

# CORE COMP STOMP

A team game to review the Interprofessional Education Collaborative Competencies for current and future health care professionals

## Core Comp Stomp

**PURPOSE:** To learn about the Interprofessional Education Collaborative (IPEC) Core Competencies as part of preparation for interprofessional practice


**OBJECTIVE:** Collect at least one game token from each of the core competency areas into your silo to win the game.

**PLAYERS:** Divide into teams of at least 2 students (preferably from different disciplines) per team. Up to 4 teams can play at a time. Teams can be larger but should be no more than 4 players per team. There should be no individual players. In the case of an odd number of players, one team will be comprised of 3 players.

**SETUP:** *Allow at least 30 minutes for this game.* Each player or team should select a game pawn and place it onto the START HERE area of the game board. Each player or team should roll the dice. The player or team with the highest roll goes first.

Each deck of color coded cards should be shuffled individually and set face down to the side of the game board. There are four decks corresponding to each of the IPEC competencies as well as a fifth deck with a star on the back side of each card and a sixth deck with “Breakdown” on the back side of each card. Each player or team should be given an empty silo to fill throughout gameplay.



**HOW TO PLAY:** On your turn, roll the dice. Move your pawn along the path corresponding to the number rolled on the dice. Two pawns can occupy the same space. Follow the directions below for the space that you land on:

-  **Color coded shoe prints**
  - When your team lands on one of these spaces, have the team to your right draw a card from the corresponding deck and ask your team the question (see table below).

Colored Shoe Print	IPEC Competency Category
Green	Values & Ethics
Blue	Roles & Responsibilities
Yellow	Interprofessional Communication
Red	Teams & Teamwork

After listening to the question, consult with your team members to determine the best answer. The team reading the question is responsible for starting the 2-minute timer after the question is read. If your team answers the question correctly, collect a game token corresponding to that competency area. The card is returned to the bottom of the pile. Your team’s turn is over. If your team answers incorrectly, your team’s turn is over. If there is a question as to whether an answer is correct, the team reading the question is the judge for correctness of the answer based on

the answer provided on the card. If a discrepancy arises over the correct answer, the game facilitator/instructor can be consulted.

-  **Star:**
  - If you land on a gold star, you have done something well! Draw a star card and follow the directions on the card.
-  **Breakdown:**
  - There was a breakdown in one of the IPEC competencies! When this happens, bad things can happen. You will draw a Breakdown card and follow the directions on the card.

Play continues to the left. Each player takes turns rolling the dice and following the directions corresponding to the space he or she lands on for that turn.

**Directions for Winner’s Circle:** In order to get into the winner’s circle, you must roll the dice the exact amount needed to land on this space. If you have landed here and have at least one game token from each of the IPEC competencies, you win. If you do not have at least one token from each competency area, here is your chance! On your next turn, you will roll the dice. Use the following chart to determine, which competency area you can answer a question from:

Dice Roll Display number	1	2	3	4	5	6
Competency/ Action	Roll Again	Values & Ethics	Roles & Responsibilities	Interprofessional Communication	Teams & Teamwork	Free Choice (player can pick which competency)

The player to your right will then draw a card depending upon the dice roll. If you answer the question correctly, you receive the color coded game token corresponding to that competency area. If this token was the last one you needed, you win! If you answered incorrectly or this was not the game token that you needed, your turn is over and play continues to the next player.

**WINNING THE GAME:** The first player/team to be in the Winner’s Circle with all four IPEC Core Competency game tokens in his or her silo wins the game!

*Developed at the University of Southern Indiana  
by Dr. Mary K. Arvin, Heather Schmuck, and Ruth Metzger*

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