

USAID Ghana Economic Growth Knowledge Management & Learning Event

October 25, 2016

KM Learning Game

- **To share ideas, innovations and successes from your project**
- **To create the Do's & Don't list of KML**

Tasks

- **Select a Fruit or Veggie Table of Your Choice**
- **Make sure that there is no more than 1 other of your colleagues on that table!**
- **Select a Table Leader & a Note taker**

Tasks

- **Each person should briefly identify one Activity that has worked well & achieved desired outcome or result on their project?**
- **Share with Table members & describe why and what made it Successful? Can it be replicated to other partners? If yes, How?**
- **Write the Top 3 Successes & Why on flip chart paper to be shared with the group!**

Do's and Don'ts of KML & M&E

Purpose: Share & document Lessons Learned on project KL & M&E management

- **Kindly list up to 4 Must Do's**
- **Kindly list up to 4 Must Not Do!**
- **Share on Flipchart paper**

Getting to Know Each Other!

- **Get to know at least 2 non project colleagues better and maybe even kindle a “friendship.**
- **Discover at least 2 things that you have in common with that other person.**
- **Learn something new that you can apply to work.**

3 SIMPLE QUESTIONS

1. Introduce yourself to at least 2 colleagues in less than more than 7 minutes each.

2. Describe briefly what makes you Unique.. a specific passion, hobby, interest or talent that defines you?

3. Describe a person, pet, or special relationship in your life that is important? Why?

4. Describe a specific achievement/ accomplishment in your life? why it is significant?

GROUP EXCERSISE

- **Designate a new Table leader & Rapporteur**
- **Describe one important change you'll make in the way you do KML after participating in this meeting?**
- **What Have You Learned Today that You'd like to Replicate or Apply to Your Work?**
- **Agree with group members on priority ones and list on Flip chart paper**

Q&A