

IPE CHALLENGE!

PURPOSE: To learn about the roles and responsibilities of various disciplines in the healthcare environment.

OBJECTIVE: Collect as many professional discipline tokens into one silo as possible during the time limit or collect one token from every discipline to win the game.

PLAYERS: At least 2, preferably from different disciplines.

SETUP: Timed game – decide on a time (or a time may be given to you). Start the clock. Proceed to HOW TO PLAY.
Untimed – Proceed to HOW TO PLAY

The IPE challenge cards should be shuffled and placed face down in the game area. The individual silos of different disciplines can be placed directly in the middle or off to the side of the board. Each player should have one of the empty silos placed directly in front of him or her. Each player should pick up a pawn and place it on the start square.

HOW TO PLAY:

Player directions: Roll the dice to see who goes first. All players will start at the corner labeled start. The player with the highest roll will go first. On your turn, roll the dice. Decide which direction you would like to go. You may only go in one direction (you cannot use part of your role in one direction and then move backwards for the remainder of your role). When you land on a discipline, ask the player to your right to draw an IPE Challenge card. Inform the player which discipline you landed on. The other player will read the question from the top of the IPE Challenge card. You will answer the question based on the discipline you landed on.

As an example: You land on nursing. The player to your right draws a card and reads the question or statement to you “Practitioners in this profession must have at least a Bachelor of Science degree to practice.” You answer “No”. Being a nursing student, you have encountered nurses that only have an associate of science degree so this statement is not true. You can choose to share this information with the group as a supportive statement to your answer. The player reading your card will look at the row for Nursing on the card and will confirm that the correct answer is “No” based on the checkmark being in the no column. You would gain a red token to place into your silo. Play would move to the next player on your left. You will now be the card reader for that player. Play continues in this clockwise motion.

**If a dispute regarding a question arises, a player representing that discipline can begin the discussion at the table as to why a certain answer is correct. The ultimate judge in the case will be an instructor or professor overseeing gameplay or the student who can produce a copy (either paper or electronic format) of the scope of practice for the discipline in question.*

Special squares:

GO AGAIN – Simply put, roll the dice and go again.

FREE DISCIPLINE – If you land directly on this spot at the end of your roll, the player to your right will pick up an IPE challenge card. You must give them a profession that you would like to learn more about. He or she will then read the question and you will answer according to the discipline you named. You cannot change your mind on disciplines after you have heard the question.

CHANCE – Roll the dice. If you roll an odd number, you can take one opponent’s token. If you roll an even number, you lose one of your tokens and must place it back into the matching colored silo. You may only gain 2 tokens from this method. If you are caught gaining a 3rd token in this manner, you will forfeit all tokens in your possession and be placed back on the start square.

WINNING THE GAME: If you are playing a timed game, whoever has the most tokens when the time is up wins. If you are not playing a timed game, whoever collects one token from each discipline first wins.