

## **Aim of the game**

Everyone loves board games! The aim of this game is to provide a fun and engaging activity to fuel conversations about honesty and integrity, specifically focussing on interactions with patients, peers and professionals on placement. The game utilises scenario cards to discuss issues and responses to different scenarios relating to honesty and integrity. It also uses activity cards to highlight extra information such as the roles of the GMC and links additional attributes, such as effective communication and teamwork, to honesty and integrity. All of these attributes relate to professional standards that medical students are expected to meet throughout their degree, which are in-line with the guidance of 'Achieving Good Medical Practice' outlined by the GMC and MSC.

This game is based on ideas from other board games such as Cranium and Taboo. Throughout the game, the facilitator should fuel discussions, always relating answers to why professionalism is important to medical students and at the end, ask the participants for their take-home messages. Before beginning the game, the aim should **NOT** be highlighted to the players. If the game has been successful, the take-home messages should be related to the below:

1. Acting with honesty and integrity is key to being a good medical student and a safe a trustworthy doctor (point 19 of 'Achieving Good Medical Practice')
2. As an aspiring doctor, you must have a higher standard of behaviour than other students throughout your degree to maintain the public's trust in the profession.
3. During medical school, you may witness acts of dishonesty which will raise concerns about patient safety or an individual's fitness to practice. If a situation arises where you are in this position, seek advice from the medical school or guidance that is available from the GMC.

## **Rules**

**Number of players: 6 (3 groups of 2) or 9 (3 groups of 3).**

**Time: 20 minutes**

Each team begins at the START square (with a counter) and the first team begins by rolling the dice.

If players land on a **blue square**, the facilitator should pick up a **blue card** relating to either a patient, peer or professional and read aloud the scenario. Players have two minutes to discuss the scenario and decide on 2 issues and 2 responses. If players successfully complete this, they keep the card and pass on the dice to the next team.

If players land on a **red square**, they miss a shot and pass on the dice to the next team.

If players land on a **yellow square**, the facilitator should pick up a **yellow card** and read aloud the instructions for the activity. When one player has to be nominated, give the card to the player to read quietly. If the players successfully complete the activity, they keep the card and pass on the dice to the next team.

All activities and scenarios should be timed by the facilitator using a stopwatch.

The winners are the players who reach graduation first or if 20 minutes is up before completing the game, the team with the most cards win.

## **Resources required**

Board  
Scenario and activity cards  
Dice  
3 x counters (1x sharpener, 1 x rubber, 1 x paper-slip)  
Blindfold  
Maze map  
Stopwatch  
Paper and pen for each player

## **Facilitator tools**

[http://www.gmc-uk.org/Achieving\\_good\\_medical\\_practice\\_0816.pdf\\_66086678.pdf](http://www.gmc-uk.org/Achieving_good_medical_practice_0816.pdf_66086678.pdf)

[http://www.gmc-uk.org/guidance/good\\_medical\\_practice.asp](http://www.gmc-uk.org/guidance/good_medical_practice.asp)

[http://www.gmc-uk.org/guidance/ethical\\_guidance/27233.asp](http://www.gmc-uk.org/guidance/ethical_guidance/27233.asp)

[http://www.gmc-uk.org/DC9491\\_07\\_Fitness\\_to\\_Practise\\_Annual\\_Statistics\\_Report\\_2015\\_Published\\_Version.pdf\\_68148873.pdf](http://www.gmc-uk.org/DC9491_07_Fitness_to_Practise_Annual_Statistics_Report_2015_Published_Version.pdf_68148873.pdf)

<http://www.gmc-uk.org/about/role.asp>