



## Target game

<b>Title of activity</b>	Target game
<b>Theme</b>	Final evaluation.
<b>Learning goals</b>	To evaluate a training session, a meeting or an activity (contents, organisation, relations, methods, etc.).
<b>Target audience</b>	Any
<b>Type of activity</b>	Collective processing.
<b>Keywords</b>	Sharing experience. Learning from the group's point of view.
<b>Step-by-step</b>	<ol style="list-style-type: none"> <li>1. Draw a target composed of 3 concentric circles.</li> <li>2. Starting from the bulls-eye to the edge of the target, the concentric circles move from stronger to weaker opinions as you move outwards. Each concentric circle can be divided into quadrants as there are many issues to be considered.</li> <li>3. Each participant places a coloured dot in each quadrant corresponding to the strength of opinion they wish to express.</li> </ol>
<b>Venue</b>	Meeting room.
<b>Materials required</b>	flipchart, markers.

<b>Duration</b>	30 minutes.
<b>References</b>	<p>T-Kit 10: Educational Evaluation in Youth Work Published by the Council of Europe and the European Commission.</p> <p><a href="http://pjp-eu.coe.int/en/web/youth-partnership/t-kit-10-educational-evaluation-in-youth-work">http://pjp-eu.coe.int/en/web/youth-partnership/t-kit-10-educational-evaluation-in-youth-work</a></p>
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