

# TRIPLE AIM IPE CURRICULUM FRAMEWORK

## EXPOSURE

1

### EXPOSURE WORKSHOP

(~ 4 hours)

This introductory ½ day workshop includes exposure to the key concepts of:

- The Triple Aim
- IPEC Domains: Roles and responsibilities, Effective communication, Values and Ethics, Teamwork
- Patient and Family Centered Care
- Health Literacy
- Social determinants of health and Arkansas' most prevalent health disparities
- Cultural competency coordinated by the Office of Global Health
- Research
- Health economics: the role of the provider, the payers, and society

2

### Transition (EXPOSURE to IMMERSION): bridge

IP activity (~ 3-4 hours)

Participate in (1) UAMS Common Book/movie , (2) volunteer at the 12<sup>th</sup> Street Health and Wellness Center or other interprofessional free or reduced cost clinic, or (3) observe interdisciplinary rounds/clinic **AND** complete a reflection.

## IMMERSION

3

### TRIPLE AIM PROJECT

(~ 10-12 hours)

Interprofessional teams (3-8 students) participate in 1 of 3 Triple Aim Tracks:

- Patient care improvement;
- Population health improvement; or
- Health care cost reduction.

Broad solicitation for project ideas from: (1) UAMS educational and clinical departments; (2) Community-based organizations; and (3) Local businesses with an interest in health care and the triple aim (insurance agencies, corporations with wellness programs, etc).

Teams develop a structured and complete proposal to meet triple aim goals and objectives. Teams present at an event to compete for the best proposal.

4

### SIMULATION ACTIVITY

(~ 1-2 hours)

Teams participate in an interprofessional simulation session.

## COMPETENCE

5

### COMPETENCE WORKSHOP

(~ 4 hours)

Summative ½ day workshop delivering advanced triple aim content relevant to learners entering practice or post-graduate training.

- Up to date literature review to support IPC practice, Health Literacy, Patient and Family Centered Care, Cultural Competency, Social Determinants of Health, and Research initiatives.
- Quality improvement processes and initiatives that exist to affect system change.
- Update on successful IMMERSION projects to demonstrate how team-based efforts contribute to meeting the triple aim.

6

### REQUIRED "PRACTICE" ACTIVITY

(~ 2-4 hours)

Completion of a service learning project/activity or high fidelity simulation with an IP team - Health Fair, IP clinic, SIM Wars, seminar presentation, etc. **AND** complete a reflection.

7

### STUDENT EDUCATOR ACTIVITY

(~ 2-4 hours)

Students "circle back" in the IPE coursework **AND** complete a reflection:

- Co-facilitators for EXPOSURE/IMMERSION sessions
- Mentor students in simulation activities, health fairs, and other events that translate into improved community outcomes with a patient-centered or healthcare focus.
- Serve on student advisory board/leader for 12th Street or North Street clinics or similar event.