Gap Knowledge Education in the PACU: An Interactive Seek and Find

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BACKGROUND
- Nurses in the PACU had persistently low ratings on some in-house tracer topics, an auditing process designed to assure that nurses and staff are performing at the highest level of care.1
- To increase knowledge, PACU educators decided to add an additional station at the annual PACU education marathon, focusing on frequently missed topics.
- Previous educational attempts were not well received by staff and did not increase knowledge.
- A review of literature identified increased knowledge retention and positive attitudes towards educational offerings when topics are presented through gamification.2,5
- Deficient areas were identified by most missed tracer topics.
- Perioperative leadership consisting of PACU managers and educators reviewed in-house tracers.

PURPOSE
- To develop and implement a gamification-based educational opportunity that will increase PACU nurses' knowledge on routinely missed in-house tracer topics.

STRATEGY
- Perioperative leadership consisting of PACU managers and educators reviewed in-house tracers.
- Deficient areas were identified by most missed questions asked by the in-house tracer team.
- Topics routinely missed included:
  - Identification of Physician privileges
  - Patient belongings documentation
- The Clinical Education Coordinator (CEC) for the PACU created an educational activity which combined active learning and hands-on-learning in the form of a “seek and find.”

IMPLEMENTATION
- The seek and find station was added to the annual PACU education marathon, in which all PACU staff participate.

EVALUATION & OUTCOMES
- On the post survey, 100% of nursing staff reported satisfaction with the educational model.
- Nurses were surveyed on their comfort with identifying frequently missed items before and after.
- Nurses felt comfortable or very comfortable identifying all frequently missed items after completing the activity.
- Comfort improved most on locating: “Information for Use” policies, physician privileges, and Material Safety Data Sheets.

<table>
<thead>
<tr>
<th>Percent Comfortable or Very Comfortable with Tracer Items (N=10)</th>
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<tbody>
<tr>
<td>Locate “Information for Use” Policies</td>
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<tr>
<td>Locate Material Safety Data Sheets</td>
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<td>Locate “Policy STAT” Policies</td>
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<td>Document Patient Belongings</td>
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<td>Locate H&amp;P</td>
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IMPLICATIONS FOR PRACTICE
- Utilizing various learning models for nurses improves comfort with practice knowledge.
- Improved knowledge will impact safety in the postoperative care setting.
- Utilizing various learning models also increases staff satisfaction with learning.

NEXT STEPS
- Gamification as an educational learning model will be repeated.
- Based on learner feedback, additional topics have been added to seek and find learning activities.
- For example, frequently missed items during electronic medical record documentation.

REFERENCES
methodology/

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