

Sherlock Holmes Case of the Missing Microbes

An IPAC Educational Game using Sir Arthur Conan Doyle's characters

Game Plan and Instructions

Included in this file:

1. Game plan
2. Letter to give participants (from Sherlock Holmes)
3. Clue cards
4. Missing Microbes List
5. Name badges template
6. Door sign
7. Pictures for wall(s)
8. Certificate for participants
9. Sign In Sheet
10. Invitation

Supplies you will require:

- 5 volunteers including yourself (or you could have one person play 2-3 characters)
- One chair, one table (and table cloth)
- One commode
- One stretcher
- One bottom sheet with body outlined
- One washbasin
- One bedside or over the bed table
- Kleenex box
- Cutlery and other table setting props (plastic do not work very well)
- Glowgerm lotion or powder
- 6 - 10 glowgerm UV flashlights (aka to Sherlock as "microbe seeking flashlight")
- Clue cards for estimated number of participants (included in computer file)
- Game letter from Sherlock Holmes (included in computer file) for estimated number of participants
- Generous supply of Pens and/or pencils
- Name badges: Mrs. Hudson, Dr Watson, Mycroft Holmes, Sherlock Holmes, and Inspector Lestrade (included in computer file)
- Door Sign (included in computer file)
- Pictures for walls (included in computer file)
- Ribbon cut in 6 inch strips (for tying scrolls)
- Sign in sheet (included in computer file)

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Points to Remember when hosting the Game:

1. Book a room to host game. This room will be set up as Sherlock Holmes' flat. You can add more props than above; depending on how fancy you want to be. For costumes, any Victorian period outfit/hat (round bowler hat for the men and something simple for Mrs Hudson) for the characters, other than Sherlock who always wore a Deer Stalker cap. Lestrade also had a moustache. Lestrade also carried a long black umbrella and Watson a dark cane.
2. Arrange for bed, chair, commode, stretcher, washbasin, bedside table, and gather up other supplies (flashlights etc). If you don't have a pre-marked bottom sheet, draw an outline of a person on the bottom sheet.
3. Print off badge file, cut out badges and laminate each.
4. Print off sign in sheets (depending on anticipated participants).
5. Print letter and clue cards. Copy so you have one per participant. Consider copying letter onto coloured paper. Cut clue cards into separate cards.
 - a. Inspector Lestrade will be posted at the door and is responsible for getting participants to sign in and hand out the game instruction letter and flashlights. After participants sign in, Lestrade will enter the participant's name on a certificate, roll and tie with a ribbon. In small writing on edge of scroll, pencil in participants name so Sherlock doesn't have to undo the scroll to find out who the certificate is to be given to.
 - b. Mycroft Holmes will have clue #1 cards,
 - c. Mrs Hudson clue #2 and Dr Watson clue #3.
 - d. Sherlock will hand out the answer note (scrolled and tied with a small ribbon) and any prize.
6. Print off the answer notation and certificates.
7. Print off pictures for walls file in colour.
8. Decorate room with included pictures. You can either laminate for reuse or leave on paper and discard after use.
9. Set up furniture (chairs, table, bed etc) as if it was an apartment.
10. Post 221B sign on front door of room.
11. Give volunteers the name badge for their character
12. Put a small amount (dime size) of glow germ on objects in the room as listed in the Missing Microbes List. Might be easiest to apply (and avoid inadvertent contamination) to use a qtip to apply it where you want it to be. If using the glow germ powder, don a pair of cotton gloves and dip the finger tips in the powder and then touch the objects you want contaminated.
13. Have each volunteer read the instruction letter so he/she knows how to play.
14. The learners should see many areas of glow using their flashlights. The point they should get from this is how easy it is to contaminate everyday items and pass on germs. Don't forget to emphasize throughout the game hand hygiene eliminates the microbes and reduces the chance of spread. Our plan is for Mrs Hudson and Mycroft to grumble about how people do not wash their hands so they make everyone sick by contaminating everything they touch.

Come Watson, Come! The game is afoot!

24 October 1884



Dear Colleague,

Thank you ever so kindly for agreeing to help us. Detective Inspector Lestrade of Scotland Yard has hired myself, Sherlock Holmes, to solve the Case of the Missing Microbes. However, I require all the help available to be able to solve this case. Hence, your involvement has become most imperative to Dr. Watson and myself being able to solve this case.

Background

The case we are working on is called “the Case of the Missing Microbes.” My arch nemesis Professor Moriarty has developed a plan to use germ warfare to take over Scotland Yard. He has most of the microbes he needs to do this, but is missing three sets. Myself, Dr. Watson, and you are tasked with finding the missing microbes before Moriarty does. It is believed that all the microbes are in my flat at 221B Baker Street.

Plan

Go directly to 221B Baker Street. Sign in at the door with Inspector Lestrade. He will give you an instruction sheet and a microbe seeking flashlight. You will get clue #1 from Mycroft Holmes. Be careful though as my older brother he is known to partake in sibling rivalry antics, so make sure you get the clue you need. Find the microbe in three places inside my flat and write the areas down. To find the microbe look in spots you think will they be most likely found based on the clue; and shine your flashlight on it. If there is a microbe present, the area will glow under the flashlight. Remember, all the microbes will glow the same, so use your clue to pinpoint the location and you will be able to find the microbe you are looking for in more than 3 areas (an advantage in solving the case). Take your clue to the next character to verify locations and obtain your next clue card. Clue #2 will come from Mrs. Hudson, my landlady and housekeeper, and #3 from Dr. Watson, my able bodied assistant. You must do the clues in order of numbering. After you finish clue #3 please find me to hand in your flashlight and I will give you a small reward.

The Game is afoot,

Sherlock Holmes

Clue Card #1

This microbe is normal flora present on people's skin. Please list the 3 spots you found this microbe inside Sherlock Holmes' flat.

#1 _____

#2 _____

#3 _____

Name the Organism: _____

Clue Card #2

This microbe is opportunistic in nature, appearing inside people's guts when their defences are low or when normal gut flora has been reduced by recent antibiotic therapy. Please list the 3 spots you found this microbe inside Sherlock Holmes' flat.

#1 _____

#2 _____

#3 _____

Name the Organism: _____

Clue Card #3

This microbe is new. It has evolved and become very complex. It is not a single organism, but rather a few different species that have developed resistance to nearly all antibiotics. One of these resistant organisms have evolved from normal gut flora and another is a microbe that commonly causes pneumonia. Please list the 3 spots you found this microbe inside Sherlock Holmes' flat.

#1 _____

#2 _____

#3 _____

Name the Organism: _____

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Missing Microbes List

Answer to Clue #1

This microbe is a normal flora on people's skin. Please list the 3 spots you found this microbe inside Sherlock Holmes' flat.

Name of Organism: Staph Aureus

Places found

1. Bed sheet near hand outline
2. Table top
3. Picture on wall
4. Chair back
5. Commode arms
6. Cutlery handles

Answer to Clue #2

This microbe is opportunistic in nature, appearing inside people's guts when their defences are low or when normal gut flora has been wiped out. Please list the 3 spots you found this microbe inside Sherlock Holmes' flat.

Name of Organism: CDifficile

Places found

1. Commode arms
2. Commode seat
3. Commode basin
4. Water basin
5. Bed sheet near middle of body outline (lower trunk)
6. Cutlery handles

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Answer to Clue #3

This microbe has evolved and become very complex. It is not a single organism, but rather a few different species that have developed resistance to antibiotics. One of these resistant organisms has evolved from gut normal flora and another group from a microbe that causes pneumonia. Please list the 3 spots you found this microbe inside Sherlock Holmes' flat.

Name of Organism: CPO – Klebsiella Pneumoniae and/or EColi

Places found

1. Upper trunk of body outline on bedsheet
2. Commode seat
3. Commode basin
4. Commode arms
5. Table top
6. Kleenex box
7. Finger tips of body outline
8. Picture on wall

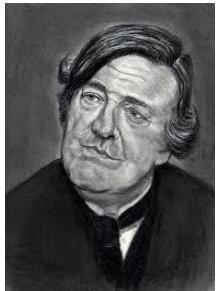
Exactly, my dear Watson



Mrs. Hudson



Dr Watson



Mycroft Holmes



Sherlock Holmes



Inspector Lestrade

Sherlock Holmes and the Case of the Missing Microbes:

An Educational Infection Prevention and Control Game

221B Baker Street



City of Westminster











CERTIFICATE OF PARTICIPATION

THIS CERTIFICATE IS AWARDED TO

IN RECOGNITION OF VALUABLE CONTRIBUTIONS TO

SHERLOCK HOLMES IN FINDING THE MISSING MICROBES
AN EDUCATIONAL INFECTION PREVENTION AND CONTROL ACTIVITY



SIGNATURE

DATE



Education Session Sign In Sheet

Session Title: Sherlock Holmes and the Case of the Missing Microbes: Infection Prevention & Control Educational Activity

Date:

WANTED URGENTLY:

Health Care workers (any discipline) to assist
Sherlock Holmes in solving the Case of the Missing Microbes
on Friday October 24th 1884 (2014 by your calendar) in
VGH Cafeteria Room 1814.

Drop In between 1000 and 1300 hours.

This task should take you approximately 15 minutes of fun!