Liverpool John Moores University

Title:	THE PROFESSION AND PRACTICE OF PHARMACY			
Status:	Definitive			
Code:	6001PPPHAR (113389)			
Version Start Date:	01-08-2016			
Owning School/Faculty: Teaching School/Faculty:	Pharmacy & Biomolecular Sciences Pharmacy & Biomolecular Sciences			

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Academic Level:	FHEQ6	Credit Value:	24	Total Delivered Hours:	106
Total Learning Hours:	240	Private Study:	134		

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	38
Practical	27
Tutorial	10
Workshop	28

Grading Basis: 50 %

Assessment Details

Category	Short	Description	Weighting	Exam
	Description		(%)	Duration
Exam	Writ Exam	Written Examination	40	3
Practice	Prac Exam	Practical Examination	40	3
Portfolio	Portfolio	Portfolio	20	

Aims

To develop competence and confidence in the supply of medicinal products and in relevant counselling and communication skills.

To enable the student to interpret the Code of Ethics and apply the appropriate standards of good professional practice.

To develop an understanding of healthcare systems and the roles of other healthcare professionals.

To develop the application of clinical knowledge to the review and optimisation of patient drug therapy.

To develop calculation skills appropriate for the accurate supply of medicines to patients.

Learning Outcomes

After completing the module the student should be able to:

- 1 Detect and respond to issues involved in the supply of medicinal products in patient-centred healthcare.
- 2 Demonstrate a sound knowledge of law and ethics as applied to professional practice
- 3 Demonstrate counselling and communication skills appropriate for providing information to patients and other healthcare professionals.
- 4 Demonstrate understanding of specific areas of clinical knowledge and the application of such knowledge to patient care.
- 5 Demonstrate an ability to accurately perform calculations relevant to pharmaceutical practice

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Written Exam	2	4	5		
Practical Exam	1	2	3	4	5
Portfolio	1	2	3	4	5
Pharmacy Based Calculation					

Outline Syllabus

The application of the pharmaceutical sciences. legal, ethical and NHS requirements and professional judgement in the dispensing, sale and supply of medicinal products in hosptial and coommunity practice.

The inculcation of safe and efficient working practices with consideration of issues such as Medicines Management, Clinical Governance, risk assessment and management.

Prescription review

Patient counselling and elementary responding to symptoms.

An introduction to the conceptof professional conduct, its underlying philosophy and the difference between law and ethics. A study of the Code of Ethics, Standards of Good Professional Practice and Council Statements leading to an appreciation of acceptable standards of conduct through case study review.

The current and developing roles of the pharmacist in healthcare systems. Professional audit.

Models of communication applied to patient-client interaction. role play and related exercises in a simulated pharmacy setting.

An overview of miscellaneous legislation related to pharmacy including Employment, Health and Safety, Supply of Goods and Services and Consumer Protection legislation.

Clinical review of selected conditions such as asthma, diabetes, palliative care, cardiovascular medicine, neurology, rheumatology, renal and liver disease.

Learning Activities

Communication skills are practised in role play situations and student/tutor interaction within practical sessions. Dispensing skills are taught by exposing students to facsimile prescriptions and requisitions and by handling a variety of medicinal products. Continued development of IT skills is encouraged by use of computing facilities relevant to dispensing and of word processing and graphics software for production of coursework. All practical sessions are interactive and students are encouraged to work in small groups in workshops and certain assessment exercises. Problem solving skills are developed within practicals and workshops. Learning via peer assessment is utilised for some coursework activities, including the production of a game or other teaching tool. Self-assessment is encouraged through the use of Blackboard and through continued development of the Work Experience portfolio introduced at Level 4.

Notes

There is a requirement to pass a calculations test with a mark of at least 60% in order to pass the module.