



Core Comp Stomp

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

BJEC I E Collect at least one game token from each of the core competency areas into your silo to win the game.

LAYER 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.

E **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.

H **LAY** 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:

- **Co or o s o pr nts**

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 on Breakdown Card In order to get into the winner's circle, you must roll the

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