



# Be a WOC Star



## **Learning outcome or objective. What is it you are trying to teach or reinforce?**

Students will demonstrate knowledge and skills related to WOC (wound, ostomy & continence) nursing in preparation for their certification exam(s). These are the objectives for the learners:

1. Recognize wound, ostomy and continence problems and complications
2. Identify the diseases and disorders related to WOC nursing
3. Determine the best products for the treatment of wound, ostomy and continence problems
4. Perform skills related to WOC nursing
5. Locate resources to support or clarify professional issues related to WOC nursing

## **Game summary and include any “pieces” or materials you’d need:**

*Summary:* This game will test the knowledge and skills of WOC nurses after they have taken the certification review course. Ideally 6-8 players will play this game. They will have an opportunity to do and observe diverse activities related to WOC nursing. Players accumulate points by correctly carrying out what is on the assignment card. At the end of the game the player with the most points wins the title of “WOC star”.

### Materials Needed:

1. Assignment cards
2. Photographs of complications
3. Dry erase board and markers
4. WOC product samples and supplies
5. Mannequins
6. Supply Catalogs
7. Resource books, manuals, position papers, etc

**What are the rules?** The students will sit in a large circle facing each other. There will be a table with photo books, mannequins, supplies, catalogs and resources located in the center of the circle. Each chair will have an envelope. The player that gets the envelope with the “first player” card inside will be the first to play.

### The Cards:

Each **Assignment** card will represent one of the 5 assignment categories (*see below*). Listed on each card will be a choice of a **Wound**, **Ostomy** and **Continence** questions/tasks related to the assignment (*figure 1*).

### Assignment categories:

1. **Name that Problem:** *Identify the problem seen the photograph*
2. **What’s my identity?:** *Name the disease or disorder after hearing its description*
3. **The Right Choice:** *Choose the correct product from either product samples or from a supply catalog*
4. **Show Me the Skill:** *Demonstrate the skill either on the mannequin or another player*
5. **Find the Source:** *Find a good source to the question on the assignment card. This could include a policy, standards, textbook, article, etc*

# Be a WOC Star

The **Assignment** cards will be face down in a box and will be shuffled by the facilitator before giving the box to the first player. The first player will choose the top card, turn it over and read the title and description of the assignment to the player on their left. The player reading the card will then ask that player on their left to choose one of the subject matters, either **WOUND**, **OSTOMY** or **CONTINENCE**. They will then read the corresponding question/task. That 2nd player will complete the assignment and repeat the process choosing a card for the player on their left.

Title of the Assignment  
and description

figure 1

**Subject matters** {

**THE RIGHT CHOICE**

Your assignment is to choose the correct product from either the product samples or from a supply catalog. Explain your choice to the class. Please choose from one of the categories below:

- **WOUND**: Select the best dressing for a 2nd degree pressure ulcer on the ankle.
- **OSTOMY** : Select the best Ostomy pouch for an adult with a new ileostomy.
- **CONTINENCE** : Select the best barrier cream for a moderate to severe diaper rash on a neonatal patient.

←

←

See scoring for more details.

# Be a WOC Star

## Scoring:

Players will receive **10 points** if the assignment is done correctly. If they get part of the assignment correct they will receive **5 points**. If the player does not get the assignment correct then the next player has a chance to do that assignment and receive the points. A player may choose to pass the assignment to the next player after hearing the assigned question/task but they will forfeit their turn. Players are allowed to receive help from the audience but will only get **5 points** in that situation. The facilitator will keep track of the points by writing them on a dry erase board. Points will be tallied up at the end of the game. The player with the highest number of points will be named a “WOC star”. If there is a tie then those players will have a WOC star tie-breaker round. The facilitator will pick an assignment card and all players in the tie breaker will complete at the same time. The first player to get the assignment done correctly will win.

**What kinds of decisions would players need to make or activities would they need to do?** Each assignment has the choice of 1 of the 3 subject matters. Each card also has an activity that either involves performing a task, answering a question or making a decision about supplies, treatment or resources. Players have additional choices of asking for help, passing an assignment to the next player and choosing whether to do a treatment on another player or on a mannequin.

**Will the students play independently or collaboratively?** The student has the option of doing their assignment independently or asking for assistance. They will receive more points if they are able to complete their assignment without assistance. After each assignment is complete the facilitator will give the player feedback and then the group can discuss the topic and ask questions.

**What are the incentives (rewards) to win or finish the game?** Players will receive cumulative points so the competition to get the most points would be incentive for many players. The other incentive is that players will have the opportunity to learn with their peers and improve their knowledge and practice their skills. This will aid them in preparing for their certification exam(s). This is a less stressful way of reinforcing learning for most people than independent studies. The winner will be titled the WOC star and receive a certificate and a one year free membership to the WOCN (Wound, Ostomy and Continence Nursing Society) which is worth \$125.00 and most nurses have to pay out of pocket.

**What, if any, additional challenges will keep the players engaged?** The variety of the assignments and skills and the group interaction will help keep players engaged in the game. The challenge of not knowing ahead of time what they will have to do helps to keep the game a little more dynamic. They will also be getting up for many of the activities instead of sitting in their chair the whole time.

**How does the game end? What kind of closure have you planned?** Ideally this game would be best played over several sessions to cover more information without the players getting over-saturated. The points can be cumulative over that period. In reality, it’s hard to get people back together several times. Since this is not a mandatory class it may be better to end it after 60 minutes. The choice could be decided by the students.