






# THE WASTE GAME

<b>START</b>						
<b>1</b> 		<b>5</b> You forget to thank the general assistant for cleaning the bins in your ward. Go back two blocks.	<b>6</b> You do not report a sharps container without a lid. Go back two blocks.	<b>7</b> You report a red liner that has split open. Go forward three blocks.		
<b>2</b> You put sharps in the sharps container. Go forward two blocks.	<b>3</b> 	<b>4</b>		<b>8</b>		
				<b>9</b> You put glass vials in a specican. Go forward one block.	<b>10</b> 	<b>11</b> You put a soiled nappy in a bin with a black liner. Go back three blocks.
<b>20</b> You put a drinks can into a red liner. Go back one block.	<b>19</b>	<b>18</b> 				<b>12</b> You put a needle and syringe into a red liner. Go back to the start.
<b>21</b>		<b>17</b> You do not report a needle stick injury to your supervisor or safety representative. Go back four blocks.	<b>16</b>	<b>15</b>	<b>14</b> You show the doctor on your ward the bin with the red liner for latex gloves. Go forward two blocks.	<b>13</b> 
<b>22</b> Bins are clean and the area is tidy. Go forward two blocks.						
<b>23</b> You put old papers in a red liner. Go back two blocks.	<b>24</b>	<b>25</b> You tell new staff what general waste is. Go forward three blocks.		<b>29</b> You drop a needle and syringe on the floor. Go back three blocks.	<b>30</b> You read the Code of Practice for Waste booklet. Go to the end!	Congratulations! You know how to handle waste.
						<b>END</b>
		<b>26</b>	<b>27</b> You learn the name of the Health Care Waste Officer. Go forward one blocks.	<b>28</b>		

## Rules:

- Two to four people may play the game.
- To win, you must land on the last block. For example, if you throw a five, and you only need a three to finish, you must count back for two blocks.

## HOW WELL DO YOU HANDLE YOUR WASTE?

### How to play:

- To play, you will need a dice and a different colour button for each person.
- Each person will move forward according to the number shown on the dice. For example, if a player throws a two, he/she moves forward two blocks.
- Each player must follow the instructions of the block they land on. If the block says: 'You put sharps in the sharps container. Go forward four blocks', then the player must move forward four blocks. If the instruction says: 'Move back three blocks', then the player must move back three blocks.
- The winner is the first person to reach the end!