

# SAFETY, SKILLS & IMPROVEMENT



Safety, Skills & Improvement

## Faculty Development in Simulation – The National Outcomes Framework



### **Tier 1 Awareness of Simulation to Educators**

- 1. Describe range of appropriate learning activities that can use simulation
- 2. Recognise spectrum of simulation modalities
- 3. Recognise impact SBL can have on individual, team and system
- 4. Identify range of opportunities for faculty development in SBL
- 5. Recognise SBL in context of curriculum outcomes
- 6. Demonstrate awareness of where simulation can enhance curriculum delivery

### **Tier 2 Introductory Programme for SBL Educator**

- 1. Identify appropriate learning outcomes for simulation based learning (SBL) event
- 2. Demonstrate appropriate underpinning educational theory
- 3. Design an SBL event taking account stage and expertise of learner
- 4. Design an SBL event utilising principles of deliberate practice and prevention of skill decay
- 5. Design an SBL event using principles of constructive alignment
- 6. Delivery of SBL event
- 7. Debrief and reflect on SBL event
- 8. Establish a safe learning environment for the SBL event
- 9. Evaluate SBL event using appropriate framework

#### **Tier 3 Advanced Practitioner Programme for SBL Educator**

- 1. Design, deliver and evaluate interprofessional SBL event
- 2. Evaluate role as SBL educator
- 3. Demonstrate use of simulation for assessment
- 4. Demonstrate skills with video debrief of SBL event
- 5. Identify and contribute to SBE research opportunities
- 6. Develop integrated curricular programme for SBL
- 7. Participate in learning from meta-debriefing
- 8. Provide leadership for SBE educators
- 9. Recognise need to link to appropriate statutory bodies
- 10. Manage resources effectively and efficiently

Agreed high level outcomes for simulation based education at Tier 1	AOME domains	Agreed high level outcomes for simulation based education Tier 2	AOME Domains	Agreed high level outcomes for simulation based education Tier 3	AOME Domains
Describe range of appropriate learning activities that can use simulation ( e.g. procedural skills, communication	1.1.5, 2.1.1 2.1.5, 2.2.1	Identify appropriate learning outcomes for simulation based learning event ( e.g. use of SMART, Blooms taxonomy )	1.1.4 1.1.3	Design, deliver and evaluate Interprofessional SBL event	2.3.1
skills, drills etc) Recognise the spectrum of simulation modalities		Demonstrate the appropriate underpinning educational theory	1.1.2 <i>,</i> 4.1.1	Evaluate role as SBL educator (e.g. for portfolio evidence, appraisal)	2.2.9 4.2.2
(e.g. VR, part task, emulators, manikins, and simulated patients )	422	reflective practice, social cognitive theory, activity theory )	4.2.1	(e.g. constructive alignment, immersion and assessment; use of Millar's triangle; Tools such as	3.1.1-0
Recognise impact simulation based learning (SBL) can have on learner, team and system (e.g. knowledge, skills, drills and	1.3.2 2.3.10	Design a SBL event taking account stage and expertise of learner (E.g Dreyfus and Dreyfus, Benner	1.1.1 1.1.3	OSCE and OSCE variants, OSATS, Behavioural marker systems, WSE tool)	
performance) Identify the range of opportunities for faculty development in simulation based	2.2.3	Design a SBL event utilising principles of deliberate practice and prevention of skill decay	1.1.1	Demonstrate skills with video debrief of SBL event (e.g. book-marking, learning aligned selection, signposting, use of teaching moments)	2.2.6, 2.3.8
learning ( e.g. range of courses, programmes masterclasses, degrees)		(e.g. Ericsson, paced education) Design a SBL event using principles of constructive alignment	1.2.5 4.1.1	Identify and contribute research opportunities for simulation based education (e.g. Multicentre trials, publications,)	4.1.4, 4.2.3, 4.3.5
Recognise SBL in context of curriculum outcomes (e.g. Tomorrows Doctors, Foundation and specialty competency based curricula, NMC, )	1.3.2	(e.g. biggs) Delivery of SBL Activity (E.g. Immersion using STEPS or 4 stage, reflective immersion, use of faculty confederate Simulated	2.1.1	Develop integrated curricular programme for SBL (e.g. integrated, progressive development of knowledge, skills, drills and performance )	1.3.1
		patients and or simulators) Debrief and reflect on the SBL event	2.1.4,	Participate in learning from meta-debriefing (E.g. DASH, OSAD, peer review debriefing)	2.3.7, 2.3.11
Demonstrate awareness of mapping where simulation can enhance curriculum delivery (e.g. Blue print vs curriculum )	1.2.5	outcomes based, description-analysis- application, learning conversation)	2.1.6 2.2.6, 2.2.7	Provide leadership for SBE educators (e.g. organisations such as universities NHS organisations, societies and associations)	5.1.3
		Establish a safe learning environment for the SBL event	2.1.2, 2.2.2,	Recognise need to link to statutory and regulatory bodies (e.g. GMC, NMC, HPC)	5.1.4
		rules, time out ) Evaluate SBL event using appropriate framework ( eg Realistic evaluation. Kirkpatrick	1.1.6, 1.2.7	Manage resources effectively and efficiently (e.g. use of simplest possible simulator, procurement of consumables, development of patient banks )	5.2.1

levels, DASH Student version )

## **Roundtable Discussion**

**Discuss at tables** 

- Are learners well prepared for face to face(FTF) simulation based education interventions?
- 2. How can we most effectively enhance preparation of learners for FTF simulation based education interventions?
- 3. In relation to 2 what would main challenges be in assuring quality of intervention?



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# **Quality Health Care**

- Safe
- Effective
- Person-centred
- Timely
- Efficient
- Equitable

Adapted from dimensions of Quality identified Institute of Medicine Crossing the Quality Chasm 2001 The Health Foundation Person-Centred Care made simple, 2014

