Vaccinations: Common Questions & Staff Morale PIP & Just Culture

Continuation Phase, Session 22

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Today • Vaccinations: Common Questions Staff Morale PIP • Share Just Culture • Natasha Green MBA, RN Quality Improvement Program Director



1. How do you determine what information is relevant to your staff?

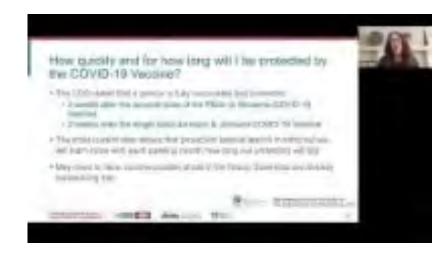
- 2. What format do you use to present information to your staff?
- How do you know if they have retained//understood the information presented?

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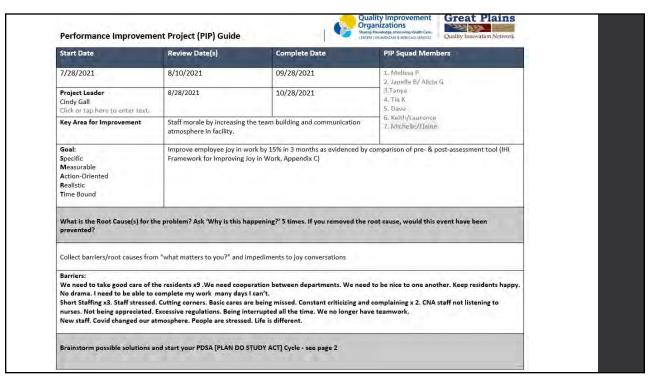
3. Do you model transparency in routine practice?

Is transparency part of your culture?

Video: Vaccinations – Common Questions







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Brainstorm:

Team identified that employees are missing the teamwork/communication our facility had prior to Covid.

We need to work on teambuilding education/exercises amongst Department heads and also staff.

Look into outside partner to come to facility to provide education on teambuilding.

Investigate teambuilding exercises that can be completed by dept heads.

Get Administration to support this.

Plan List the tasks to be done	Do			Study and Act	
	Responsible Team Member	Start Date	Actual Completion Date	Comments/Lessons Learned	Adopt/Adapt/Abandon
Meet as PIP team to develop charter (Review "Get Ready" action steps)	Click or tap here to entire text.	Click or tap here to enfer text.	Click or tap here to enter text.	Click or tap here to enter text.	Click or tap here to enter text.
Collect staff satisfaction surveys (e.g. Pinnacle)	Cindy G	August 2, 2021	August 6, 2021	18 of 20 surveys returned. Teambuilding and communication scores low.	Adopt
Launch conversations – (10 individuals) Appendix A – Conversation Guide	Cindy G	August 6, 2021	August 9, 2021	Interview 10 employees. All said teamwork/communication is a problem.	Adopt

Study and Act Second Measurement Date Benchmarks/metrics First Measurement Date Baseline **Final Measurement** Comments Date [how will we measure Date progress?] 8/2/2021-Pre-PIP & Post-PIP 8/2/2021 10/06/2021 Click or rap here to enter Click or tap here to enter assessments 8/06/2021 (CMS Employee Satisfaction Survey) Click or tap here Click or tap here to Click or tap here to Click or tap here to enter to enter text. enter text. enter text. text.

This material was prepared the Great Plains Quality Innovation Network, the Medicare Quality Improvement Organization for North Dakots and South Dakots, under contract with the Centers for Medicare & Medicaid Services (CMS), an agency of the U.S. Department of Health and Human Services. The contents presented do not necessarily reflect CMS policy. 1250W-GPQIN-13/0320

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Just Culture

People make errors, which lead to accidents. Accidents lead to deaths. The standard solution is to blame the people involved. If we find out who made the errors and punish them, we solve the problem, right? Wrong. The problem is seldom the fault of the individual; it is the fault of the system. Change the people without changing the system, and the problems will continue.

~Don Norman, Apple Fellow

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Just Culture

Is not a <u>blame-free</u> culture
Is not a <u>punitive</u> culture
It is an accountability culture



1.4

Just Culture

Understands human fallibility and human behavior.

Designs systems for reliability to compensate for human error.

Supports a culture of learning.



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Just Culture

Humans are accountable for their behavioral choices.

Response to errors depends upon behavior.



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Three Behaviors We Can Expect

- Human Error—Inadvertent action; inadvertently doing other than what should have been done; slip, lapse, mistake
- At-Risk Behavior
 — Behavior that increases risk where risk is not recognized or is mistakenly believed to be justified
- Reckless Behavior
 —Behavioral choice to consciously disregard a substantial and unjustifiable risk

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Just Culture

Creates a common understanding of how to treat people when things happen.



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Human Factors

The study of all the factors that make it easier for humans to do work the right way

We cannot change the human condition.
We can change the condition under which people work.
The design of things impacts how well we perform (workplace, tools, processes).

Work and processes need to be designed to be compatible with physical and cognitive abilities and limitations of human users.

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What Factors Impact Performance?

- Fatigue
- Lack of sleep
- Illness
- Drugs or alcohol
- Boredom
- Frustration
- Fear
- Stress
- Shift work
- Reliance on memory
- Reliance on vigilance

- Distractions
- Noise
- Heat
- Clutter
- Motion
- Lighting
- Too many handoffs
- Unnatural workflow
- Procedures or devices designed in an accident-prone fashion

Error Reduction Strategies

- Avoid reliance on memory
- Simplify
- Standardize
- Use constraints/forcing functions
- Use protocols and checklists
- Improve information access
- Reduce handoffs
- Increase feedback
- Decrease look-alikes
- Automate carefully
- Take advantage of habits and patterns

These are the interventions that lead to improvement projects!

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Case Study



Description: An infant born with sluggish breathing is given Lanoxin® instead of naloxone, and dies of digoxin toxicity

What could have been done to prevent this error?

A Learning Culture

Sees events as opportunities to improve our understanding of risk

- System Risk
- Behavior Risk

Investigates the source of errors and at-risk behaviors

Design and redesign systems to reduce risk



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Questions?



Staff Morale Homework

\$50/ submission

- · Meet as PIP team
- Review "Change Ideas" (Appendix B) &/Or "Conversation & Action Guide to Support Staff Well-being & Joy in Work During & after COVID" & compare to the "What Matters to You" conversations
- http://www.ihi.org/resources/Pages/IHIWhitePapers/Fram ework-Improving-Joy-in-Work.aspx
- http://www.ihi.org/resources/Pages/Tools/Conversation-Guide-to-Support-Staff-Wellbeing-Joy-in-Work-COVID-19.aspx
- · Identify one change idea to trial
- Start PDSA trials

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If you would like additional technical assistance, please let us know.

You can work with our mentors one-on-one.