The Lemon Looning Game

Consumer perspectives training for mental health and community workers and or students

Course Code: COM027

Date: As negotiated
Duration: 2 hours
Coordinator: Sandy Watson

For more information or to request a quote, please contact:
Sandy Watson on (02) 9840 3833
or via email:
Sandy.Watson@nswiop.nsw.edu.au

Want to organise training for your team and/or for service users?
We can organise training on your premises or at the NSW Institute of Psychiatry premises at North Parramatta.

Are you a consumer worker interested in training?
Register your interest by emailing Sandy:
Sandy.Watson@nswiop.nsw.edu.au

This interactive game is a fun and informal way for mental health & community workers to gain new insights into consumer perspectives and experiences

Facilitated by Sandy Watson

About the “Lemon Looning Game “ seminar
The Lemon Looning Game was developed in Victoria in the 1990’s by consumers under the auspices of the Victorian Mental Illness Awareness Council. It is a training game, run by consumers to be played with staff, to promote dialogue between staff and consumers about consumer perspectives and experiences.

There are often limited opportunities for dialogue between consumers and service providers outside of a clinical context. This means that shared discussions about perspectives and challenges are often constrained; and in a time when recovery is a driver of service and practice change, shared dialogue becomes a critical element of a recovery oriented service system. The Lemon Looning Game is an excellent opportunity to explore consumer and provider perspectives about such topics as the mental health system; social discrimination; diagnosis; ECT; recovery; the mental health consumer movement and peer support, as well as historical attitudes towards people affected by mental distress.

In this game you can go mad in the workplace; or go straight to the high dependency unit; or throw 3 sixes to get into a public hospital (there are only 2 dice); or reach the place of wellbeing. The Lemon Looning Game is perfect for consumer-perspective based staff inservices, and student education. The game provides an informal and dynamic way of encouraging broad dialogue as well as critical reflection on practice, and provides an opportunity to openly reflect on consumers’ perspectives.

Target Group
This off-campus, interactive game is designed for mental health and community workers and students, and is always facilitated by consumers. 10 participants is the maximum.

The New South Wales Institute of Psychiatry
About the Facilitator
Sandy Watson is the key facilitator of the Lemon Looning Game presentation. She is the Consumer Education Coordinator at the NSWIOP, is a consumer and has presented the Lemon Looning Game to different staff groups in NSW. Sandy Watson can be contacted via email: Sandy.Watson@nswiop.nsw.edu.au

Lemon Looning Game Presentation
• Shared dialogue with consumer trainers
• Reflecting on consumer perspectives
• Innovative training for staff and students

If you are interested in this seminar, you may also want to explore others that you can schedule on the same or on another day: e.g.,

Introduction to the Mental Health Consumer/Survivor Movement (COM026): Covering history, trends, political and social identities, consumer perspectives & terminologies. Open to all.

Values of Mental Health Peer Work: (COM030) A presentation for peer workers, consumers and carers, nonpeer workers and managers, on the values of peer work and the implications for peer work recruitment, support and practice.

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Please note:
Due to the nature of the topic area, and although the content and discussion will be managed sensitively, occasionally a course participant might experience some level of distress or discomfort arising during the seminar.