

Games as a Unique Teaching Strategy Used in Diabetes Shared Medical Appointments *(Continues on page 2)*

Diabetes game based on Jeopardy.

Objective: To get the most points by answering the questions correctly

Play: Each team picks the category and the point amount they wish to earn: What's in My Pillbox; Watch out (related to medication side effects); Know Your Numbers (related to A1C, blood pressure, etc); Beyond the Blood Glucose (complications); Hodge Podge. Point values range from 100 to 500 points per question. The team with the most points at the end of the game wins.

What's in my pillbox?	Watch out!	Know your numbers	Beyond the Blood Glucose	Hodge Podge
100	100	100	100	100
200	200	200	200	200
300	300	300	300	300
400	400	400	400	400
500	500	500	500	500

Figure 2. Diabetes game based on Jeopardy.

(Jeopardy template created by Akta Patel, PharmD)

Diabetes game based on Who Wants to Be a Millionaire.

Objective: To become a "millionaire" by answering questions correctly to climb the ladder up to the million dollar question

Play: Each person gets a turn answering a multiple-choice question with 4 answer options. If the person does not know the answer, they have the opportunity to choose a lifeline: (1) 50:50, which means 2 incorrect answers are removed; (2) Ask the Audience, where the other members of the group vote on the correct answer; (3) Call a Friend, where the player may ask a member of the audience or look for the answer on a website such as www.ask.com.

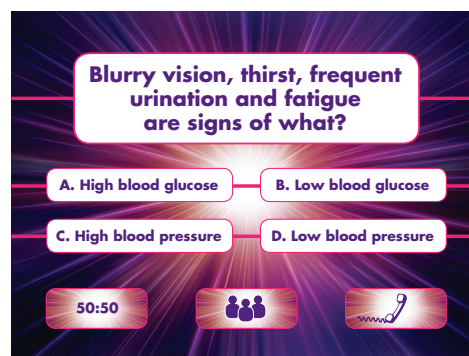


Figure 3. Diabetes game based on Who Wants to Be a Millionaire.

(Originally created by Terri Street, Copyright, 2000)

Games as a Unique Teaching Strategy *(Continued from page 1)*

BINGO

Objective: To be the first to cover the squares on the BINGO card to complete a horizontal, vertical, or diagonal line. The squares are covered by selecting the correct answer to the question

Play: Each person receives a BINGO card. The questions are read, and the squares with the correct answers are covered. The person to get BINGO first wins.

(BINGO cards generated at http://www.teach-nology.com/web_tools/materials/bingo/5/)

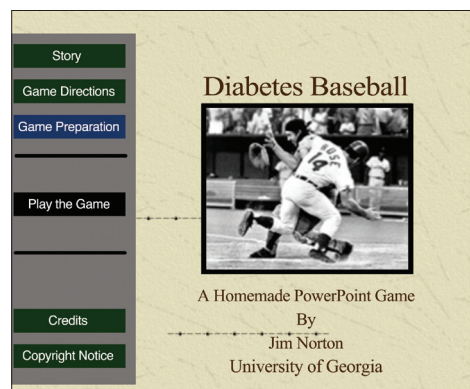


Baseball

Objective: To score and get runs by answering questions.

Play: Using a PowerPoint, each team draws a card from the deck. Different cards have particular levels of difficulty (eg, single, double, etc). You have to answer questions correctly to get different types of hits to score runs for your team. There are also some chance cards (there is no question; the card determines what happens at bat) and baseball trivia cards. Each team will keep their turn until they have 2 outs; at this point, the game is then turned over to the other team. To win the game, you have to score more runs than the other team.

(Based on "Government Baseball" originally designed by Jim Norton, University of Georgia, 2003)

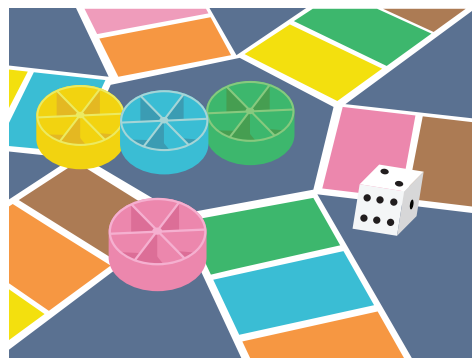


Trivial Pursuit

Objective: To collect all of the category-based wedges

Play: Each team takes turns rolling the dice, moving around the board, and answering diabetes questions. Questions are determined by the space a team lands on, which is in one of the following 6 categories: medications (orange), healthy eating (green), being active (pink), monitoring (yellow), reducing risks (brown), and healthy coping (blue). Teams collect a wedge for each category by answering a category question correctly.

(Based on Trivial Pursuit by Parker Brothers)



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Amy M. Egras, PharmD, BCPS, BC-ADM; Neva White, DNP, CRNP, CDE; Victor Diaz, MD; Kyle Holsinger, PsyD

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