

## **Session 13.**

# **Environmental Compliance/ESDM Knowledge Game**

## ***Facilitated Team Competition***

### **Summary**

We have now examined, discussed, and/or practiced the following workshop topics:

1. The objectives of Environmentally Sound Design and Management (ESDM); the Environmental Impact Assessment (EIA) process and the development and application of fundamental EIA skills.
2. The implementation of USAID Environmental Procedures and purpose and structure of EMMPs.
3. The selection of environmental indicators and monitoring for environmental compliance.
4. Budgeting for environmental management and reporting on project environmental performance.

We will now play an environmental compliance/ESDM knowledge game to review key concepts related to core technical skills and knowledge. The game will take the form of a competition among small teams.

Further discussion of core content will occur in our “Parking Lot” session, in which outstanding technical issues will be resolved.

### **Game Briefing**

#### **Teams**

Four (4) or five (5) teams with 6-8 persons/team; each team includes one non-participant recorder.

#### **“Performance Assessment aligns with Programming Framework”:**

Three (3) rounds of five (5) multiple-choice/fill-in-the-blank questions each; questions in each round correspond to core agenda topics and assess the objectives of that component. Questions increase in difficulty as the rounds progress.

#### **Democracy and Governance**

Teams must operate by consensus, reaching unanimous agreement on each answer.

#### **Monitoring and Evaluation**

The recorder for each team will verify consensus for each answer by show of hands and record the answer on the answer sheet. Recorders will verify that no books, notes, laptop computers or other electronic devices are employed to assist in answering questions.

Each team’s scores will be tabulated by an independent party (e.g., Assistant Emcee) at the conclusion of each round. Scoring by the independent party is final.

### **“Results Framework”**

- First team to complete all questions in a round receives the most bonus points. Each subsequent team: 2 points less; last team receives no bonus. Any team working when time is called receives no bonus.
- Each correct answer: 5 points.  
*[NOTE: some questions have more than one element/choice. EACH correct element/response is worth 5 points.]*
- Each incorrect answer: 3-point DEBIT.  
*[NOTE: multiple wrong answers on a question result in multiple debits.]*
- No answer: 0 points.
- All answers in a round correct: 10-point bonus.
- Each round is time-limited at 12 minutes.
- Team scores will be posted to the front and updated after each round.

### **Implementation Procedures**

1. MC briefs the game (contents of this session summary). Time pressure is part of the exercise!
2. Assistant MC assigns teams and recorders. Members of each team cluster together.
3. Deputize recorders.
4. Teams can briefly discuss strategy and elect captains.
5. MC asks recorders to confirm that all training materials and electronic aids are closed/off.
6. Distribute Round 1 questions to team recorders.
7. MC starts the 1<sup>st</sup> round; recorders open the envelopes and distribute questions. Teams begin.
8. Recorders blow their whistle/noisemaker when their team finishes.
9. Assistant MC records order in which teams finish.
10. Round concludes after 12 minutes, or when all teams are finished, whichever is first.
11. Assistant MC tabulates scores for each team; they are posted at the front.
12. Repeat steps 6-11 for the subsequent two rounds.
13. After three rounds, grand winner is declared and prizes are awarded.

In the event of a tie, a “sudden death” round of “special topic” questions will follow.