



Some Learning Points from User Training Sessions

For those unable to attend the half day training.

- The full game takes between 1½ and 3 hours on average

FOR LEARNERS NOT YET CAPABLE OF MANAGING AN INCIDENT

- An alternative ending is the first to collect all 7 (or less) Information Cards

GAME ALTERNATIVES

- Try just using the one point questions
 - Just use the 3 point questions
 - Just use the 5 point questions
- Use only questions that apply to 'Appointed Person'
- Use only questions that apply to 'Emergency Response'
- Use 1, 3 and 5 point questions that relate to specific First Aid topics ie Bleeding or Resuscitation etc.
 - Play the game in teams
 - Use the game as a quiz

WHAT THE GAME IS GOOD FOR:

- Assessing
- That awkward time on day 4 when learners are awaiting their assessment
 - Give questions to learners as homework
 - Teambuilding
 - Leadership
 - Literacy/ communication skills (verbal and/or written)
 - Numeracy skills (What's the average score etc?)
 - FAW
 - Appointed person
 - Repeated use

THE ABOVE IS ONLY AN EXTRACT FROM THE LEARNING POINTS CONTAINED IN THE HALF DAY USER TRAINING SESSION.

TO GET THE BEST OUT OF YOUR REALITY CHECK GAME, WE URGE YOU TO TAKE ADVANTAGE OF THIS FREE TRAINING

www.realitycheckgame.co.uk