Session 16: Synthesis Game

Objective
Review key workshop content and concepts via a small-team competition.

Format:

Briefing and team assembly	0:10
Team competition	0:50
Debrief	0:15

Summary

We have now completed agenda components 1-4:

1. Motivating LOP Environmental Compliance

2. Building Core EIA Concepts and Skills

3. Mastering LOP Compliance Requirements

4. Exploring Advanced Impact Assessment Concepts,

5. Addressing Environmental Good Practice and Compliance Approaches for Key Sectoral Programming Issues.

These components constitute the portion of the workshop dealing with core technical skills and knowledge. Before we turn to the fifth and final agenda component ("Improving compliance processes"), we will review this core technical content in two sessions:

- In this session. we will play an environmental compliance/ESDM knowledge game to review key concepts contained in components 1-3. The game takes the form of a competition among small teams.

- In the following session, we to address any outstanding technical issues in our "parking lot."

Game Briefing

Teams.
4-5 teams (6-8 persons/team), each with one non-participant recorder.

"Performance Assessment aligns with Programming Framework":
The game consists of 3 rounds of 5 multiple-choice/fill-in-the-blank questions each. Each round corresponds to one or two agenda components and assesses the objectives of that component.

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

Monitoring and Evaluation
Recorders will verify consensus by show of hands for each answer and record the answer.

Recorders will verify that no books, notes, laptops or other electronic devices are employed to assist in answering questions.

Scores will be tabulated by an independent party (MC) in each around.

"Results Framework"

- First team to complete all questions in a round: 8 point bonus. 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 pts
  [NOTE: some questions have more than 1 element/choice. EACH correct element/response is worth 5 points.]

- Each incorrect answer: 3 pt DEBIT
  [NOTE: multiple wrong answers on a question result in multiple debits.]

- No answer: 0 pts

- All answers in a round correct 10 pt bonus.

- 12 minute limit on each round.

- Team scores will be posted to the front and updated after each round.

Implementation Procedures

1. MC briefs the game (contents of this sheet). Time pressure is part of the exercise!
2. **MC's assistant assigns teams and recorders. Members of each team cluster together.**
3. **Swear in recorders.**
4. **Teams have 7 minutes to 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 1st round. Recorders open the envelopes and distribute questions. Teams begin.
8. Recorders blow their whistle/noisemaker when their team finishes.
9. MC's assistant records order in which teams finish.
10. End of the round occurs after 12 minutes or when all teams are finished, whichever is first.
11. MC's assistant tabulates scores; they are posted at the front.
12. Repeat steps 6-11 for the subsequent 2 rounds.
13. After 3 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.