Supporting Carers Interactivity

User Guide

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The QNI has developed three free online learning resources to support nurses who work with carers.

The resources are specific to:

1. [Community/District Nurses](#)

2. [General Practice Nurses](#)

3. [School Nurses](#)

(Click on the links to open the learning resources)

This Interactivity has been designed to link to the existing resources and provide support to tutors to enable them to deliver teaching sessions to nurses supporting Carers.

Session Timings

The interactivity is designed for tutors to run a three-hour teaching session on nurses supporting carers. It is anticipated that, based on this premise, tutors will allow students to discuss a question, answer and the evaluative question for approximately six minutes per question, on average and the session will consist of exploring thirty questions per session.

Tutors are strongly encouraged to check through the three existing resources - prior to delivering any sessions. Links will open specific pages within the resources but the pages before and after may also be relevant to the questions.

How the Interactivity will work

Below is a description of how the Interactivity works. For the purpose of the example, an "Action" requires the user to interact with the Interactivity to progress, and an "Event" describes something that the interactivity requires the user to stop, confirm or watch.

Scoring rules

The scoreboard button is visible on the 'take card' screen. Scoring is explained for each of the levels in 'How to Play the Interactivity'.

Printouts

At the end of the game (30 questions answered) the 'And that's the end' screen has a print button which will open a preview of the results, including; the number of correct questions answered, the student's/group members' name/s, the group name as applicable, the question references with their result and answers given to each question, as well as, the evaluative questions and the free text responses.

Any excluded questions (from the overall 60 questions) will display as "Question excluded".

Use the browser print options to print this information.

Example Question

Action:	Player Takes a card (For this example, a Director's Cut card is drawn)
Director's Cut only - **Event:**	"Intro Film" is shown
Event:	Closed question is presented

Closed Question
Immediately scored/assessed as part of the competitive aspect of the interactivity
	Which of the following signs should you look out for to identify carers at risk of abuse:
	   a) Signs of Neglect
	   b) Physical Harm
	   c) Behaviour Change
	   d) All of the Above

Link Each question is accompanied by a link to the resource. Clicking on it will open the resource on that specific page. This can be used to research the answer or facilitate a discussion.	Module 2 - The Role of the Community Nurse > Safeguarding > Adults at Risk of Abuse
Topics for discussion Suggested topics for discussion re-enforced by the learning resources. This information will be included in the tutor guidance document and is not a part of the Interactivity or shown on the screen.	E.g. Discuss potential examples of Signs of Neglect, Physical Harm and Behavioural Change in more detail.
Action:	**Tutor, Group or Individual respond to the question**
Director's Cut only - **Event:**	**The "A bit more detail... Film" is played automatically to re-enforce learning**
Event:	Answer feedback is shown - A correct response will display a congratulations page and award 1 point. **d) All of the Above**
Progress differs according to the level selected	
Tutor Led - Levels 4 & 5	For these levels, the user will be taken back to the beginning and select a new card, which may be a different question type.
Event:	Return to first Action, new card is selected.
Progress differs according to the level selected	
Levels 6 & 7	These levels continue onto the Evaluative question and the tutor has the option of also facilitating a feedback session.
Event:	The Evaluative Question is shown with space provided to answer.
Evaluative/Free Text Question The answer to this question is recorded, it is not scored/assessed. The answers can be produced in printed format and the tutor has an opportunity to assess the candidates' answers.	Why are carers potentially at risk of abuse?
Action:	Learner types their answer to the evaluative question into the space provided and then clicks continue.
Event:	Return to first Action, new card is selected
Suggested Responses When feeding back to the learners, the tutor can use the suggested responses as a guide. This information will be included in the tutor guidance document and is not a part of the Interactivity or shown on the screen.	E.g. Learners should demonstrate an understanding of the key factors relating to: A carer's home environment Social isolation etc.

How to use the Interactivity

Step 1

Choose a nursing discipline to filter questions for district nurses (community), general practice nurses, school nurses or all disciplines.

Step 2 - Tutor Led/Student Led

Select the type of session you would like to conduct:

The Tutor Led session is designed to accommodate students at levels 4 and 5. It does not require access to computers for students and can be presented via the tutor with one computer and a projector or display. However, if there is access to computers/laptops/tablets and mobile devices, students should be encouraged to open the Learning Resources and browse their contents as directed by the tutor.

A Student Led session is designed to accommodate students at levels 6 and 7. Each student group/individual requires access to the game on an electronic device.

Step 3a. - Tutor Led – Whole Class/Groups

Tutor Led – Whole Class – Level 4:

Full facilitation from the Tutor is required, via the computer and projector/display. The scoring is based on 'whole class' agreement. The tutor should only specify the answer to a question when a class consensus has been met. Scoring = one score for each question answered, for the whole class.

Tutor Led – Groups – Level 5:

The number of groups need to be selected, to a maximum of six groups. This Tutor Guidance contains reference numbers to each of the sixty questions. The tutor is able to view all the questions, answers, discussion points, associated evaluative questions and suggested responses by using the references provided at the top of each card.

The Questions screen can be used to facilitate discussion and will not affect the scoring at this stage. The scoring should be applied by the tutor on a 'group by group' basis.

To do this; the tutor should click on the submit button and initially, the correct answer will be displayed in a message box – the tutor should click OK in the message box and the Group score menu will appear. The tutor has the option of awarding a point to, either, any groups with the correct answer or the first group to answer correctly – clicking on the group number/s will award a point.

Step 3b - Student Led – Groups/Individuals

Student Led – Groups – Level 6:

Students need to complete group information, group name, number in group and individual names before they begin the game. Each group will progress through the questions, where scores are tracked automatically. Students will also be required to answer an evaluative question, with 'free text' answers. The tutor will be able to print out the evaluative question text answers from each group, together with their game scores and group details.

Student Led – Individuals – Level 7:

Students need to add their name before they begin the game. Each individual will progress through the questions, where scores are tracked automatically. Students will also be required to answer an evaluative question, with 'free text' answers. The tutor will be able to print out the evaluative question text answers from each individual, together with their game scores.

General Tips

1. The Link button on Question and Answer screens provide indexed descriptions of the appropriate Learning Resources' pages.

2. For tutor led groups, the Questions screen can be used interactively, to facilitate discussion and this will not affect the scoring.

3. For tutor led groups, when awarding a point to a group/groups the tutor is able to click on a group number to award a point and click again on that number to disallow the point.

4. For tutor led groups, the tutor may want to use and/or download a 'buzzer app' from any major app store.

5. Students at all levels are able to complete the game individually, using Student Led – Individual session, without completing the evaluative questions

6. The Learning Resources are accessed via a new tab. To return to the game, close the tab and the game is able to continue.

7. The scoreboard button is visible on the 'take a card screen' only.

8. The scoreboard is only accessible before the take card button is clicked.

9. The game can be exited at any point during the game, using the exit button this will go to the 'And that's the end' screen – see printout section.

10. This PDF will open using the default PDF viewer installed on your computer. If this is not available, Adobe® Reader can be downloaded using the link below:

get.adobe.com

The following pages contain all the questions on the interactivity, the answers, the appropriate link to the relevant Learning Resource pages, the suggested topic for discussion, the evaluative/free text question with suggested responses, as well as, a space for additional tutor notes.

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