

## Telehealth Games

### Overview of Project:

This project is meant to allow students to point out which items don't belong in the scenario according to the four P's of telehealth competencies. Students can develop their own scenarios for one another or faculty can build them and assess students' knowledge. Concepts are similar to use in math/science/sorting concepts in k-12.

### Objectives:

1. Student will be able to recognize practical elements of the 4 P's during the development of a scenario.
2. Student will demonstrate accuracy of recognizing elements of the 4 P's in telehealth scenarios.

### Guidelines (including links to article, source document)

Website links to assist in development of ideas below:

<https://wodb.ca/>

<https://www.teacherspayteachers.com/Browse/Search:which%20one%20doesn't%20belong%20math>

How to debrief? <http://www.meaningfulmathmoments.com/which-one-doesnt-belong-wodb.html>  
(open-ended reflection)

Use of Google "Jamboard" for each of the 4Ps (what doesn't belong?) [www.jamboard.google.com](http://www.jamboard.google.com)