



Finding Public Health Game Facilitation Guide

Materials:

- Copies of the slide deck
- A way to keep track of time (ideal if it's participants' phones but can be a clock in the room)
- Pens

Set up:

Teams will decide which members will play which of the following roles:

- Seeker – this role will find and circle the letters, in order, within 2 minutes.
- Time Keeper – this role will track and record how long it takes to complete each cycle

Instructions:

Play occurs in teams of 2. Each pair will decide roles, and then will have 2 minutes per cycle to find the letters P-U-B-L-I-C-H-E-A-L-T-H in order. One person will do the seeking and one will keep track of how long it takes to complete each cycle. There are 4 cycles to the game. In the first round, participants are given a sheet of paper that contains an unorganized group of numbers and letters. As the game advances, small changes/improvements (e.g. removing numbers, aligning characters, ordering letters, etc.) are made to the game template through rounds two, three, and four. Participants are asked to track the time, so they can compare their initial time with their time post changes.

Process:

1. When the game starts, the Seeker flips the page and begins searching for the letters P-U-B-L-I-C-H-E-A-L-T-H in order. The Time Keeper tracks how long it takes them to find all of the letters and records the time. You can either cut off time at 1 minute, or let the teams take as long as they need to complete the cycle, depending on how much time you have for the game.
2. Have participants pause at the “Mission Paused” page to explain that in the next cycle, they will see a small change. In this cycle they will only have letters to find as we don't need the numbers to spell public health.
3. After completing the next cycle, again have participants stop at the pause page and identify the next change they will see: all of the letters will be organized into circles and Seekers will need to move from circle to circle to find the letters one at a time.
4. For the final cycle, during the pause you will identify the next change: standardizing the font so that the letters are easier to read.

Discussion:

- What was it like to try to find public health at the beginning of the game?
- What



Common Issues and Solutions:

Issue	Solution
Participants not following instructions (i.e. not finding letters in order)	Before: Check for understanding; have teams explain the instructions back After: Use as an example of continuous quality improvement: "This demonstrates that next time I should spend more time on team instructions"
Participants not understanding roles	Before: "Raise your hand if you're a Seeker"
Moving too quickly to the next round	Check with the teams before moving on
Visual changes can throw participants off (i.e. introduction of circles)	Before: Prime people for changes During: Remind them of the goals