From Actions to Impacts game

For enabling further development of Integrated Action Plans

Gamification is an effective and fun way to learn and exchange ideas.
Developed by MAPS URBACT network, this card game enables further development of Integrated Action Plans. It allows working both individually and in groups.

WHAT IS NEEDED?

Time: 1 day
Participants: max 30 people + 1–2 facilitator(s)
Material support: *see on page 2*

> Before the session, all partners/participants must prepare Action Cards describing one or two specific actions from their action plans.

WHAT FOR?

> To support the action planning process.
It connects the general Integrated Action Plans into concrete and more detailed actions, impact and indicators.

> To have a fun yet effective exchange and learning session with a game-like atmosphere.

HOW TO USE IT ?

Phase 1 - Objectives
Step 1 – The first player places an Action Card on the game table. He/she introduces the action to the participants and the participants take notes.

Step 2 – The partner puts the Impact Cards and the Scale of Impact Cards on the table. The aim is to connect each action to the possible impacts and the scale of the impact.

Step 3 – All players must work on the impact and start the comparison. Each player will present his/her own vision for the impacts.

Step 4 – The impact cards are organised by themes/categories but players can develop and add new families on the blank cards. The new cards will enter in the deck.

Phase 2 - Timeline

Step 5 – On the basis of the Action Cards, partners will propose a timeline. They will have to highlight the relationship between the proposed actions. Actions must be numbered!

Step 6 – Each partner must become a "critical friend", ask questions about the sequence of actions and point out any missing parts.

Step 7 – Partners can suggest different timeline models but generally, they will be arranged in the short–medium–long term categories.

Phase 3 - Indicators

Step 8 – The players will work with the indicator card which consists of three columns.

Step 9 – Players will have to fill the first column ("specific objective") individually.

Step 10 – Other columns will be filled together with other players.

Material

1 – Action cards

IAP:		Action name:		
Lead actor	Key partners	Outputs	Resources	Timescale

Context:
(brief description of the context in which the action is located)

Key activities:

Expected Results:

2 – Impact cards

Local economy

Social cohesion

Social groups

Social innovation

Innovation VS needs
The action will become a "booster" to generate new strategies, concepts, ideas that meet the social needs of different issues as a working conditions, education, local community development, and welfare.

New jobs!

3 – Scale of Impact cards

Project area

Scale of impact!
The impact affects only the project area!

City scale

Scale of impact!
...pact affects the project area ...e city!

4 – Empty Impact Cards

FAMILY

IDEOGRAM

NAME IMPACT

DESCRIPTION

5 – A3 sheets for the timeline and indicators

Short

Medium

Long
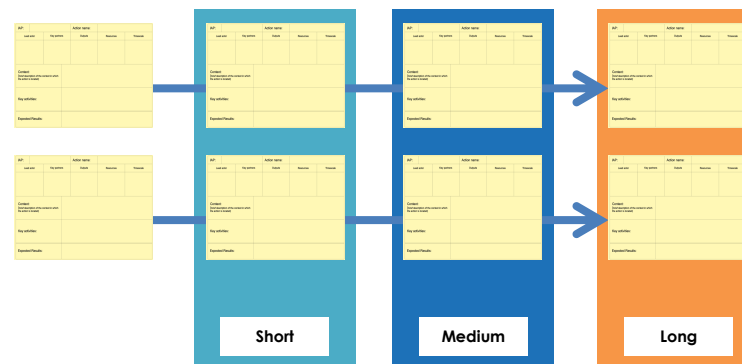
MAPS Network – Indicators card

	Specific objective	Result indicator	Output indicator
What is it?	Description of the change you want to achieve in the existing situation: the intended result	A variable that describes a relevant aspect of your intended result, to measure the change in the situation	A variable that describes the outputs that your action plan will produce. Outputs are the direct products created by the implementation of your action plan
Result framework for your Integrated Action Plan			