



**ECHO EDUCATION EVENT
SIMULATION ACTIVITY
PARTICIPANT GUIDE**

February 4th, 2022

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I. OVERVIEW

What Is It?

The **ECHO Education Event** is a 2-day interprofessional pain assessment and management workshop that offers a Simulation Based Education component on day two. Participants will receive a ZOOM link for this session.

Simulation is defined as:

'a training and feedback method in which learners practice tasks and processes in life-like circumstances, with feedback from observers (and) peers... to assist improvement in skills'. (Gaba, 2004).

It is an interactive, experiential approach to learning which replicates real life situations, in a safe, nonjudgmental virtual (in this instance) environment.

Simulation Based Learning is defined as:

'An array of structured activities that represent actual or potential situations in education and practice. These activities allow participants to develop or enhance their knowledge, skills, and attitudes, or to analyze and respond to realistic situations in a simulated environment'. (Pilcher, Goodall, Jensen, Huwe, Jewell, Reynolds, and Karlson, 2012).

Standardized patient actors will be included within this learning experience.

Standardized patient is defined as:

'An individual who is trained to portray a real patient (or family member) in order to simulate a set of symptoms or problems used for healthcare education, evaluation, and research' (SSH).

II. LEARNING OBJECTIVES

Upon completion of the **simulations**, the learner should be able to:

- Recognize the need for biopsychosocial assessment of pain
- Identify domains of subjective assessment of pain
- Demonstrate assessment of pain including both patient and parent perspectives
- Identify their team roles and share responsibility in communicating plan to patient and family
- Explain the chronic pain diagnosis
- Explain the 3P (pharmacological, physical, psychological) treatment plan to patient and family

III. OUTLINE OF DAY TWO

Participants will be split into 3 pre-assigned groups. After introductory remarks, you will automatically be moved into a breakout room with the other members of your group.

A **breakout room** is used to create a **virtual space** for small groups of participants during a meeting. Participants are split into assigned groups and each group will have two lead facilitators. This format allows smaller groups of participants to come together to interact over a set time.

There will be two simulations. You will engage in the first simulation, then switch to the second simulation after a short break.

In each simulation, you will have facilitators leading you through the session. You will work through the sessions with your pre-assigned groups. You will automatically be moved into these groups – you will not have to manually move yourself into a group or into a breakout room.

Your **full** participation is requested for the entire duration of the workshop ***as well as in the debriefing sessions.***

Please do not leave the Breakout room. You will be automatically moved back into the main room, at the end of the session. A notice will appear in your breakout room that informs you when the breakout room will close. If you happen to click on **Leave Now** you will return to the main room, or you will automatically return to the main room after 60 seconds. Please let the ECHO team members in the main room know if you accidentally exited the breakout room – they will move you back into the breakout room you should be in.

IV. WHAT TO HAVE WITH YOU?

- Participant guide and Observer template.
- Open a word document for notes and/or pen and paper.

V. REFERENCE MATERIAL AVAILABLE

Please refer to the event webpage for additional materials and resources you can review. You would have received this link in your email.

VI. GROUND RULES

ROLE OF THE FACILITATORS

In addition to ensuring the smooth running of the simulation activity, the task of the facilitator is to assist the participants in achieving the stated objectives as well as help them navigate through any technical challenges. The facilitator will ensure a safe, non-judgmental, and inclusive environment is created within the group discussions as well as direct participants to the relevant resources required at appropriate times and encourage active discussions.

GENERAL VIRTUAL ETIQUETTE

- Ensure you have access to a computer that has audio and video capabilities.
- Find a private space (this avoids interruptions and distractions).
- Sign online 5 minutes before the session starts.
- Have a drink at your side e.g. water, as this is thirsty work.
- Ensure that you have the resource documents open on your computer as a reference (e.g. Participant guide, Observer Template).
- Mute your microphone when you are not speaking.
- Keep your video on unless asked to turn it off.
- Use the hand-up icon within the meeting platform if you wish to speak.
- Be cognizant that others may want to speak as well, therefore pause and give others time to respond.
- Please use the chat function within ZOOM if you have any comments or questions; be professional at all times.
- Remember this is a safe non-judgmental environment where everyone's opinion counts.
- If you have internet issues you may need to leave and then sign back in.
- Please be patient if there is an internet delay for the facilitator.
- Remember this is a fun, virtual and In-person experience, enjoy it!