Introduction:

Gridlocked is an interactive game meant to teach those involved in emergency care about the systems level considerations involved in running an emergency department. This game was co-designed with emergency medicine faculty and medical students and can also be used as an important learning tool by incorporating the use of tailored lesson plans to allow players to focus on learning certain objectives.

Lesson plans can be developed in order to tailor learning towards specific objectives. See our website for lesson plans we have created with objectives we consider important in mind. You may also complete the lesson plan template below to develop your own lesson plan. This will involve you filling out the specific goals of the plan, as well as the changes to game setup and gameplay required to achieve these learning goals. Be sure to share your plans with us @GridlockedGame on Twitter.

Section I: Scenario Details

Scenario Title	Code Gridlock!
Scenario Developer(s)	Jana Balakumaran
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Date of Development	July 2018
Target Learning Group	Undergraduate Medical Learners Junior Residents
Expansion Pack Required	No
Summary of Scenario	This scenario is meant to simulate a shift with significant upward pressure along with frequent gridlock and a large concentration of high acuity patients
Learning Goals	● Gain an appreciation of the consequences of having frequent gridlock (e.g. higher tendency to make mistakes, more patient safety incidents, team morale, etc) ● Develop strategies to deal with gridlock and backup in different areas of the ED
Approximate Timing	40 minutes (gameplay)

Section II: Scenario Setup

This section will teach you how to set up the game to achieve the learning goals mentioned above. Most of the variation in setup comes from the deck setup section, which will outline the desired order of the patient and event cards. The board setup will tell you how (if at all) you should set up the board differently to start the game.

Scenario Vignette:	You arrive for your shift and are told during handover that it has been surprisingly quiet overnight. You hope that this luck continues throughout your shift but only time will tell.
Deck Setup:	**Remove the Following Cards:** E1,E2, E3, E4, E6, E10, E11, E16, E17, E18

Cards 1-16	Cards 17-31	Cards 32-51	Cards 52-65
CTAS4 - 1 Card CTAS3 - 3 Cards CTAS2 - 3 Cards CTAS1 - 3 Cards E-15 - Code White CTAS1 - 1 Card E-21 - No Consults *[This should cause a backup in the resuscitation zone]* CTAS4 - 1 Card E-14 - Gridlocked CTAS1 - 1 Card	CTAS2 - 2 Cards CTAS4 - 2 Cards E-8 - Holiday Monday CTAS3 - 3 Cards CTAS4 - 1 Card E-5 – Clinic is on Vacation *[This will cause an acute increase in patient load]* CTAS1 - 1 Card E-14 - Gridlocked CTAS2 - 2 Cards E-23 – Mistriage *[Good time to discuss the tendency to make mistakes when overloaded]*	CTAS4 - 3 Cards CTAS2 - 2 Cards E-22 - Needlestick *[Good time to discuss the tendency to make mistakes when overloaded]* CTAS2 - 2 Cards CTAS1 - 1 Card CTAS3 - 2 Cards CTAS3 - 3 Cards E-7 - Radiology Backed Up *[This will place pressure on the low acuity zones]* CTAS4 - 3 Cards CTAS3 - 2 Cards	CTAS1 - 2 Cards E-14 Gridlocked CTAS2 - 1 Card E-8 - Holiday Monday E-24 - Code Blue *[This will distract efforts to try and clean up the board before the next turn]* CTAS1 - 2 Cards CTAS3 - 1 Card CTAS4 - 2 Card E-19 - Hospital Endowment (100 pts) *[Here a new player or bed can be added. After this, discussion can be prompted about how this changes gameplay and strategy]* CTAS2 - 2 Cards

Cards 66-81	Case 67-97
E-13 - Nurse Shift Change *[This will hinder the positive effects from the previous endowment]* CTAS1 - 1 Card CTAS3 - 2 Cards CTAS2 - 1 Card E-9 - Ambulance Bypass Nearby CTAS4 - 3 Cards CTAS2 - 1 Card E-23 - Mistriage CTAS4 - 3 Cards CTAS2 - 2 Cards	E-22 - Needlestick Injury *[The last 7 cards a repeat from before the endowment. Discuss what is different this time]* CTAS3 - 3 Cards CTAS1 - 1 Card CTAS2 - 1 Card E-14 Gridlocked CTAS3 - 2 Cards E-18 - Thankful Patient Coffee CTAS4 - 3 Cards CTAS2 - 1 Card CTAS1 - 2 Card

Board Setup:	N/A
Other Changes:	N/A

Section III: Debriefing Guide

Why is this learning goal important?	This scenario provides learners with the opportunity to experience what a busy shift with a large concentration of high acuity patients and backup in the wards looks like. This allows learners to come up with strategies to manage patient flow and analyze how different events influenced their plans.
What were the key moments or decisions that took place during the game?	*Below are a few follow up questions for this scenario. Preceptors can be flexible and ask additional questions as they please.* ● Were there any patient safety events? What was it that led to them? ● How did things change after the hospital endowment? If nothing changed, what could have changed? ● How did the timing of the gridlocks influence their effects on gameplay?
What went well?	
What went poorly?	
What would you change next time you are in this type of scenario?	● Did you make any purchases? ● Were there any moves you made that you wish you did not? Any moves you did not make that you wish you did? ● How did you function as a team? How would you assess your communication? Were there ever disagreements about strategy? If there were, how did you reconcile?