**Module 2 Social Determinants of Health (SDoH): Facilitator Guide**

**GOAL:** After participating in the PACER SDoH Module (#2), the learner will better understand how to work within an interprofessional team to identify, describe, and problem solve issues related to social determinants of health.

* Objective 1: The learner will recognize the social determinants of health in the presented simulated patient case.
* Objective 2: The learner will describe how the social determinants of health affect and interact with the simulated patient’s presentation.
* Objective 3: The learner will apply their knowledge of the simulated patient’s social determinants of health to develop a patient-centered treatment plan.

**Preparing for the Event:**

1. It is highly recommended to set up a meeting with involved faculty ahead of time to review and collaborate on the session materials
   1. What takeaways would you like participants to take away regarding social determinants of health?
   2. This is an extended length module, at 120 minutes, but this module can be modified to fit your time restraints.
      1. The life course game was originally developed to be played online. Our participants did this experience prior to the module. The online version of the game no longer exists and we are offering this game to you in a printable format. Completing the game during the module is the rationale to the extended time frame.
      2. **There are multiple components to this module (life course game, simulated patient video, small group discussion, small group interview, large group discussion). Work with your team to decide which activities best suit your learning objectives.**
      3. If you choose to include the life course game in the printable format, please take the time to read through the **Facilitators Guide October 2012** in the life course game files folder. It is also advised that you and your team play through the game ahead of time.
   3. This module also includes interviews of several simulated patients.
      1. If you choose to do this portion, you will need to find and train patients for the included Briana scenario. Simulated patients should respond directly to the question and not elaborate or divulge more information than asked.
      2. We found it worked best to have 1 simulated patient per 5 participants.
      3. If your team does not have resources to include this portion, you could have teams work in small groups on the tabletop exercise first and designate a spokesperson for the group. Then with a team member, playing the Brianna case, the spokespersons could take turns interviewing the patient in front of the group as a whole.
         1. If you choose to exclude this portion you will need to amend the schedule (2 – Event Structure – SDH) as necessary.

**Preparation Materials Before the Event:**

1. Print off necessary materials detailed below
2. Gather/purchase any markers, pens, and flip charts
3. Ensure the PowerPoint is saved in a convenient place to be accessed at the event

**Preparation Materials for Day of Event:**

1. Assign one facilitator per table
   1. The facilitator will need the facilitator guide
2. Add participant materials to tables
   1. All of the #5 session materials
      1. Life course game files (please follow the printing instructions document inside of the folder), participant event handout, patient case Briana, tabletop exercise, activity evaluation
   2. Markers and pens
3. PowerPoint should be conveniently projected for viewing
4. Follow the #2 event structure guide to carry out the event

**Printing Items:**

1. Print one of the following for each participant

* 5 – Session Materials – Participant Event Handout
  + IMPORTANT: Ensure you have filled out the date/location/faculty portion of this worksheet before printing
* 5 – Session Materials – Patient Case Briana
* 5 – Session Materials – Activity Evaluation
* 6 – Pre and Post Module Evaluation – SDH

2. Print one of the following per table.

* 5 – Session Materials – Life Course Game Files
  + IMPORTANT: Ensure you follow the printing instructions document inside of the folder
* 5 – Session Materials – Tabletop Exercise

3. Print one of the following for each facilitator

* 2 – Event Structure – SDH
* 3 – Facilitator Guide – SDH
* 4 – PowerPoint – SDH