

Role play simulation as a means of achieving clinical objectives in first year nursing students

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As competition for clinical sites continues to increase, nurse educators are often faced with the challenge of finding alternative ways of meeting clinical objectives. Simulation is one means of meeting objectives, but often simulations appear in higher level nursing courses because of the hands-on skills experience required to properly execute them. In addition, students in entry-level

nursing courses often doubt their ability to effectively intervene to impact health, much less save a life, due to their lack of experience. Developmentally appropriate simulation activities can serve to emphasize the importance of primary and secondary prevention across the lifespan and help the inexperienced student see how health education and early intervention can not only promote health but save lives as well. Simulation activities geared to lower level students can help these students realize the lifesaving capabilities of nurses extend far beyond the acute care setting. This presentation will provide an overview of three Role-Play simulations

designed for a sophomore level wellness course. The wellness course which also has a clinical component. In addition to introducing simulation early in the curriculum, the simulations offer a unique means of meeting many, if not all of the 14 clinical objectives designated for the course. While this experience is in need of more formalized evaluation, feedback has been positive. Faculty viewed this as a good means of assessing how early students engage with patients. Students stated that while they were nervous initially, many felt better prepared to participate in acute care scenarios planned for the advanced years.