

3. The next team/player now rolls the dice, moves forward and is asked a question.
4. Play continues with each team/player asking and answering questions.

ENDING THE SESSION

The game ends when a player or team reaches the FINISH square. You can also end the game if you run out of time or question cards – the player/team who has advanced furthest along the path is declared the winner.

WRAP-UP

After playing, spend some time discussing what you have learned from the game and how it might improve your daily practice.

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Poopology Game helps health and social care staff learn how to correctly manage individuals with diarrhoea to ensure they are treated correctly and infections are not transmitted to others. The game helps staff working in hospital, residential and domiciliary care settings to improve their understanding of best practice in the management of individuals with diarrhoea.

GROUP SIZE AND FACILITATION

The Poopology Game should be played with up to 4 teams of 1 or 2 people. An average game can last between 20 and 40 minutes. Remember to allow some time at the end of the game for a “wrap up” so players can reflect on what they’ve learned and any areas where they need to improve.

The game does not require facilitation, and a facilitator’s role can be very hands off. You can use the game as part of structured training and workshops, or for informal learning in the workplace.

QUESTION PACKS

There are 3 packs of cards in the game.



General Questions:

questions applicable to staff working in all health and social care settings.



Chance Cards:

positive or negative situations that send players back or forwards.



Care Setting Questions:

questions divided into 3 sub categories based on infection prevention and control practices in different care settings.

- **Domiciliary Care (green border)**
- **Nursing and Residential Care (blue border)**
- **Secondary/Hospital Care (red border)**

Before playing, select one of the 3 sub categories of Care Setting cards to play with, based on where the players work. Or, you can play with all 3 categories of Care Setting cards to learn about IPC practices across settings.

SETTING UP A SESSION

1. Place the card packs face down on the board.
2. Divide players into pairs or play as individuals if you have 4 or less players.
3. Each team should choose a playing piece and place it on the START square.

AIM OF THE GAME

To be the first player/team to reach the FINISH square by correctly answering questions.

PLAYING THE GAME

1. Decide who will go first by rolling the dice – the team with the highest roll will take the first turn.
2. The first team should roll the dice and move forward the appropriate number of squares.



Blank square: The team/player to their left should select a General Question, read it aloud and give the answering team a moment to agree their answer. When they have given their answer aloud, check whether it is correct, and always read out the correct answer. *Move forward 2 spaces for a correct answer. END OF TURN*



Toilet roll icon: The team/player to their left should select a Care Setting Question, read it aloud and give the answering team a moment to agree their answer. When they have given their answer aloud, check whether it is correct and always read out the correct answer. *Move forward 2 spaces for a correct answer. END OF TURN.*



Toilet icon: Select a Chance Card, read it aloud and follow the instruction. *END OF TURN*

Note: players should not select another card if they land on an icon square as a result of moving back or forwards on their turn.