

There's No Escaping Education

Using an Escape Room activity to engage learners

Handout

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Setup

1. Hold rooms 4,5,6
2. Put puzzles in 4 different folders
 - a. 1=orange=decoy
 - b. 2=blue=decoy
 - c. 3=yellow=decoy
 - d. 4=green=puzzle
3. Wrap SA chart in bandage, write THE GLASS in large letters (for “Break the glass”)
4. Put “SA Chart” sign on top of paper charts, and SA chart in far end of drawer
5. Setup chart with 4 different green (Nursing) folders with highlighted assessments, place folders on bed in room.
 - a. Pink
 - b. Yellow
 - c. Blue
 - d. Green (correct one)
6. Put orders in red folder in Green marked envelope
7. Put Sorry paper in Pink, Yellow, Blue marked envelopes
8. Put puzzle pieces in drawers, taped to supplies needed for exam
 - a. Speculum
 - b. Dfsa kit
 - c. Evidence kit
 - d. Xpert swab kit
 - e. Urine cup
9. Put Evidence envelope in lowest drawer with forms in the envelope

Puzzle Game Begins

1. Set up timer
2. Facilitator Intro: This is an “escape room” or “puzzle room” activity. You will work as a team to complete challenges and solve puzzles. You will not be able to advance to the next puzzle until you have correctly solved the current puzzle. Points will be awarded for discovering clues, for using critical thinking, for solving puzzles, and doing all in a timely manner. Take a moment to confer about your team name.
 - a. Write team name and participants
3. Facilitator says: In order to escape and return to your regular assignment, you'll need to demonstrate care of a patient reporting sexual assault, including considerations for evidence collection and the exam, to receive your patient's discharge papers [solve condition].
4. Facilitator says: What are some rooming considerations?
 - a. Away from noise, traffic and near restroom, supplies
 - b. Bed with stirrups?
 - i. Skill: Room considerations for trauma informed care
5. Facilitator says: You will be receiving one of these four patients for a forensic medical exam and evidence collection. Which one?
 - a. Play Recordings, may listen as many times as they want. Encourage discussion.
 - b. Players choose #4, *10 points, hint 5 points*
 - c. Can receive a hint “Who does not need medical attention? Who meets time criteria?”
 - i. Skill: Consideration/discussion of medical emergency vs psych emergency vs stable for exam and evidence collection
6. Beehive [jigsaw] puzzle from folder #4, result is participants directed to pick up patient from waiting room
 - a. Participants complete puzzle, *10 points, under 4 minutes 15 points, hint 5 points*
 - i. Skill: Recall definitions from PowerPoint
7. Facilitator says, as participants arrive to waiting room: Epic is down. Time to get your paper chart.
 - a. Players get paper chart from drawer, head to room, *5 points, hint 0 points*
 - b. Verbalize “Break the Glass” (bandage), *5 points, hint 0 points*
 - i. Skill: Where to get paper chart
 - ii. Skill: Discuss current written policy is ‘break the glass’ but is changing
8. Players choose folder based on color of assessments they chose
 - a. Green is correct, *10 points, hint 5 points, given after hint 0 points*
 - i. Skill: Consider assessments and info RN would need for this patient
9. If player open decoy (pink, yellow, blue) folder

- a. Go back to assessments
10. If players open correct (green) folder, they will have to sort through orders
 - a. Facilitator says: the correct orders will not include any duplicated color forms nor any duplicated orders
 - b. Participants choose four correct orders, *10 points, hint 5 points, given after hint 0 points*
 - i. Skill: Anticipate orders for treatments, medications, labs
 - ii. Skill: Recognize red folder in downtime chart is where they will find orders
 - iii. Skill: Familiarize users with the paper order forms
11. If players choose the correct orders, back of correct forms will reveal code to locked supply cart or location of key to access supply box and secure evidence storage
 - a. Incorrect orders reveal message “These are not the orders you are looking for”.
12. Players open cart, find puzzle in top drawer, *10 points, hint 0 points*
 - i. Skill: Practice locating and unlocking cart
13. Players should open all drawers to find supplies for the exam, *10 points, hint 5 points*
 - a. If players do not keep all supplies, 5 point penalty
 - i. Skill: Anticipate items needed for exam
 - ii. Skill: Familiarize with cart
14. Players use puzzle pieces to discover they must weigh the supplies to complete their case number, 10 points, hint 5 points
 - i. Skill: Discuss bed scale limitations (not for pts under 20 kg d/t scales display to 1/10th of a kg)
15. Players complete their evidence envelope, *10 points, hint 5 points*
16. Players choose three forms, 15 points for 3 correct, *10 points for 2 correct, 5 points for 1 correct*
 - a. “Steps” sheet, Sexual Assault Incident Form, and Consent and Information Form are correct
 - i. Skill: Familiarize with forms
17. When all complete paperwork is presented, players receive DISCHARGE form
 - i. Skill: Familiarize with paper discharge form, particularly that dispo is in the middle of the form.
 - b. Facilitator says: While it’s unlikely we’ll dispo an SA patient on paper chart, very likely during down time with our urgent care patients
18. Under 20 minutes, 10 points, 20-30 minutes, 5 points

After Escape Room Talking Points

1. Advocate for your patient
2. Assent can be rescinded at any time
 - a. We hold patients down for many other procedures in the ED, this is NOT one of them. Holding a patient down for a forensic exam in our setting is assault. Don't be part of assault even if you know, provider knows, parents may know that the exam will be beneficial, we will not take away the patient's choice and autonomy.
3. Forms
 - a. Anonymous consent (Spanish & English) for pts 18-69 ONLY
 - b. Consent (Spanish and English) for most of our patients, guide provider to get initials on specific lines, what each means
 - c. Incident form: it's the only form the lab gets when they choose which specimens to run, and which tests to run on them. VERY IMPORTANT. Anyone who hears the whole story (provider or RN) can fill it out, provider needs to agree with it, note whether or not there was trauma, and sign.
 - d. Instructions sheet: plan with the provider which evidence samples they plan to collect, keep corresponding envelopes out, toss the rest. When done, make copy of instruction sheet.
 - e. All forms for medical records contain only one patient identifier – place patient label on back of each form meant for medical records (pink copies)
4. DFSA kit
 - a. Everything needed for completing kit, including instructions, are in box. Consider bringing your own needle (kit includes size 18...RUDE!) and betadine – not alcohol – prep sticks.
5. Labs and meds
 - a. Talk to your provider EARLY about nPEP, time intensive to receive via courier

Score Sheet

Team Name: _____

Players: _____

Points: _____ / **120**

Choosing correct patient, 10 points	
Hint for patient, 5 points	
Beehive puzzle, 10 points	
Beehive bonus, under 4 minutes, 15 points	
Hint for beehive, 5 points	
Find paper chart without hint, 5 points	
Verbalize "Break the Glass", 5 points	
Choose correct assessments, 10 points	
Hint for assessments, 5 points	
Need assessments given after hint, 0 points	
Find correct orders, 10 points	
Need hint for orders, 5 points	

Need orders after hint, 0 points	
Discover to open cart, 10 points	
Need hint to open cart, 0 points	
Find all supplies, 10 points	
Need hint to find supplies, 5 points	
Figure out to weigh supplies on infant scale, 10 points	
Need hint to weigh supplies, 5 points	
Complete highlighted areas of evidence envelope, 10 points	
Need hint complete evidence envelope, 5 points	
Choose 3 correct forms, 15 points	
Choose 2 correct forms, 10 points	
Choose 1 correct form, 5 points	
Need help choosing forms, 0 points	
Time under 20 minutes, 10 points	
Time 20-30 minutes, 5 points	

Escape Room Leader Board

Hot Messes: 110 points

BLK: 110 points

InSANE: 110 points

Thunder: 100 points

BTE: 100 points

Escape Artists: 95 points

Quad Squad: 90 points

High Ball: 90 points

Three Musketeers: 90 points

Blue Octopus: 85 points

No Weak Link: 85 points

References

<https://youtu.be/WSqkmcH3edQ>

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