

From Play to Practice

A quartet card activity to engage pharmacy students with Sustainable Development Goals and inclusive service design

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Scan to find out more about the game



Background

Sustainable Development Goals (SDGs) can feel abstract in pharmacy education.



We adapted the DANS Data Game into SDG “Quartet Challenges” to support discussion of SDGs and pharmacy-led service design.

Methods

In-class gameplay



Stage 3 MPharm students (n=49) played by requesting cards from peers to complete sets of four (“quartets”) linked to an SDG.

Discussion & Feedback

Completion of quartets prompted group discussion.



Feedback was collected after the game.

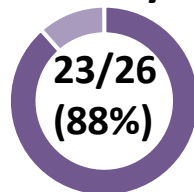
Results

26/49 (53%)

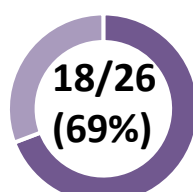


Response rate

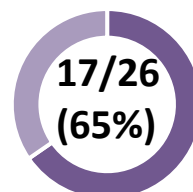
Enjoyed the activity



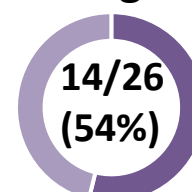
Recommend similar activities



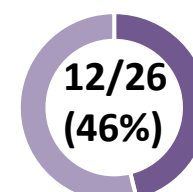
Improved SDG understanding



Confidence in service design



Equality, diversity and inclusivity consideration



Conclusion

Collaborative discussion was valuable; clearer scaffolding and debriefing would strengthen relevance.