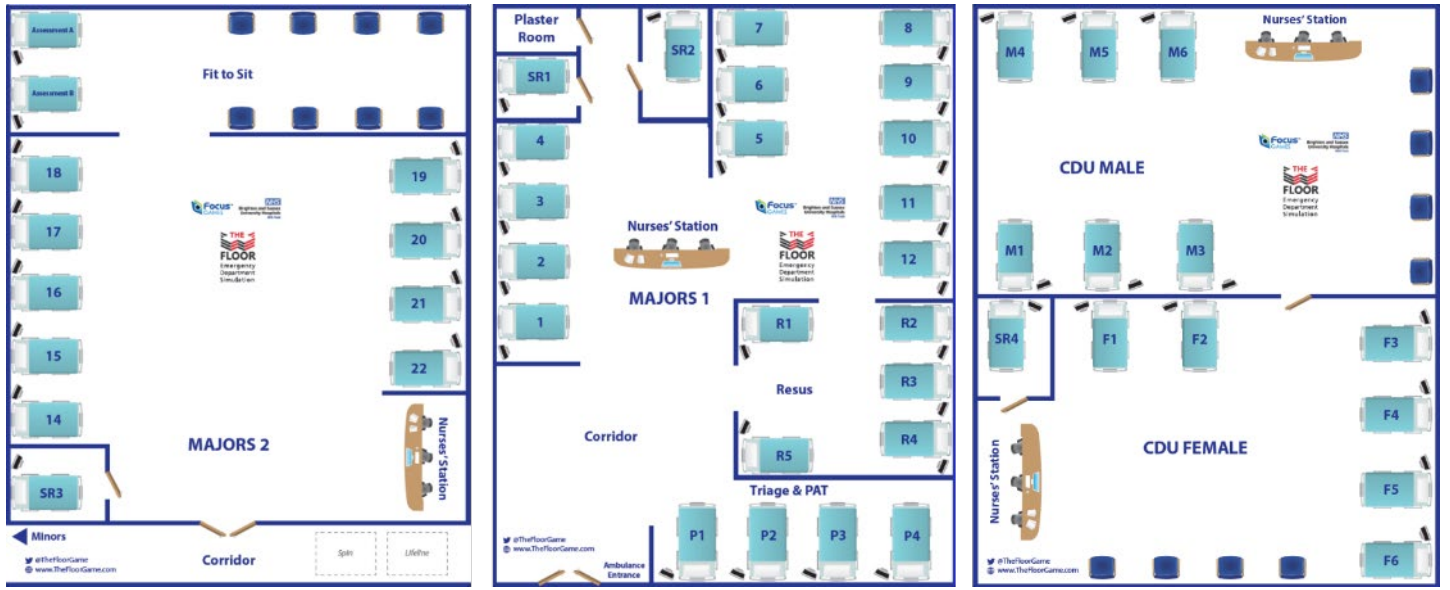
Players x2 – Participants take turns to play in pairs.

Observers – Anyone without an active role.

THE FLOOR
Emergency Department Simulation

NHS
Brighton and Sussex University Hospitals
NHS Trust

Game Components



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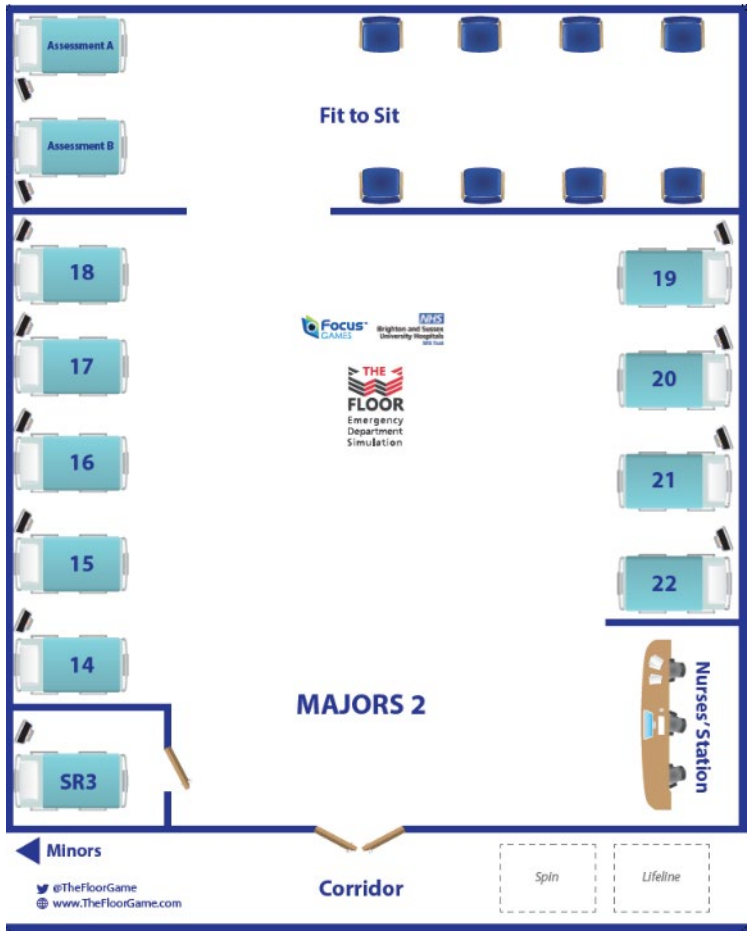
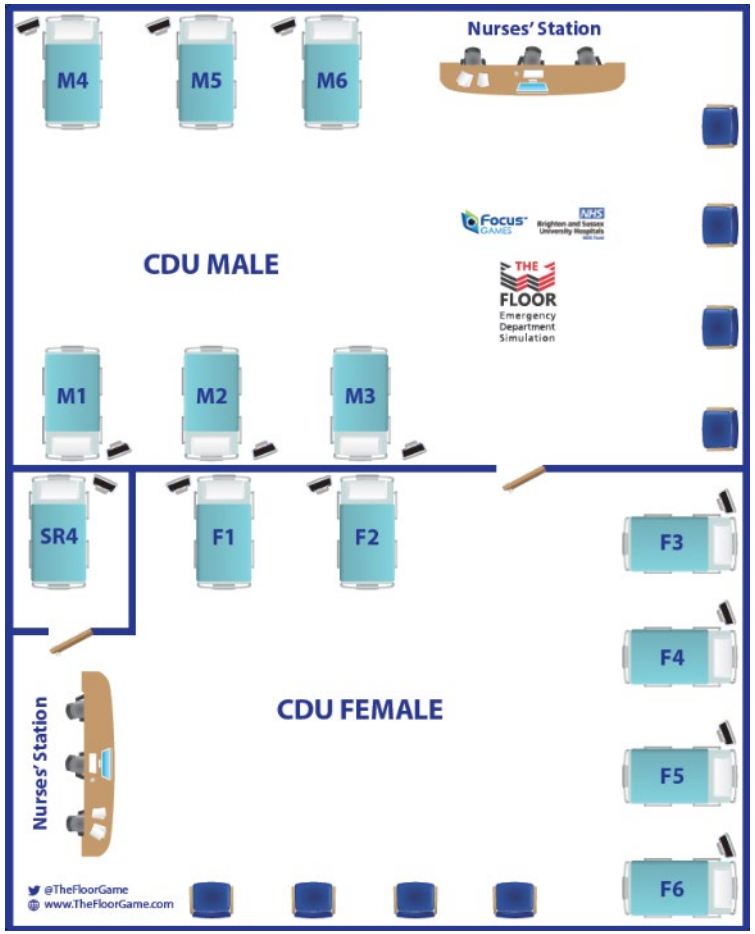
Boards x3 (594mm x 744mm)





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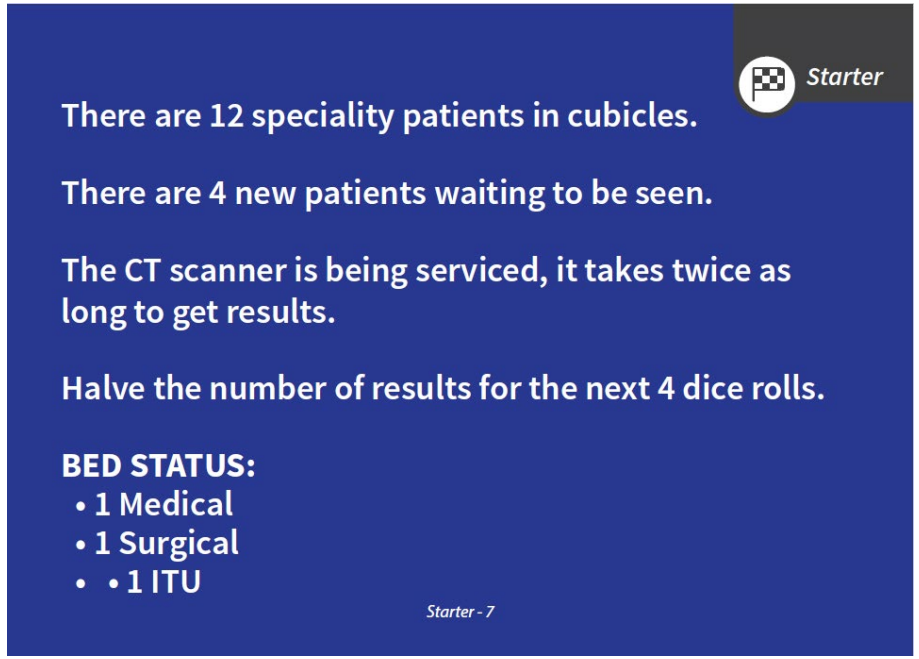
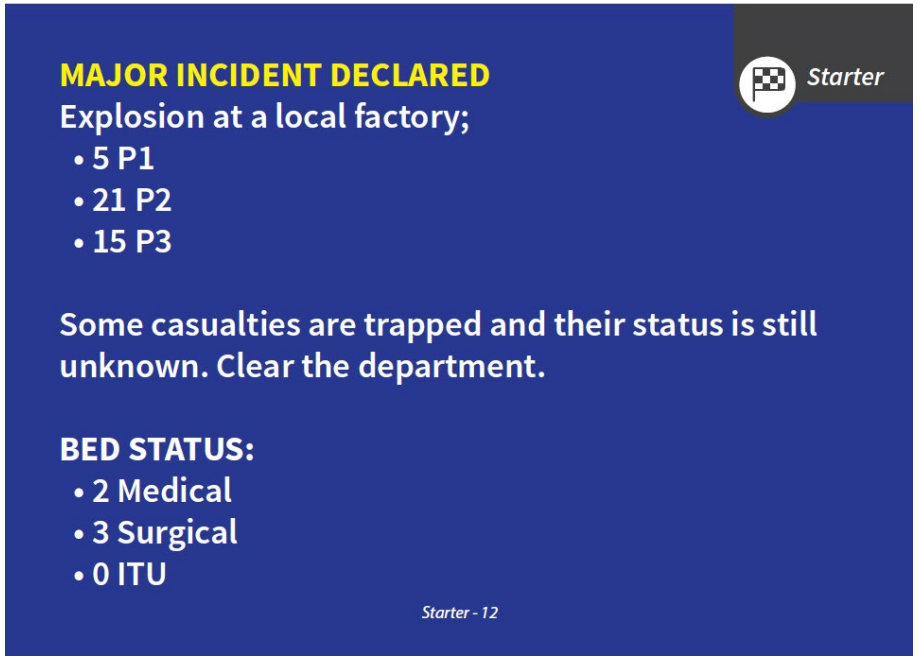
Starter cards x25

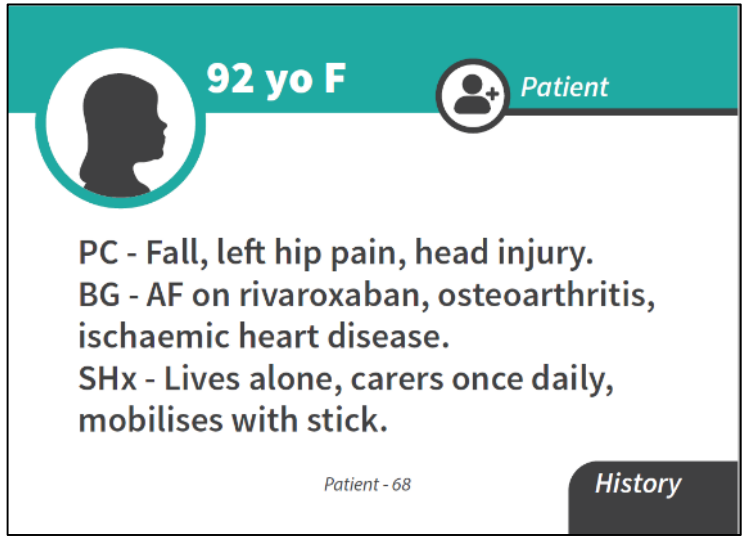
Dictate the set-up of the department.
Includes current bed status.
Also used to prepare for a Major Incident.

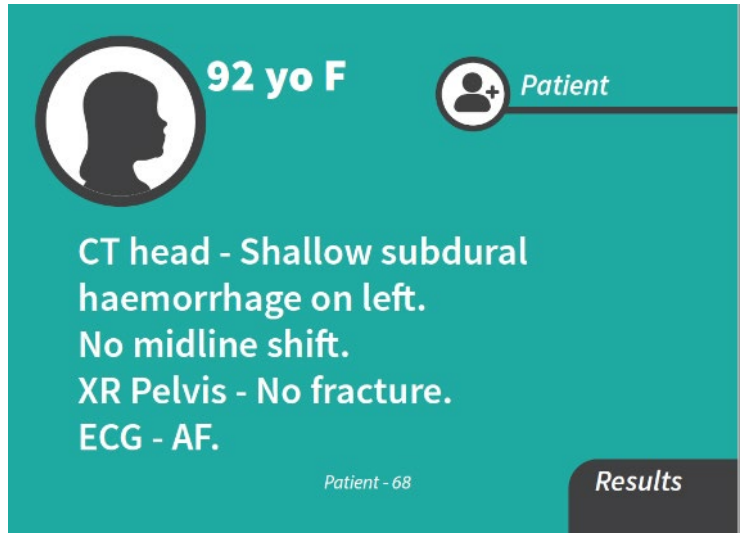




Patient cards x290

- **Normal patients** (x130)
- **CDU patients** (x26)
- **Medical Speciality patients** (x16)
- **Surgical Speciality patients** (x21)
- **Emergency patients** (x48)
- **Major Incident patients** (x49)





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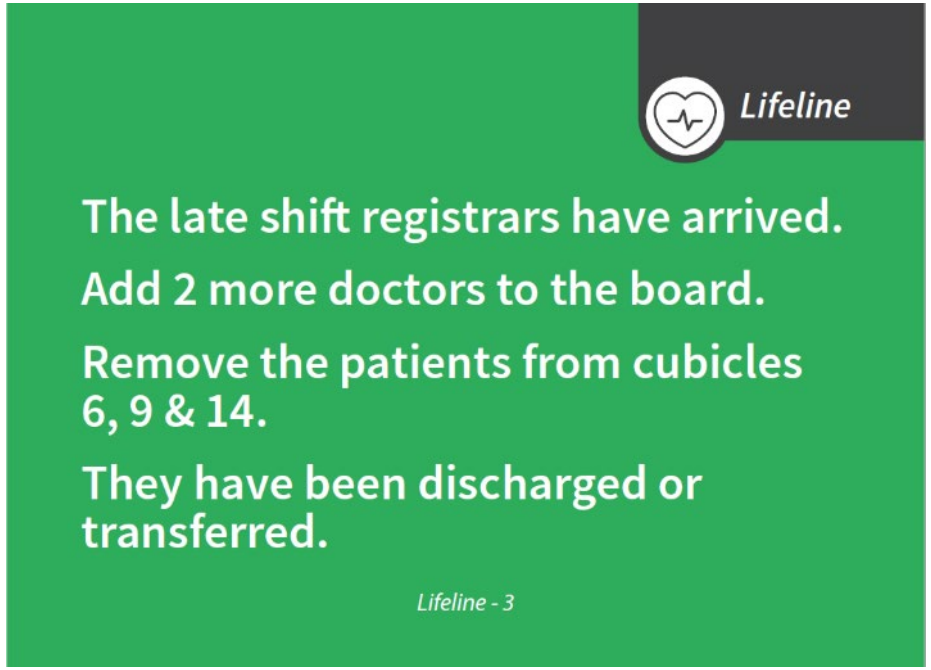
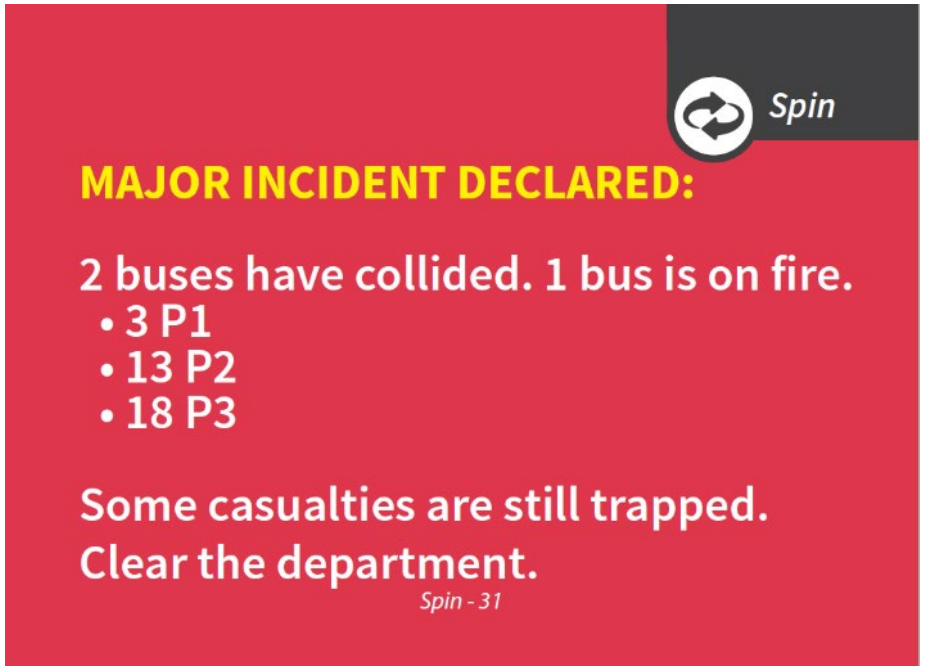
Lifeline cards x54

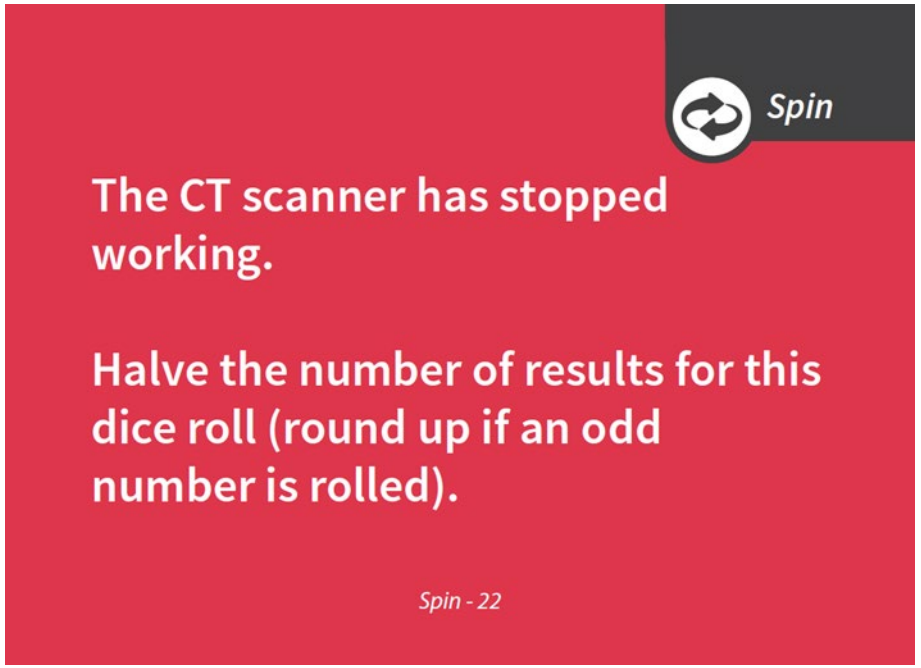
These cards can make the game slightly easier for Players, and are chosen by the Lead Simulator.



Spin cards x55

These cards present Players with a range of challenges and problems that will make the game more difficult. Also used to declare a Major Incident.

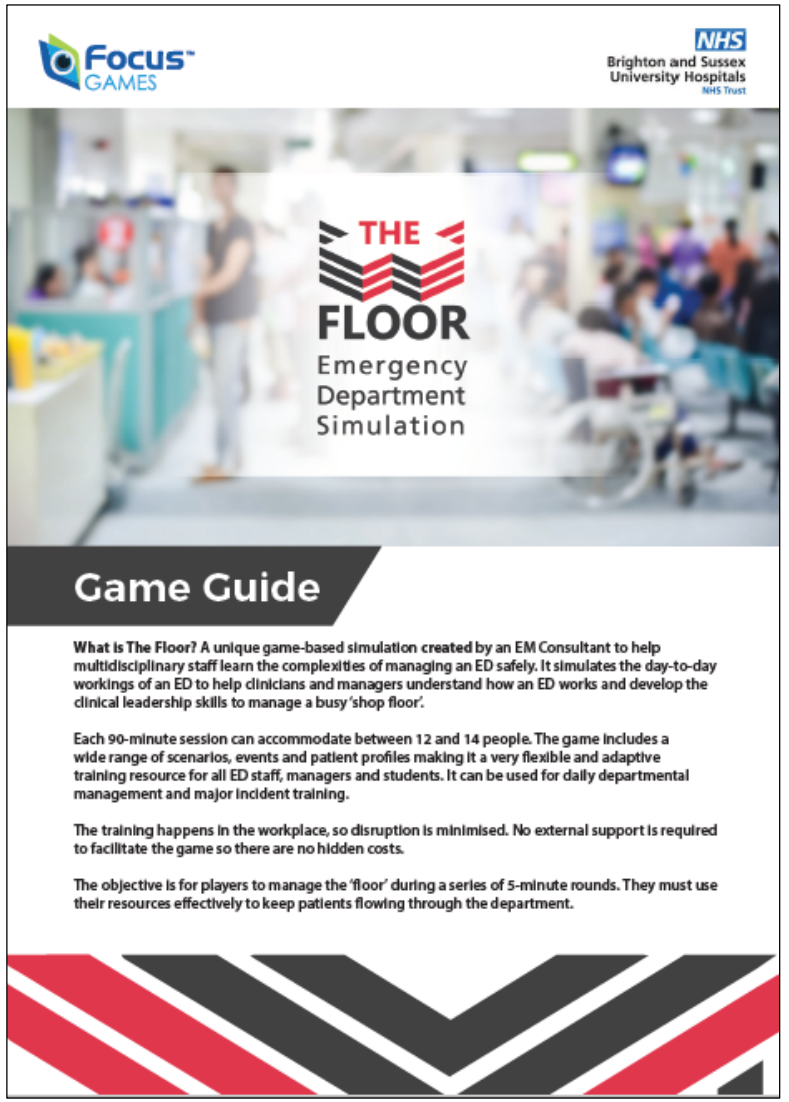




Game Guide x1

Explains how to manage a game.

Supported by a ‘how to’ video on the game’s website.



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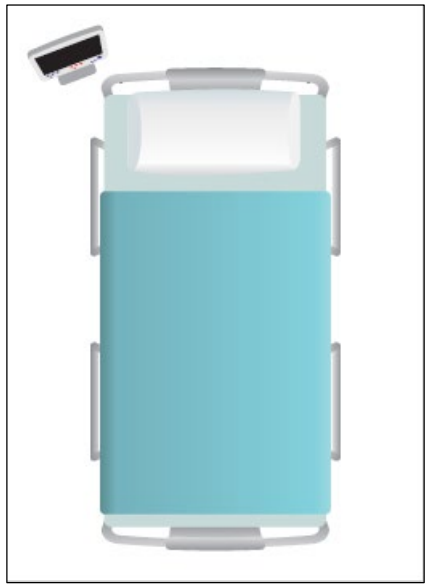
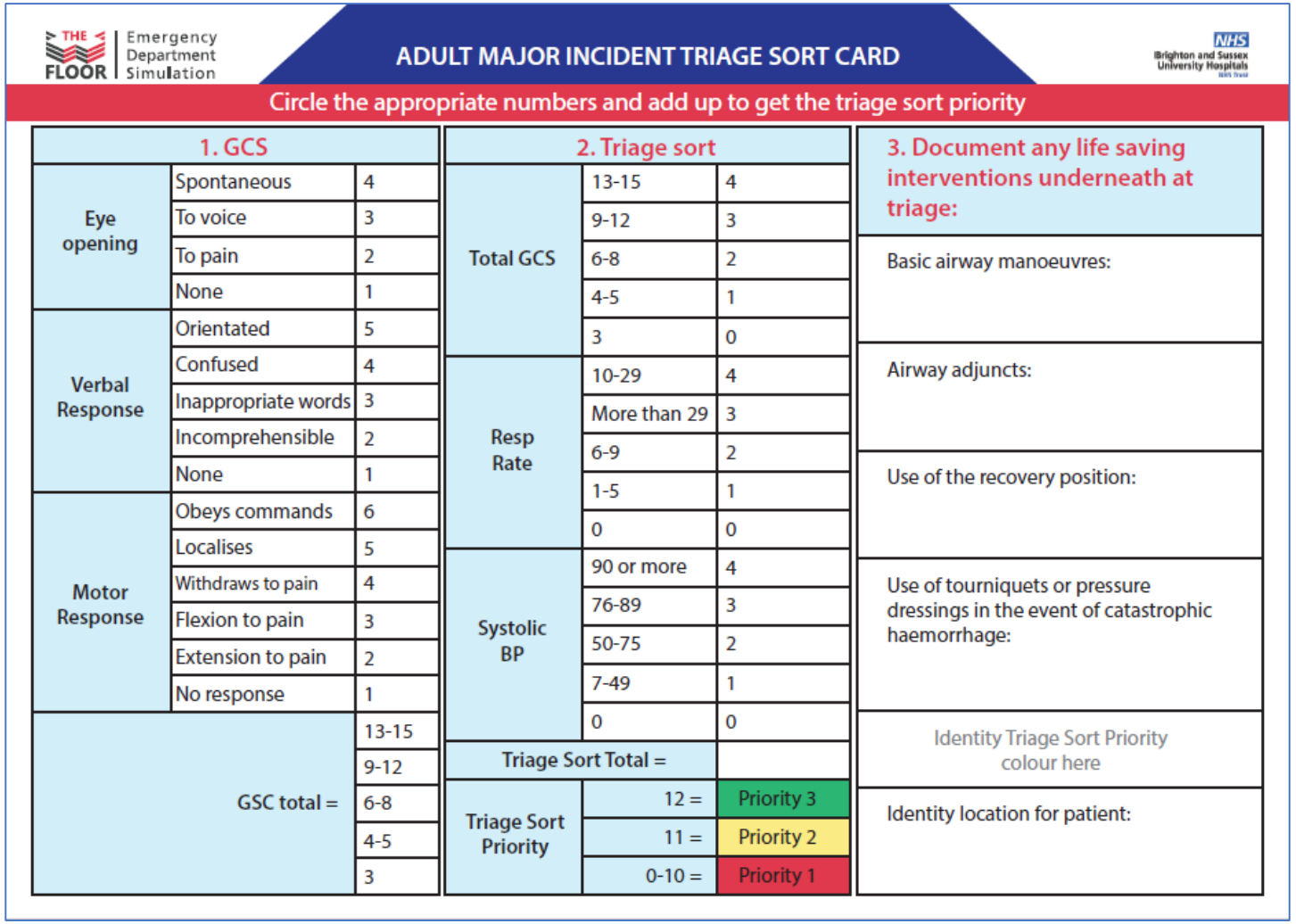
Bed cards x15

Allow the Lead Simulator to increase or decrease the number of beds to adjust the size of the ED.

Use the bed images to add extra beds and the blank side of the cards to cover beds not needed.



Major Incident Triage Sort Card x5



THE FLOOR Emergency Department Simulation

ADULT MAJOR INCIDENT TRIAGE SORT CARD

NHS Brighton and Sussex University Hospitals

Circle the appropriate numbers and add up to get the triage sort priority

1. GCS

Eye opening	Spontaneous	4
	To voice	3
	To pain	2
	None	1
Verbal Response	Orientated	5
	Confused	4
	Inappropriate words	3
	Incomprehensible	2
	None	1
Motor Response	Obeys commands	6
	Localises	5
	Withdraws to pain	4
	Flexion to pain	3
	Extension to pain	2
	No response	1
GSC total =		13-15
		9-12
		6-8
		4-5
		3

2. Triage sort

Total GCS	13-15	4
	9-12	3
	6-8	2
	4-5	1
	3	0
Resp Rate	10-29	4
	More than 29	3
	6-9	2
	1-5	1
	0	0
Systolic BP	90 or more	4
	76-89	3
	50-75	2
	7-49	1
	0	0
Triage Sort Total =		
Triage Sort Priority	12 =	Priority 3
	11 =	Priority 2
	0-10 =	Priority 1

3. Document any life saving interventions underneath at triage:

Basic airway manoeuvres:

Airway adjuncts:

Use of the recovery position:

Use of tourniquets or pressure dressings in the event of catastrophic haemorrhage:

Identity Triage Sort Priority colour here

Identity location for patient:

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COVID-19 Expansion Pack

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COVID-19 Expansion Pack

To help ED teams test, review and refine their COVID-19 pathways we have developed a COVID-19 Expansion Pack for the game.

All you need to run a COVID-19 simulation is up to 12 people* for 90 minutes; any senior member of staff can facilitate the game without external support.

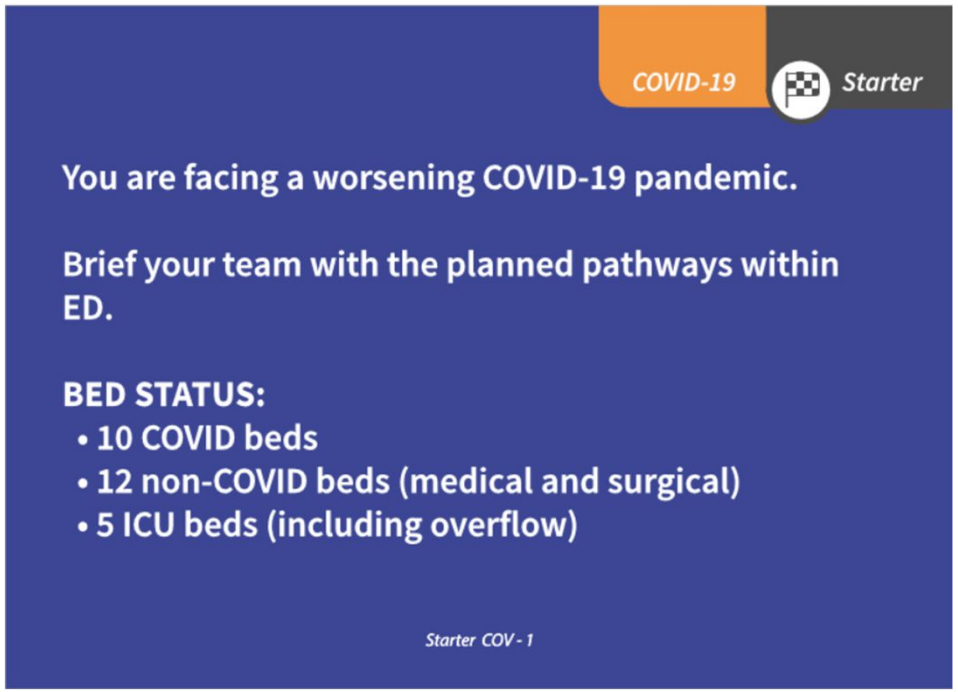
These sessions also offer an opportunity for staff to ‘decompress’ and address their own wellbeing during the debrief.

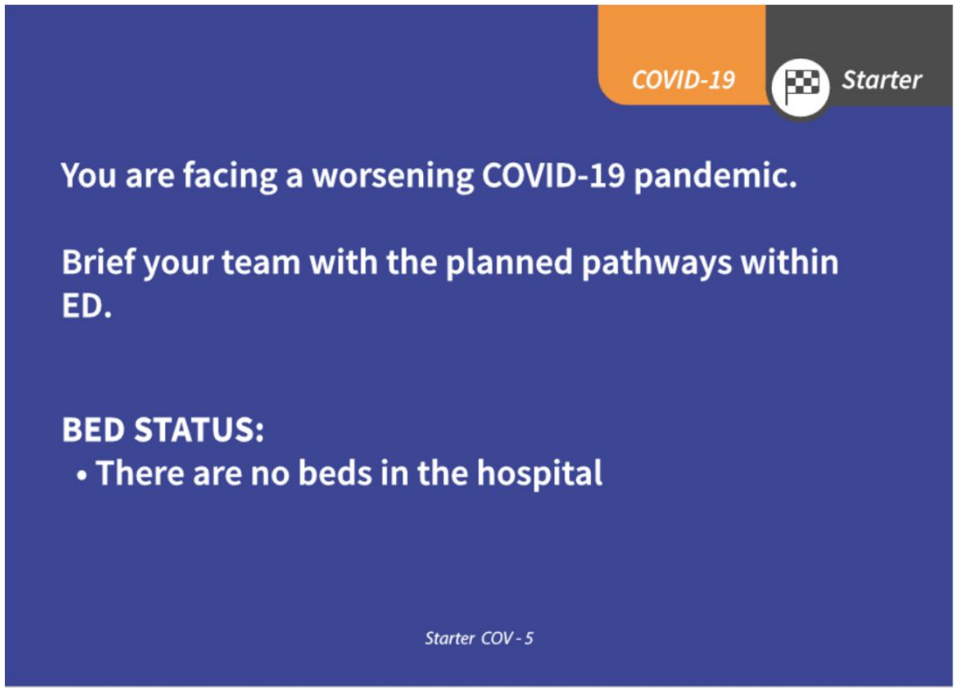
The Expansion Pack is free of charge.

**If you don't want 12 people in the same room some or all can participate remotely.*

Starter cards x9

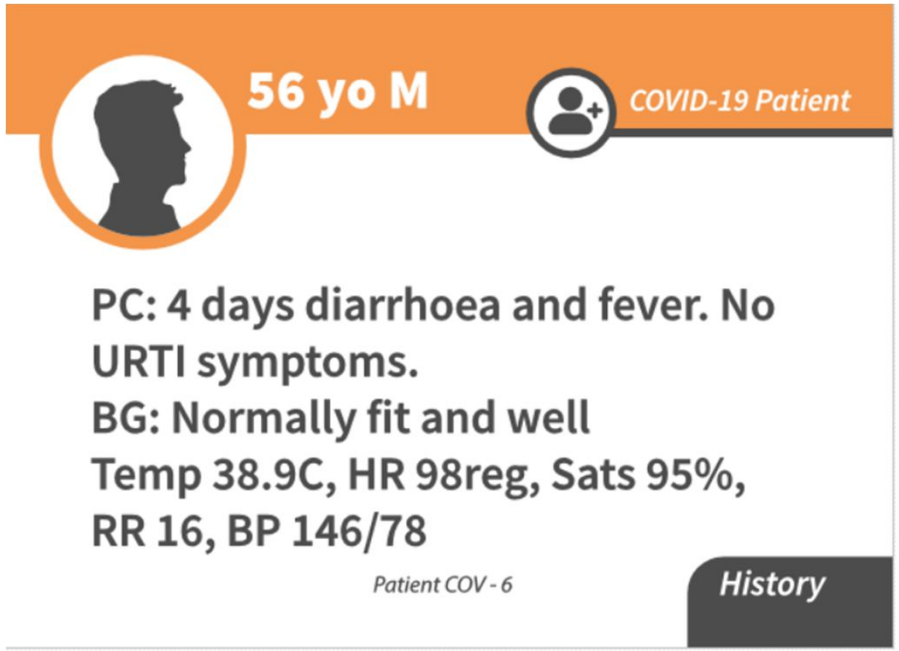
Dictate the set-up of the department.
Includes current bed status.

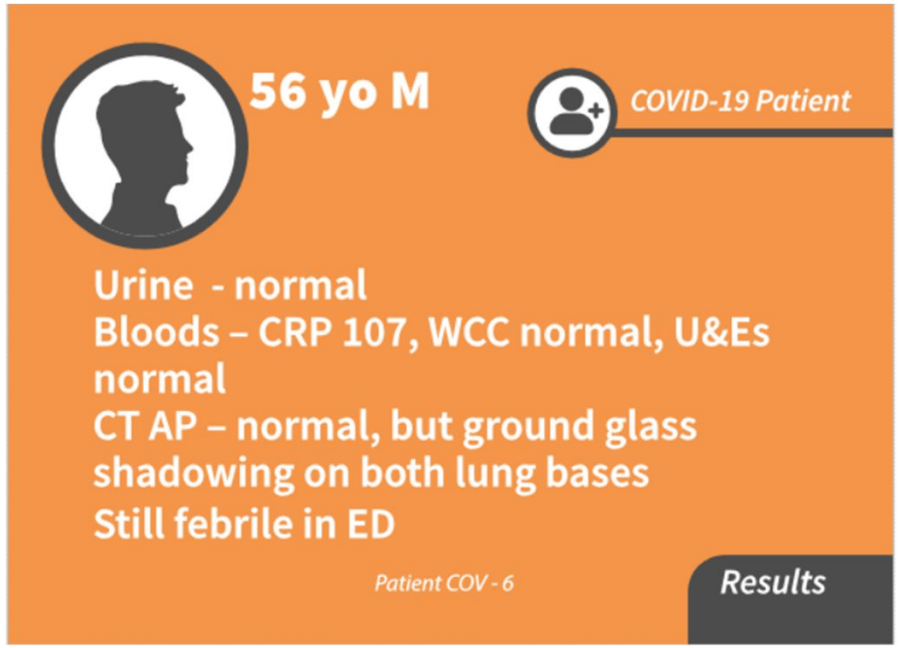




Patient cards x50

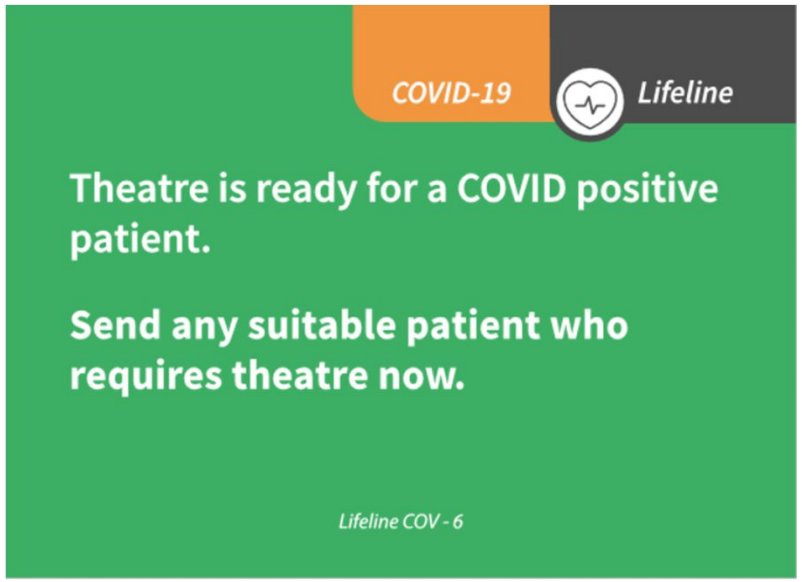
Range of patients.
Each card double-sided.
Not all COVID-19 positive.
Can supplement these with patients from the main game

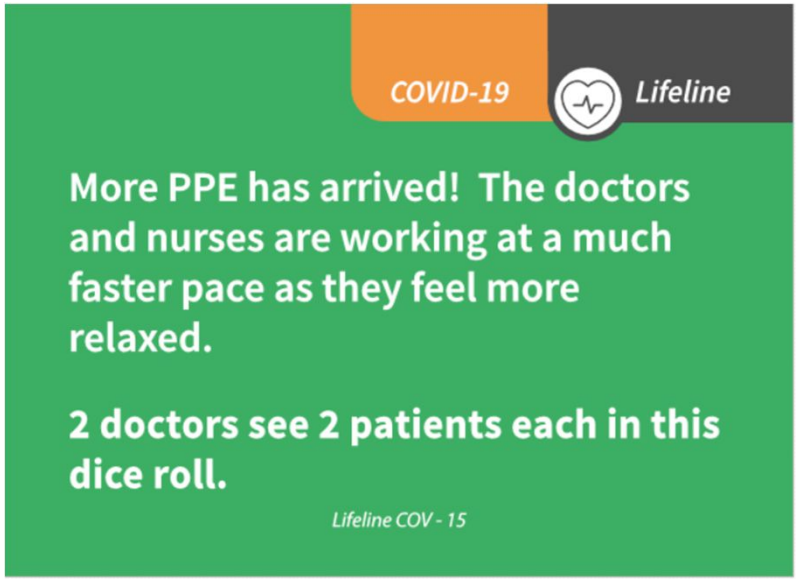


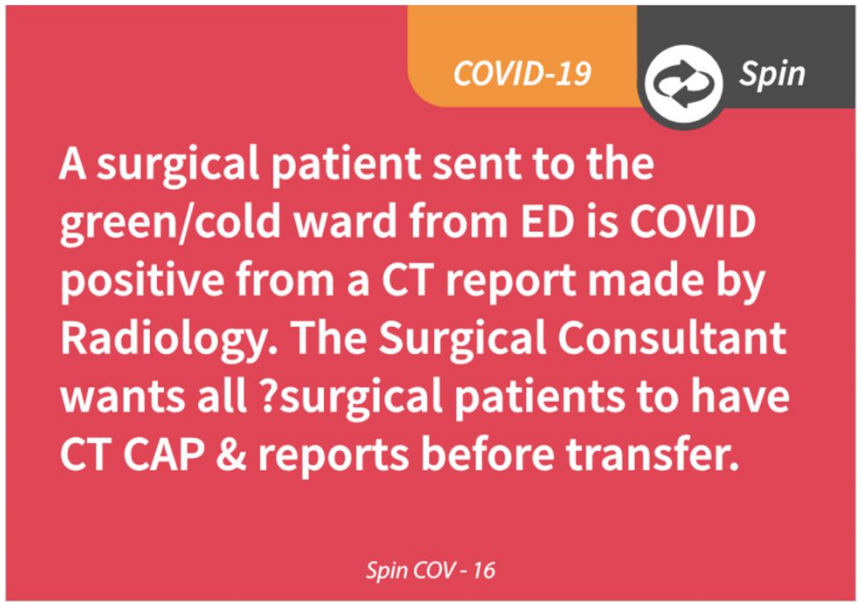
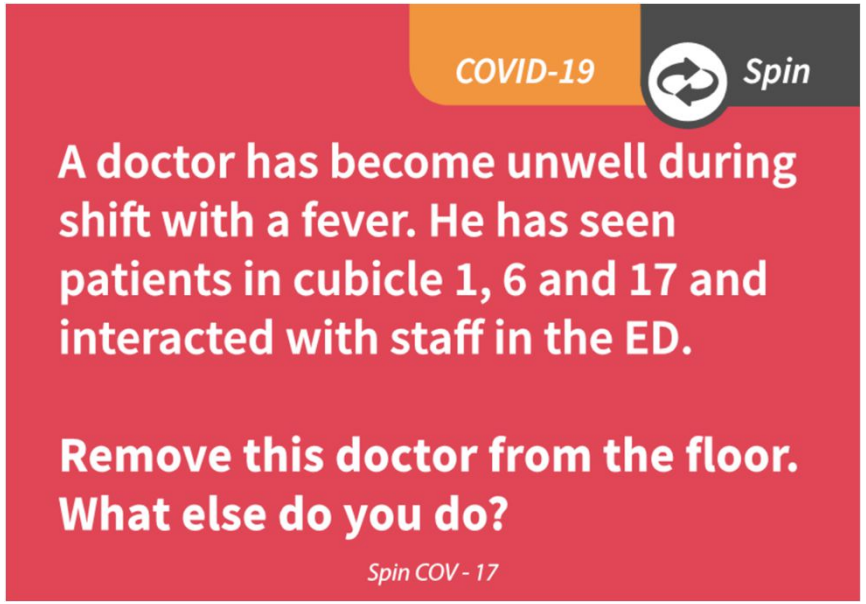


Lifeline cards x18

These cards can make the game slightly easier for Players, and are chosen by the Lead Simulator.





Spin cards x18

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