Golf in the lecture theatre: Could this improve engagement and encourage deeper learning?
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**WWHAM bam thank you mam**

- Used in many pharmacies by staff. Recall good
- Curriculum spiral needs understanding. Application bad
- Engagement may improve understanding
- Game activities may improve engagement
- Developed game based on golf
- Recorded knowledge lecture using Panopto
- Signposted Panopto recording and reminded to view

**Clubhouse**

- Provided round of golf for winning pair
- Not valuable 6%, very or valuable 72.5% (n=48)
- “It was a new way of learning and going over what we have already learnt”. “Should have watched the video”
- This approach does improve engagement. Play off for learning
- Use Panopto and flipped lectures more regularly
- Meetoo to record responses and keep updated

**Rules of play**

- Score cards printed for responses and scores
- Scoring explained around quality of team answer
- Holes played by asking question on WWHAM
- Self scoring based on displayed answers and discussion
- Leaderboard and golfingalia used to maintain interest
- Students asked to drive and putt using props as rest
- Handicap system to help students lacking pharmacy work

**Scorecard**

- 81 students completed scorecards. 86 of 103 attended
- 1st hole. Reported video views 20 (39-14 viewed 30 min)
- Later holes marked against par as learning resource
- 94% of holes completed. Two students only first hole
- 17% of students didn’t keep overall score against par
- Highest score -6, lowest +18. A few gave up