Focus on YoUterus!
Using art to improve teamwork, communication and professional identity formation.

Disclosures
NONE

Objectives
• Discuss the increasing importance of teams and communication in medicine
• Discuss the role of professional identity in professional growth
• Perform a simulated team exercise using art
• Detail the numerous ways art can be used in Medical Education
Teamwork

- What is different about medicine today as it relates to teams?
- What skills and behaviors related to teams are needed in medicine today?
- How can we teach these skills and behaviors?

Communication

- How has communication in medicine changed?
- What skills and behaviors related to communication are needed in medicine today?
- How can we teach these skills and behaviors?

Professional Identity

- What is professional identity?
- Where do medical students develop a professional identity?
- What happens to medical students in identity formation?
- What is the medical educator’s role in professional identity?
Formation of 3 Teams
#1=Teamwork, #2=communication, #3=professional identity

Team #1: Teamwork
- **Goal:** To produce the most accurate, highest quality and greatest number of YoUterus replicas.
- **Objectives:**
  - 1. Create the greatest quantity of YoUteri.
  - 2. Create the most accurate replicas of the YoUterus.
  - 3. Create the highest quality replicas of the YoUterus.
- **Instructions**
  - 1. You get 3 minutes to plan your approach
  - 2. You get 5 minutes to perform the activity
  - 3. You get 2 minutes to debrief

Team #2: Communication
- **Goal:** To create the most accurate, highest quality replica of a single YoUterus.
- **Objectives:**
  - 1. Create the most accurate replica of the YoUterus.
  - 2. Create the highest quality replica of the YoUterus.
  - 3. Utilize communication concepts important in patient hand-offs
- **Instructions**
  - 1. Resident A signs out the YoUterus (original) to Resident B, who paints what they hear (replica). All residents are blinded to the YoUterus until it is their turn to signout.
  - 2. Resident B then gets the YoUterus and signs out additional info to Resident C who paints what they hear.
  - 3. Resident C then gets the YoUterus and signs out additional info to Resident D who paints what they hear, etc.
  - Once the replica gets back to Resident A, the team debriefs.
Team #3: Professional Identity

- Goal: To create individual YoUteri representing one's PI
- Objectives:
  1. Each team member creates an individual YoUterus that represents their PI
  2. Identify your multiple identities.
  3. Discuss how you balance and prioritize your identities.
- Instructions
  1. Each team member starts their own YoUterus painting and paints for 1 minute.
  2. Then, each member swaps their painting with another team member and shares something about their identity. Team member A paints on team member B's canvas a representation of what was shared. Continue until every team member has painted on every canvas.
  3. Share/reflect on your identity with the group.

Share
Teams share their experience with large group (10 minutes)

Brainstorm
What are other applications of this simulation (10 minutes)
Toys/Games/Art as Tools for Facilitation

- Goal: To provide a tangible experience that helps participants better understand the challenges and strategies surrounding creative collaboration.

“The smartest companies and the most cutting-edge startups don’t care if you went to Harvard, Stanford or Yale. They want to see what you can do and how you do it. They want to see your portfolio of projects first. And then they want you to actually perform in front of them to work a challenge with others in real time. The outcome is open-ended and the result doesn’t matter. They want to see how you play.”

-Bruce Nussbaum, author Creative Intelligence, former assistant managing editor for Business Week

Beginner’s Mindset

- The mindset that allows a child to see a box as a source of inspiration rather than something bound by rules.

Change Management

- Change Management
  - Avoiding things that are unfamiliar is a survival tactic
  - We are programmed to crave the certainty of routine
  - We become distressed when our routine is disrupted
    - Stasis makes us feel safe, but it is a danger to innovation
    - We must refine the skills and the mindset to embrace change
    - We can do this by making change itself feel familiar
  - Toys and games that change the rules, change the groups, etc. can give us opportunities to navigate the unfamiliar
Heraclitus
Greek Philosopher

“Change is the only constant in life.”

Take-Home Points

- We are all teachers and learners.
- The bond between teachers and learners is a complex relationship.
- Setting clear goals and expectations is important for both teachers and learners.
- Orienting BOTH teachers and learners is important.
- The key to a positive learning environment and strong teacher-learner relationships are:
  - Communication
  - Adaptability
  - Empathy
  - Teamwork
  - Collaboration
- Medicine is changing, medical education is changing, learners and the learning environment are changing:
  - We must embrace change
  - We must teach problem-solving and critical thinking

Wrap-Up and Questions
(10 minutes)
Workshop Presenters

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References

• Teaching Teamwork in Medical Education. Susan Lerner, MD, Diane Magrane, MD, Erica Friedman, MD. Mount Sinai Journal of Medicine 76:318-323, 2009.

