



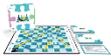
**Sepsis game**-a fun and informative board game that helps clinical staff improve their knowledge and management of sepsis. Based around the Sepsis Six care bundle and supporting the Survive Sepsis training programme, it stimulates discussion about improving identification and treatment of sepsis



**Infection Control Game**- an interactive board game which recreates an infection outbreak and challenges frontline healthcare staff to consider how they manage infection prevention and control. Developed by infection control practitioners, it provides a safe space to explore the consequences of actions during an outbreak.



**Hydration Game**-fun and informative game which helps health and social care staff to recognise and minimise dehydration in patients, residents or clients. The game highlights the importance of being well hydrated and allows players to think about solutions to improve hydration in their care setting.



**Safeguarding Game**- an educational board game which helps make safeguarding training memorable and effective. The Safeguarding Game provides an introduction to safeguarding children and adults, helping players spot the signs of abuse, and learn what to do if they are concerned about a child or adult at risk.



**Nutrition Game**- an educational board game that helps health and social care staff improve their knowledge, recognition and management of malnutrition. It helps raise awareness of the importance of good nutrition, particularly for older people in care settings.



**Communication Game**- a fun, informative board game which helps anyone interacting with the public to understand the different ways people communicate and improve their own communication skills. It uses realistic scenarios and activities to help players understand the barriers faced by people who have communication support needs



**The Care Certificate Game** - an educational board game designed to create discussions that test and deliver the knowledge required to achieve success in the Care Certificate. It contains questions and scenarios that deliver knowledge and test competency in key areas of care delivery.



**The Dysphagia Game**-Designed to help improve care for people with dysphagia, The Dysphagia Game helps staff in care settings to recognise and manage dysphagia more effectively.



**The Drug Round Game**-The Drug Round Game helps clinical staff understand the risks associated with the drug round. It helps them to recognise and minimise medication errors and provides an opportunity to practise making drug calculations.

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