



Draw the Pig

More Game Resources: [CQII.org](https://www.cqii.org)

Fun Scale ● ● ● ● ●

Ease of Play Online ● ● ● ● ●

Connection to QI ● ● ● ● ○

Type of Game: An interactive drawing game that teaches standardization

How Long: 10-15 minutes

Learning Objectives

- Engage participants in a creative way to demonstrate the importance of listening
- Learn about how to best document action steps
- Understand how added tools and provisions can encourage standardization
- Demonstrate the importance of following instructions

Suggested Audiences

Staff, QI team members, people with HIV, and anyone else who are part of an improvement team

History and More Information

This game was adopted by the Institute for Healthcare Improvement (IHI) and integrated in their quality improvement trainings.

Materials

For this game, you will need:

- Blank pieces of paper and writing utensils for participants
- Grid-lined paper for each participant (targethiv.org/virtual-game-guide)
- Instructions for drawing a pig (targethiv.org/virtual-game-guide)
- CQII instructional slides and additional resources (targethiv.org/virtual-game-guide)
- Zoom account (or other video conferencing platform) with breakout room access
- Access to a computer and/or handheld mobile device, and internet connection

Preparation

To prepare for this session:

- Familiarize yourself with the game’s structure
- Share instructions for drawing a pig through the Zoom chat room
- Prepare the game:
 - Read through the game instructions and key teaching points in its entirety
 - Practice the game itself
 - Practice presenting the key teaching points

Playing the Game

Welcome and Introductions

To begin the game, welcome participants and thank them for their participation. If necessary, ask individuals to introduce themselves to the group.

Agenda

Provide a brief description of the game's primary components:

1. Setting the stage for the interactive exercise
2. Playing the Draw the Pig game
3. Debrief and discussion on what lessons are learned and how they apply to HIV care
4. Feedback and close

The Game

Step 1: Ask participants to pull out the paper and draw a pig within one minute. Once the allotted time has passed, ask everyone to hold up their pig drawings. There should be quite a variety.

Step 2: Ask participants to pull out a paper with the grid on it or create a grid on a blank page.

Step 3: Share the provided instructions and ask each participant to following along. Once completed, participants hold up their new pigs for all to see. We should see less variety—and more pigs that look alike.

Debrief and Discussion

- Engage audience in a discussion on how to build on this and make standardization even better
 - What tools are needed?
 - Would it help to see the finished product first? Why, why not?
- Ask the participants, what did they observe? Any trends? Thoughtful comments?
- Ask for their conclusions about this process/game
- How does this game apply to HIV care and/or your HIV program?

Feedback and Close

- Ask your audience for feedback on whether this session met its objectives; take note of their responses and keep it for your use in the future
- Schedule an informal follow-up session with any audience member who wants clarification or more information on the game or the concepts you discussed
- Thank your audience and congratulate them on their hard work and success