

How Sweet It Is

Source: Adapted from Balls Up – DPI Evaluation Training, Victoria, Australia

Overview

A competitive game that is evaluated according to different criteria to highlight the importance of asking the right questions (not survey questions) when designing an evaluation

Purpose

- Learning
- Evaluation
- Fun

Time

- 30 – 45 minutes

Number of participants

- A minimum of 15 participants, and up to 30

Materials

- 60 throwing objects (ping pong balls, rocks, sweets) divided into three sets of 20
- A 'playing space' with a clearly defined throw line (use masking tape, string etc)
- Three targets – buckets, boxes, a square or circle on the ground (each one exactly the same)
- Instruction sheets for the throwing teams and for the evaluation teams (see below)
- A whistle or bell
- Timer
- Prepared scoring chart

Activity Flow

- Divide the group into three throwing teams of 3 – 7 people in each team
- Divide the rest of the group into evaluation teams of 2 – 4 people in each team
- Hand out the game sheets to the throwing teams, and an evaluation instruction to each of the evaluation teams
- Allow a few minutes for preparation – make sure the evaluation teams understand what they are doing
- Play the first round of the game
- Score and add the results to the scoring sheets
- Play the second round of the game
- Score and add the results to the scoring sheet
- Play the third round of the game
- Score and add the results to the scoring sheet
- Allow time for the evaluation teams to prepare their findings
- Invite the playing teams to talk about how they could improve their performance
- Hear back from each of the evaluation teams

Debrief

- Introduce the concept of evaluation PURPOSE and FOCUS (see below)

How to play the game

Your task is to get as many sweets in the square as possible

The game lasts for one minute after the starting bell rings

You will have three one-minute rounds of the game to play

Your final score will be the cumulative score of all three rounds

Rules

- Every team member must take a turn at throwing
- You may not step over the throw line
- You may not begin until the bell rings
- You must stop when the second bell rings

Evaluation Team A

Your task is to compare the three teams and decide which is the best team.

The winning team will be the one with the most number of sweets in the circle at the end of the game.

Evaluation Team B

Your task is to compare the three teams and decide which team was the most inclusive of all of their team.

The winning team will be the one that has the best process to include all of its team members.

Evaluation Team C

Your task is to compare the three teams and determine which team played by the rules of the game.

The winning team will be the one that breaks the least rules.

Evaluation Team D

Your task is to compare the three teams and determine which team improved the most by learning.

The winning team will be the one that improves the most by learning from previous rounds of the game, and adapting how they play.

	<i>Impact</i>	<i>Accountability</i>	<i>Learning</i>
<i>Processes</i>	*Were sufficient community members involved in the project development? *Was the process appropriate for the participants? *What was the quality of service?	*Were the correct procedures/ standards adhered to?	*How could the process be improved to bring about greater ownership? *What would the team do differently next time?
<i>Impact</i>	*What difference did the project make? *Were community requirements met? *What was the social/economic/environmental return?	*Where the milestones met in full and on time?	*What was the impact, and how can this be increased by future intervention?