



BACKGROUND

Sometimes we get stuck doing the same thing over and over again. Unfortunately, when it comes to reporting findings, that can mean long, complicated reports that don't really speak to the audience. Evaluationary is a game designed to get you thinking about complex concepts in simple terms.

OBJECTIVE

The artist draws an evaluation term/concept. Other players guess what term/concept is being drawn. The person to guess the most terms correct wins.

CATEGORIES

D—Data Collection

N—Analysis

A—Approaches

P—Planning

G—Grab bag

THE PLAY

The first artist selects a word card from the front of the deck. The artist picks one word on the card and tells the rest of the players which category the word is selected from. The timer is started (2 minutes) and the artist begins sketching clues for the team. When the term is guessed correctly (or you run out of time), pick a new artist and start drawing.

To make the game more challenging, assign each category a number and roll a die to select your category. If the die lands on six, the artist can choose their category.

RULES

- ◆ No letters
- ◆ No numbers
- ◆ The artist may not talk

Brought to you by
 Cathexis

Exercise Your Brain



As evaluation professionals we aspire to communicate complex and often abstract concepts to diverse groups of stakeholders, each with their own priorities, communication styles and epistemologies.



Evaluators work to communicate challenging messages to multiple audiences.



I want people to understand my reports.

