

# How Low Can You Go?

## A Low Fidelity In-situ Simulation in the Paediatric Emergency Department

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### Context of the problem

We are not aware of any published literature describing paediatric mental health in situ simulation. A potential barrier is that realism is difficult to achieve with mannequins as assessment emphasises both physical and psychological factors. In addition, running these scenarios is also perceived to require experienced individuals to role play, which may involve sourcing actors.

However, the number of young people presenting to the Emergency Department (ED) with mental health concerns is increasing, particularly out of hours where specialist staffing may not be present. A combination of age, mental state and side effects of deliberately ingested drugs, can lead to unpredictable behaviour.

We designed a novel simulation that successfully instils a knowledge basis for the management of these patients, whilst also being simple and reproducible.

