

International Medical Graduate Toolkit



Shared Management

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Estimated completion time: 30 minutes

This tutorial will help you understand how to succeed in GP training:



Game Changer



The Five Card Trick Reversed



Shared Management

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Game Changer

Shared management is the game changer. It transforms the consultation both in terms of effectiveness and in terms of the mark you will be awarded in exams.

It's what makes the difference. There is overwhelming evidence that patients that are involved in decisions about their health have better outcomes, so it is surprising that sharing the consultation is an alien concept in some health systems, and indeed in many hospital specialties in the UK. It's a secret we keep to ourselves and is one of the things that makes General Practice special.

At some point in training, you will have a "lightbulb moment", when everything clicks. As a trainer and TPD, I've worked with trainees who have failed exams and then passed, boosting their mark massively between exam sittings. The difference I see is that they start to genuinely share the consultation. They recognize that the beauty of general practice is that every consultation is different, not simply the medical content but that the context is changed by the patient's personal experience, health beliefs and life situation, and then they integrate this into a management plan. This takes skill and guile and is one reason why general practice can't be done by protocols or algorithms. The next 2 sections demonstrate how to put this in practice.

The Five Card Trick Reversed

In “The Five Card Trick” video (linked below if you haven’t seen it), we looked at how to extract Ideas, Concerns and Expectations in a way that is natural and allows the consultation to flow. The Patient holds 3 cards: Ideas, Concerns and Expectations. The doctor holds 2 cards: Receipt and Summary. The doctor’s task was to extract the Ideas, Concerns and Expectations cards from the patient in a natural way by using their Receipt and Summary cards.

If you flip this scenario for the second half of the consultation, the Doctor now holds the Ideas, Concerns and Expectations cards and the Patient holds the Receipt and Summary cards. During the explanation and management part of the consultation, the doctor has to play each of their cards and entice the patient to play their Receipt and Summary cards. By doing this, it makes the management patient-centred and helps confirm patient understanding.

Practising these techniques with mock exam cases in a role-play situation is an ideal way to hone your skills.



by John Marlow



Shared Management

Shared management is about closing the loop, integrating the medical, ICE and psychosocial information you gathered in the first half of the consultation into a bespoke management plan that genuinely involves the patient in a partnership.

The rewards are high. Not only do you gather marks for decision making and clinical management, but you also accumulate marks for interpersonal skills. If you nail this skill, you should pass your exam case.

This video demonstrates how to do this with the management menu and the use of Choice, Control and Guidance.



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