I use: The Last Straw to teach fourth year undergraduate students about the social determinants of health (SDOH). This is a board game developed by Kate Rossiter and Kate Reeve ([www.TheLastStraw.ca](http://www.TheLastStraw.ca)). Attendance and participation in my courses this year constitutes 15% of the grade in the course, up from 10% in previous years.

The purpose is: to promote discussion about the SDOH, to help students develop empathy for marginalized people and to develop awareness of their own social location and have fun – “laugh while you learn”! ([www.TheLastStraw.ca](http://www.TheLastStraw.ca)). Permission to use game illustration received from Kate Rossiter.

My rationale: is based on my own teaching experiences with lecture, storytelling, sharing clinical experiences with student peers, use of conceptual frameworks and case studies which did not engage students in a way that allowed them to relate to the experience of social disadvantage. The Last Straw forces students to experience and see the experience of social health determinants first hand and in real life experiences.

My strategy: requires students to be divided into teams. Each team creates a profile including characteristics’ about race, age and sex which provides them with Vitality chips. The teams progress through life stages and events guided by a Game Master and at least one assistant. Throughout the game, characters encounter challenges which are resolved based on their profile (i.e., low SES, male, etc.) or based on a chance roll of the dice. I set the board game up on the document camera so that students can view the progress throughout the game. Ideally, the team that wins represents the profile person who survives life with the most “vitality chips. Student feedback has been positive and students approach the game with a sense of interest and humor. This is much more engaging than a lecture on the social determinants of health.