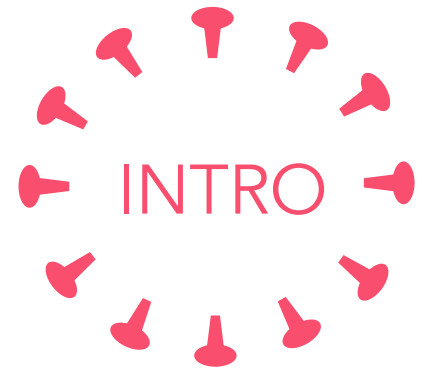


CORONA-WARS:

An Emergency Simulation Game for COVID-19



This is a low-fidelity, multi-disciplinary, table-top simulation 'game' designed to practice various scenarios in YOUR environment during the COVID-19 Pandemic. We encourage you to use this simulation to mimic the environment and team members you will be dealing with. Consider the stage in the pandemic response that your setting is currently in.

If you are currently saving paper, or want to minimize arts and crafts, you may play by simply talking through the **Case Cards** as a team. If your scissors are up to it, we recommend cutting out the cards, and using them to mimic your environment and enhance your simulation. Active play increases team engagement from passive to active learning and planning.

This is intended to be utilized by healthcare providers in any setting. We encourage you to play with the people and resources you have on your shift at that time to promote maximum fidelity. One case is anticipated to take about 5-10 minutes, depending on the depth of the conversation you end up having. This game can and should be adapted based on your local resources, protocols, time allotted, and team members available.

Share your learning! This game is intended to stimulate discussion among teams, departments, and leadership throughout the hospital to enhance preparedness for the COVID-19 pandemic.

Please send any feedback to covidsim@bcemergencynetwork.ca.

CORONA-WARS:



1. Print out the sample patient room, or draw out a room from your department on a blue pad with a sharpie. This is your GAME BOARD.
2. Lay out your GAME CARDS in three piles: **Team**, **PPE** and **Equipment**
3. The facilitator (*anyone can be the facilitator; take turns*) chooses a **Case Card**. You don't have to do the cases in order, but the cases were sequenced with a progression in mind.
4. The facilitator reads out the **THE SITUATION** from the **Case Card**.
5. The team must work together to decide their next appropriate actions, using cards as appropriate from the **Team**, **PPE** and **Equipment** decks.
 - To maximize fidelity, move your team player and equipment cards into and out of the room as actions are taken, donning PPE as needed.
 - When donning PPE, each individual must lay out precisely what piece of equipment they would wear, in what order, and when they would wash their hands. If you need to exit the room, you must correctly doff your PPE
 - Note: you have an opportunity here to talk through specific medications, or equipment that is not PPE, however for simplicity not all the detailed equipment or medications required are included.
6. Optional: For each piece of PPE used, tally one point on the PPE score card.
7. Once the team is ready for next steps, the facilitator may read the **DISCUSS** prompts as needed, or move on and read the next **SITUATION UPDATE** to continue the case.
8. **DEBRIEF:** Talk through the case: What went well, what would you change next time?
 - Share your learning: Consider discussing any lessons learned with your site leadership, and colleagues to improve everyone's readiness.