

# PLAYING CARD

## PARTICIPATORY EVALUATION



### Aim of the game

This game can be used with technical staff, social and cultural facilitators and professionals who work in the field of programme and project management and evaluation. It is intended to facilitate discussions from a human rights perspective that is gender-sensitive and committed to citizen participation on the principal characteristics of participatory evaluation and the role of the evaluator.

---

### Materials

- A pack of 40 playing cards featuring statements related to the profile of an evaluator in participatory evaluation.
- Wild cards.

---

### Instructions

1. Distribute the cards evenly among participants so that each person has between four and seven statement cards, depending on the size of the group.
2. Give each participant one wild card.
3. Each participant chooses one of their cards to play in the first round.
4. Take turns to show the card you have chosen.
5. Read out the card you have chosen, explaining how it is associated with participatory evaluation, offering a real-life example.
6. As a group, discuss which ONE of the presented cards should be saved.
7. Write the statement from the successful card on the flipchart. This allows the group to establish some basic agreements on the topic.
8. The remaining cards that were not saved by the group are discarded and cannot be used in further rounds.
9. Repeat steps 3-8 with the other cards.
10. The wild card can be used once by each participant. It can be employed (a) to write an original statement if participants feel that none of the cards they hold reflects their ideas on the topic; or (b) to recover a discarded card that was eliminated in a previous round. In this case, the recovered card is played like any other and must be justified in the same way.
11. At the end of the game, the group will have a list of the main characteristics or principles of a participatory evaluation, providing a reference framework for this group.

---

### Suggestions:

- It is normal for groups to rapidly eliminate several words at the beginning. This might be the least important or those that are similar.
- Participants do not need to justify every card wholeheartedly. Someone might present a card that they suggest eliminating from the offset, but it is also possible that another player will think this same statement is actually important for reasons that its 'owner' had not considered.
- *Use strategies!* If all players play their best card in the first round, a lot of 'good' cards will be discarded as only one of these cards can be chosen by the group to be the best card. Save your best cards for the second, third or fourth round!
- We recommend that the group should play at least four rounds, choosing and selecting one statement from each round.

When time is up or all the cards have been played, the group will have a set of statements that reflect the most important principles or characteristics of participatory evaluation and the role of the facilitator.

---

### Note:

If this activity is carried out with more than one group simultaneously, it is important to bring everyone together at the end in order to discuss which cards were chosen by each group. Then, the larger group should agree on between 5 and 10 principles.