

The use of “Jeopardy game” in students’ preparation for Nurse License Examination

Chidchanok Mayurapak Ph.D, RN
School of Nursing, Walailak University

Overview

Nurse license examination is a requirement for nursing students to receive a nursing license. Every year I have assigned to preparation for nurse licensure examination in adult nursing among fourth-year nursing students. I found that classroom atmosphere was so boring and some student fell asleep. Therefore, I would like to enhance enjoyment classroom and reinforce learning atmosphere. The game were adopted to promote learning and Jeopardy game was used to reinforce learning in nursing education.

Aims and objectives: To develop “Jeopardy” as a game to enhance enjoyment classroom and reinforce learning atmosphere.

Activity: The game was created with a Jeopardy template found online at <http://library.kcc.hawaii.edu/SOS/workshops/powerpoint/.../Jeopardy%20Template.ppt>. The categories were based on the nurse license examination blueprint. Topics in game questions included: Gyne, Skin and burn, GI, cancer1, and cancer 2. The game used PowerPoint and the student could see categories and number amount. They decided as a team what category and dollar amount they wanted to pick. When the category and amount was clicked on, the question appeared. I allowed time for students to debate answers in their teams and choose the correct answer. If they chose the incorrect answer, the other teams could steal the dollar amount by “Rock Paper Scissors” and chose the correct answer. After that, I explained and gave more detail to clarify the knowledge. The team who got the maximum dollar amount will be the winner and received the gifts.



Outcome: I used the mentimeter to evaluate how they enjoyed the game and the beneficial to learning.



Impact: The Jeopardy game was a useful active-learning strategy that combine the visual, sound, teamwork and completion worked as well as reinforce learning process.

Future development of project: I will continue to develop this game on another subjects and share my experience to my colleagues.

Reference: Doctor, L (2013). Active-learning strategies: The use of a game to reinforced learning in nursing education. A case study. Nurse Education in Practice, 13, 96-100.