



# L'ATELIER

## de la TRANSFORMATION SOCIALE

Form Evaluation

### The knowledge match

The knowledge match is an exercise that allows participants to test their mastery of a module, in teams, against each other.

#### How to use

To carry out this activity, a minimum of 6 participants is required. It is important that learners have attended at least one day of training beforehand.

This method can be used in any training and at any time. It is relevant before the final evaluation periods as it forces participants to review what has been seen in order to answer any questions from their peers.

The trainer will play the role of referee, but can also ask a participant to play this role if they have previously prepared.



#### The process (the steps, the sequence and the role of each)

1. Two groups ask each other questions
2. Each question can score 2 points
3. When a question is asked, the group that has to answer has 30 seconds to think

Rule: one person in the group can only answer once, all documents must be asked, the facilitator is the referee.

	STEP 01	STEP 02	STEP 03
<b>Objective</b>	Formation of groups and formulation of questions	Match	Debrief
<b>Preparation or play time</b>	30-45 min	30 min	10 min
<b>The role of each</b>	<p>The facilitator forms fair groups of people.</p> <p>The groups isolate themselves from each other.</p>	<p>The groups formed are distinctly gathered and seated in a circle.</p> <p>The facilitator acts as a referee and plans the games, which group plays which group.</p> <p>Within each group, one participant states the question to the other group. The opposing group has 5 minutes to collectively prepare their answer.</p>	<p>The trainer writes the results of the different rounds on the board. He reminds them that the objective is to learn collectively. He/she can give advice to the different groups on the questions they have prepared groups on the questions they have prepared (better targeting, knowing how to recognise what is important, etc.).</p>
<b>Instructions or points to watch out for</b>	<p>Formulate questions/answers in groups on what has been seen together. A minimum of 5 questions/answers. The most important thing is not to ask trick questions but the most important questions according to them.</p>	<p>The rules for refereeing are as follows:</p> <p>Group A who asks the question scores a point if group B who has to answer does not find the answer; if group B finds the answer, they take the point. If group B gives an answer that group A does not agree with, the referee decides.</p> <p>During the game, none of the participants should have any paper outside their list of questions and answers.</p>	
<b>The tools/supports needed</b>	No particular tool	Chairs (or mats) for participants to sit in a circle in groups	No particular tool

**Objectives :**

Knowledge matches have several advantages:

- To encourage direct appropriation/assimilation of knowledge by the participants, as it is they who ask the questions and write the answers that they feel are important in the module in question;
- To encourage a collective learning dynamic: it is within the groups that the participants prepare the questions and it is in the group that they answer them;
- Stimulate collective learning.

**URL of the article :**

<http://atelier.fdh.org/en/take-action/our-tools/evaluate/article/the-knowledge-match>

Author : **MPP**

