

## What is it for?

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A competitive game that is evaluated according to different criteria to highlight the importance of asking the right questions when designing an evaluation

## Time & People

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30 – 45 minutes  
15 – 30 people

## Materials

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60 throwing objects  
Three targets  
Instruction sheets  
Timer and bell/whistle

## Source

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

## And also...

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Every team gets this information: 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

## Description

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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

*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.