

# 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.

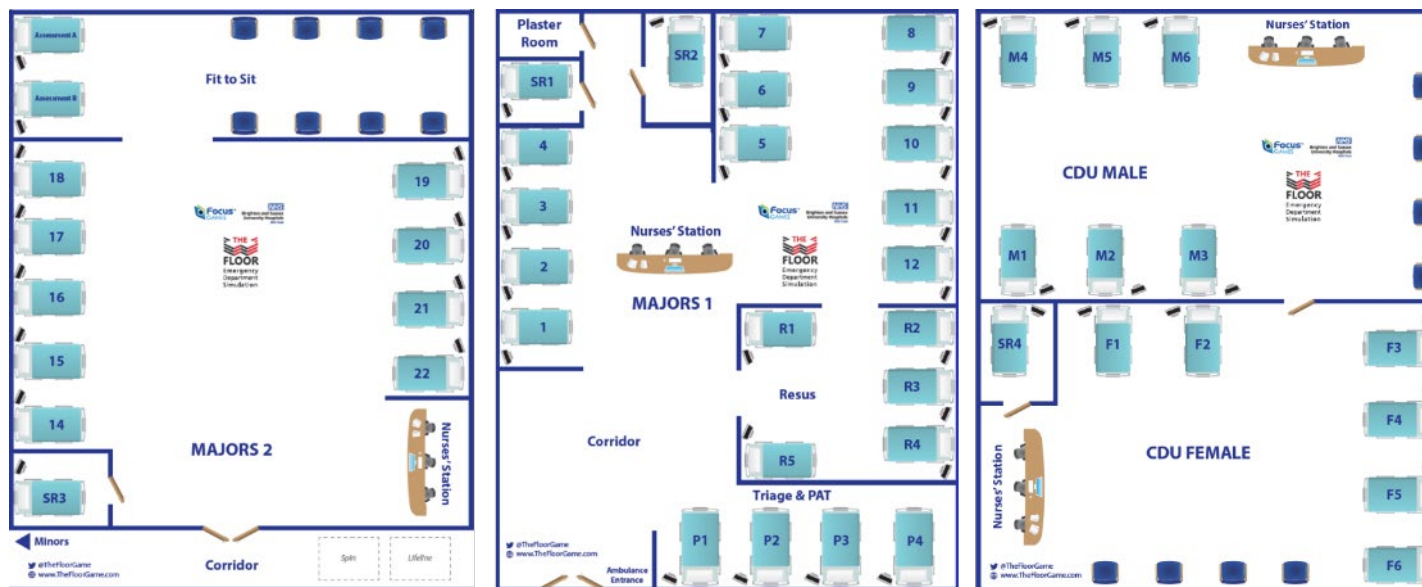
**Timekeeper** x1 – In charge of timings.

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

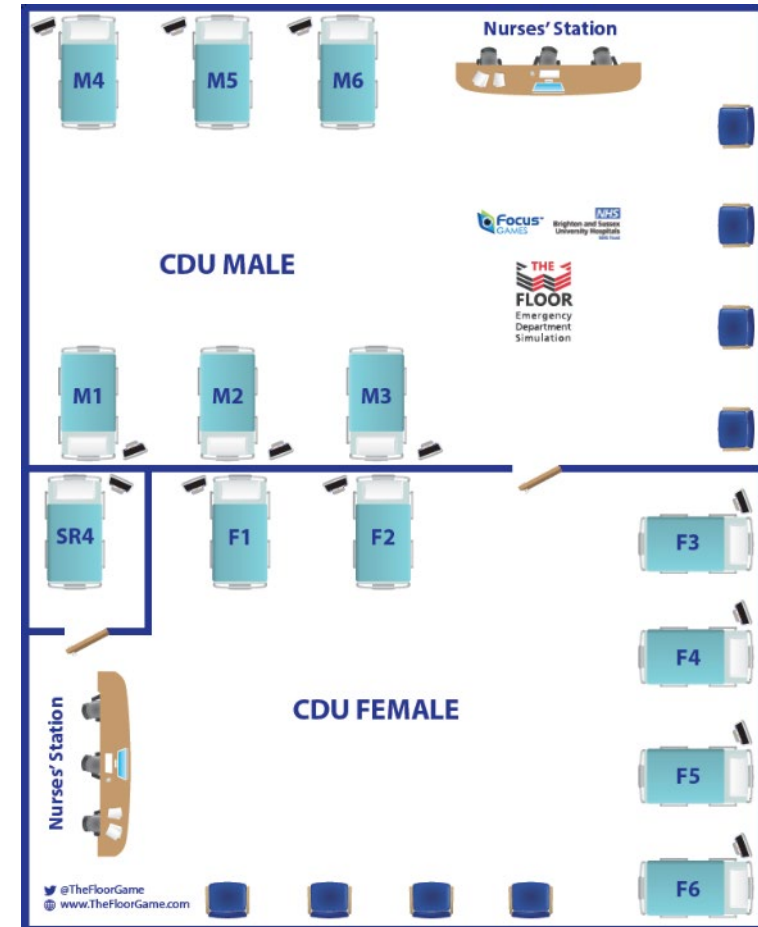
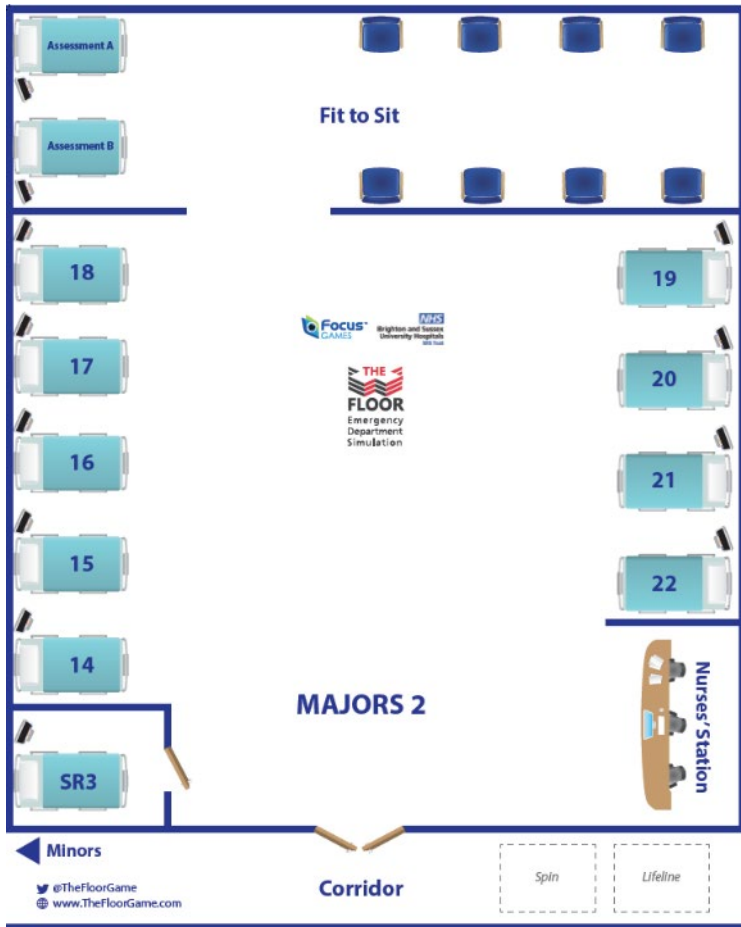
**Players** x2 – Participants take turns to play in pairs.

**Observers** – Anyone without an active role.

# Game Components



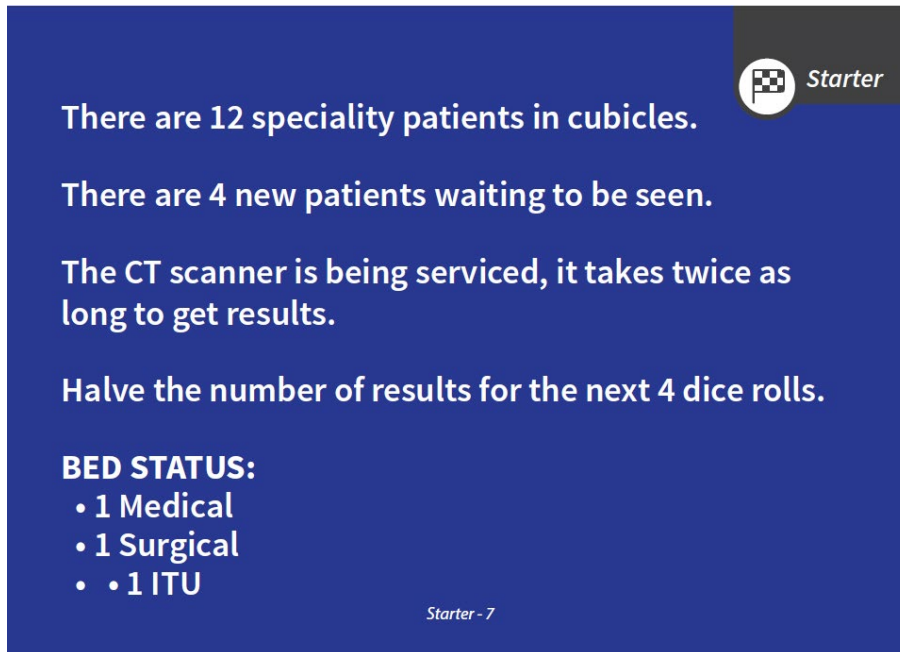
# Boards x3 (594mm x 744mm)





# Starter cards x25

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



Starter

There are 12 speciality patients in cubicles.

There are 4 new patients waiting to be seen.

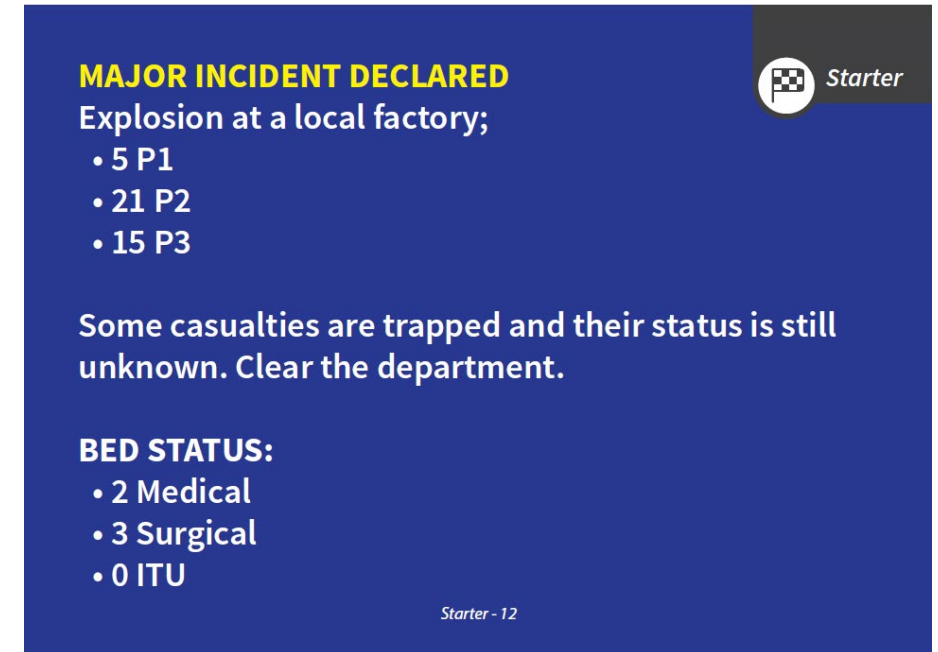
The CT scanner is being serviced, it takes twice as long to get results.

Halve the number of results for the next 4 dice rolls.

**BED STATUS:**

- 1 Medical
- 1 Surgical
- 1 ITU

Starter - 7



Starter

**MAJOR INCIDENT DECLARED**

Explosion at a local factory;

- 5 P1
- 21 P2
- 15 P3

Some casualties are trapped and their status is still unknown. Clear the department.

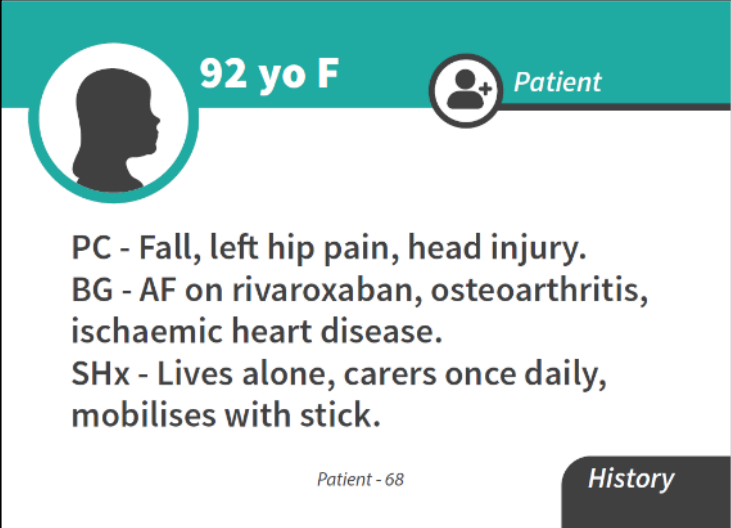
**BED STATUS:**

- 2 Medical
- 3 Surgical
- 0 ITU

Starter - 12

# Patient cards x290

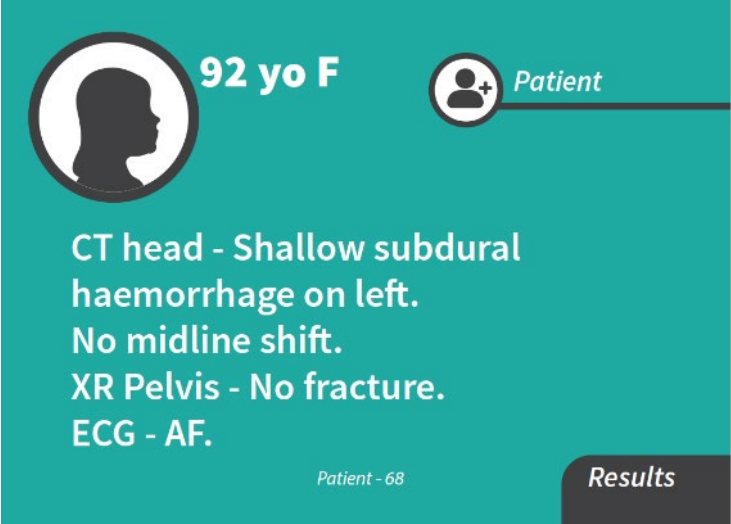
- Normal patients (x130)
- CDU patients (x26)
- Medical Speciality patients (x16)
- Surgical Speciality patients (x21)
- Emergency patients (x48)
- Major Incident patients (x49)



**92 yo F** **Patient**

PC - Fall, left hip pain, head injury.  
BG - AF on rivaroxaban, osteoarthritis, ischaemic heart disease.  
SHx - Lives alone, carers once daily, mobilises with stick.

*Patient - 68* **History**



**92 yo F** **Patient**

CT head - Shallow subdural haemorrhage on left.  
No midline shift.  
XR Pelvis - No fracture.  
ECG - AF.

*Patient - 68* **Results**

# Lifeline cards x54

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



A green Lifeline card with a dark grey header containing a heart icon and the word "Lifeline". The card text reads: "The Minors team is working incredibly hard. The wait has now dropped to 10 minutes. 2 doctors come to Majors and start seeing patients." The card number "Lifeline - 11" is at the bottom.

The Minors team is working incredibly hard. The wait has now dropped to 10 minutes.

2 doctors come to Majors and start seeing patients.

*Lifeline - 11*




A green Lifeline card with a dark grey header containing a heart icon and the word "Lifeline". The card text reads: "The late shift registrars have arrived. Add 2 more doctors to the board. Remove the patients from cubicles 6, 9 & 14. They have been discharged or transferred." The card number "Lifeline - 3" is at the bottom.

The late shift registrars have arrived. Add 2 more doctors to the board. Remove the patients from cubicles 6, 9 & 14. They have been discharged or transferred.

*Lifeline - 3*

# 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.




**MAJOR INCIDENT DECLARED:**

2 buses have collided. 1 bus is on fire.

- 3 P1
- 13 P2
- 18 P3

Some casualties are still trapped.  
Clear the department.

*Spin - 31*



The CT scanner has stopped working.

Halve the number of results for this dice roll (round up if an odd number is rolled).

*Spin - 22*



# Game Guide x1

Explains how to manage a game.

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



**Focus<sup>™</sup> GAMES**

**NHS**  
Brighton and Sussex  
University Hospitals  
NHS Trust

**THE FLOOR**  
Emergency  
Department  
Simulation

## Game Guide

**What is The Floor?** A unique game-based simulation created by an EM Consultant to help multidisciplinary staff learn the complexities of managing an ED safely. It simulates the day-to-day workings of an ED to help clinicians and managers understand how an ED works and develop the clinical leadership skills to manage a busy 'shop floor'.

Each 90-minute session can accommodate between 12 and 14 people. The game includes a wide range of scenarios, events and patient profiles making it a very flexible and adaptive training resource for all ED staff, managers and students. It can be used for daily departmental management and major incident training.

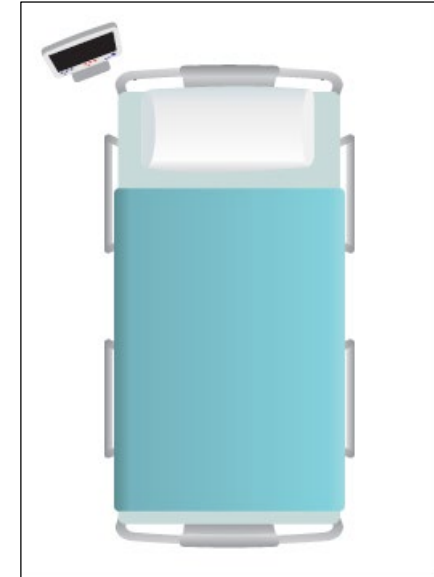
The training happens in the workplace, so disruption is minimised. No external support is required to facilitate the game so there are no hidden costs.

The objective is for players to manage the 'floor' during a series of 5-minute rounds. They must use their resources effectively to keep patients flowing through the department.



# 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

		<b>ADULT MAJOR INCIDENT TRIAGE SORT CARD</b>				
Circle the appropriate numbers and add up to get the triage sort priority						
1. GCS			2. Triage sort			
Eye opening	Spontaneous	4	Total GCS	13-15	4	<b>3. Document any life saving interventions underneath at triage:</b>  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:
	To voice	3		9-12	3	
	To pain	2		6-8	2	
	None	1		4-5	1	
Verbal Response	Orientated	5		Resp Rate	3	
	Confused	4	10-29		4	
	Inappropriate words	3	More than 29		3	
	Incomprehensible	2	6-9		2	
	None	1	1-5		1	
Motor Response	Obeys commands	6	Systolic BP	0	0	
	Localises	5		90 or more	4	
	Withdraws to pain	4		76-89	3	
	Flexion to pain	3		50-75	2	
	Extension to pain	2		7-49	1	
	No response	1		0	0	
GSC total =			Triage Sort Total =		Triage Sort Priority 12 = Priority 3 11 = Priority 2 0-10 = Priority 1	
			13-15			
			9-12			
			6-8			
			4-5			
			3			

# COVID-19 Expansion Pack



# 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.

COVID-19  Starter


You are facing a worsening COVID-19 pandemic.

Brief your team with the planned pathways within ED.

**BED STATUS:**

- 10 COVID beds
- 12 non-COVID beds (medical and surgical)
- 5 ICU beds (including overflow)

*Starter COV - 1*

COVID-19  Starter

You are facing a worsening COVID-19 pandemic.

Brief your team with the planned pathways within ED.

**BED STATUS:**

- There are no beds in the hospital

*Starter COV - 5*

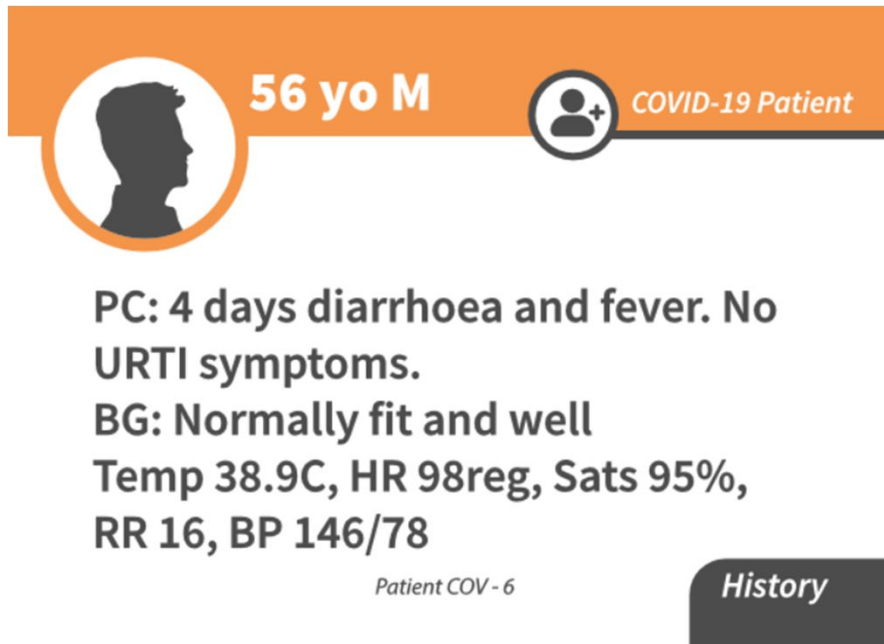
# Patient cards x50


Range of patients.

Each card double-sided.

Not all COVID-19 positive.

Can supplement these with patients from the main game

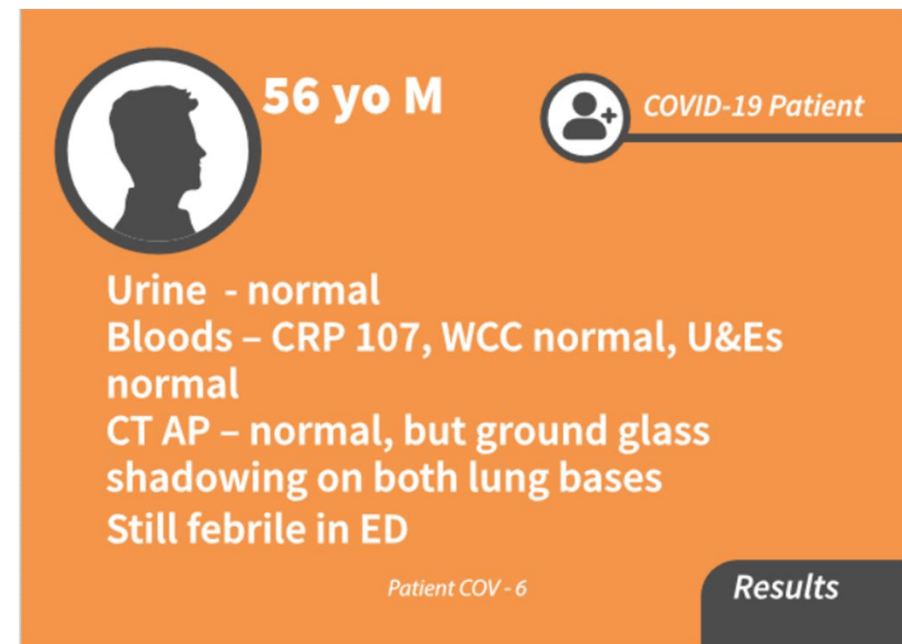



56 yo M  COVID-19 Patient

PC: 4 days diarrhoea and fever. No URTI symptoms.  
BG: Normally fit and well  
Temp 38.9C, HR 98reg, Sats 95%,  
RR 16, BP 146/78

*Patient COV - 6*

**History**



56 yo M  COVID-19 Patient

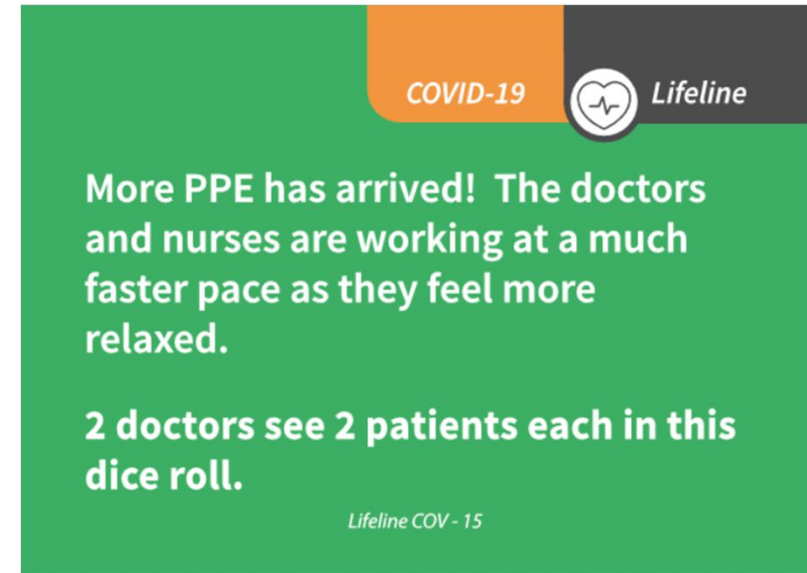
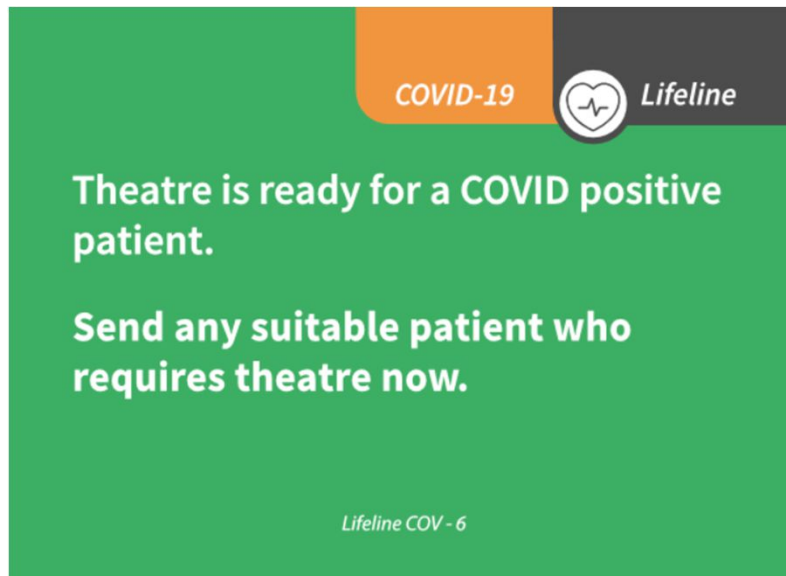
Urine - normal  
Bloods - CRP 107, WCC normal, U&Es normal  
CT AP - normal, but ground glass shadowing on both lung bases  
Still febrile in ED

*Patient COV - 6*

**Results**


# Lifeline cards x18

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




# Spin cards x18

These cards present Players with a range of challenges and problems that will make the game more difficult.

**COVID-19**  *Spin*

**A surgical patient sent to the green/cold ward from ED is COVID positive from a CT report made by Radiology. The Surgical Consultant wants all ?surgical patients to have CT CAP & reports before transfer.**

*Spin COV - 16*

**COVID-19**  *Spin*

**A doctor has become unwell during shift with a fever. He has seen patients in cubicle 1, 6 and 17 and interacted with staff in the ED.**

**Remove this doctor from the floor.  
What else do you do?**

*Spin COV - 17*