

Using lessons learnt in delivering teaching during the pandemic to develop simulation opportunities for future evolving challenges in an undergraduate setting



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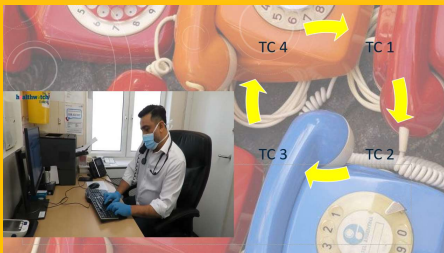
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Aim: Describe how simulation pedagogy can be used in innovative ways to meet challenges faced by primary care medical educators working with medical students as we emerge from the pandemic.

Background: Primary care educators are facing the challenges of rising student numbers, declining placement capacity and increasingly complex patients. The imperative of maintaining social distance during the COVID-19 pandemic necessitated the development of alternative approaches to delivering teaching, which opportunely have the potential to also meet these new challenges.



Since the onset of pandemic the delivery of healthcare in primary care has evolved, with greater reliance on telephone triage and consulting. The authors describe strategies implemented in 2021 to provide training for large numbers of undergraduate medical students in these evolving skills. The approach is based on simulation pedagogy, but without using resource intensive immersive simulation. Tactical decision games, telephone consultation simulation and a modified shadow box simulation are the specific methods used in the teaching. The teaching can be easily adapted to either in person or online delivery.



The **virtual telephone consulting simulation** enables students to practise telephone consulting and receive real time feedback from senior clinicians. The online delivery aids fidelity with respect to remote consulting and facilitates recruitment of faculty.

The **shadowbox simulation technique** is a video-based simulation which facilitates learners to view and make sense of a real consultation through the lens of the consulting doctor. Based on the cognitive transformation theory it helps students build clinical reasoning skills and helps them to consider techniques to help approach uncertainty in consultations.



[MSC Virtual Primary Care | Home \(medschoolsouncil.org.uk\)](https://www.medschoolscouncil.org.uk/virtual-primary-care/)

TACTICAL DECISION GAMES

[Tactical Decision Games - The Company Leader \(thecompanyleader.com\)](https://www.thecompanyleader.com/)

Tactical decision games (TDG) are facilitated simulations using brief written scenarios where subsequently the facilitator leads discussions around the decisions made and the rationale underpinning this, highlighting non-technical skills (NTS); cognitive, personal and social resource skills, which contribute to safe and effective task performance.

Discussion: The three teaching innovations stem from simulation pedagogy and help to address some of the future challenges faced by primary care educators. Advantageously, they can still be used if social distancing is enforced.

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