Measurement & Data Activity: Kicking a Paper Football

Objectives:
1. Participants experience the difference between measurement for accountability versus measurement for improvement in a tangible way.
2. Participants learn about using multiple measures to determine if a change is an improvement.
3. Participants are introduced to the idea of iterative tests of change that are informed by measurement/data.
4. Participants practice social learning through collaboration and collective sensemaking of data and change ideas.

Session Time	Activity	Materials
	Preparing materials for participants ● Make paper footballs ● Make paper football fields	Instructions for making paper footballs
15 min	**Framing the activity (5 mins)** Facilitator will: ● Give an overview of: 　○ Task objectives: Going to play a game. Get the football into the goal as many times as possible as a player competing with players from other teams. 　○ Session objectives. The main reason for playing this game is to help us appreciate how the use of measurement for improvement can help us get better at reaching a goal. 　　■ Other objectives: 　　　● To experience iterative tests of change that are informed by measurement. 　　　● To experience social learning.	● Slide deck ● Paper football ● Paper field ● Group tally sheet ● Individual data sheet

	■ Tie the objectives to the most relevant 6 principles of improvement. ○ Task-specific driver model. **Getting familiar with the materials (5 mins)** Participants will: ● Move to the tables with paper football fields on them (4-6 ppl per table). ● Quickly take a look at the materials. **Overview of the activity (5 mins)** Facilitator will: ● Give an overview of: ○ Rules of the game ○ First half of the game, half-time, second half of the game, and final scoring. ○ Individual data sheet ○ Group tally sheet	
45 min	**First half of the game** Duration: 7 mins [Announcement] Facilitator will have 2 mins to: ● Explain to participants that they will have 5 minutes to try to get the football in the "goal" in the middle of the field. Participants will have 5 mins to: 1. Record the change idea and prediction. 2. Try the same (or different) idea. 3. Record results after each try. **Half-time** Duration: 20 mins [Announcement] Facilitator will have 2 mins to: ● Explain to participants how to fill out the group tally sheet. ○ Participants fill out group tally sheet (3min) ● Explain to participants the structure of the half-time group discussion ○ Round robin (8 min). Each person shares their answer to the following question. ■ What have you learned from your data? ○ Group discussion (7 min). ■ How might we improve our scores together? ■ What are our group strategies going into the second half of the game?	● Paper football ● Paper field ● Group tally sheet ● Individual data sheet

	Participants will have 3 minutes to fill out the group tally sheet and 15 minutes engage in group discussion.
	
	Second half of the game
	Duration: 5 mins
	Participants will have 5 mins to:
	    4. Record the change idea and prediction.
	    5. Try the same (or different) ideas.
	    6. Record results after each try.
	
	Final scoring
	Duration: 13 mins
	[Announcement] Facilitator will have 1 min to:
	● Explain to participants the structure of the final scoring group discussion
	    ○ Round robin (5 min). Each person shares their answer to the following questions.
	        ■ How was this round different from the first round for you?
	    ○ Group discussion (4 min).
	        ■ What have we learned as a group from our data?
	
	Participants will have 3 minutes to fill out the group tally sheet and engage in group discussion.	

10 min	**Whole-group Debrief**
	
	Facilitator will collect the group tally sheet.
	
	Facilitator will:
	● Ask the participants:
	    ○ How did we do?
	    ○ Ask the top performing groups: What do you think have contributed to your group's success? How did you learn from your efforts?
	    ○ Any ah-ha moments that you would like to share with us?
	
	● Wrap up the session:
	    ○ Learn our way into solutions by:
	        ■ Using evidence to inform our "solutions".
	        ■ Social learning/collective inquiry.
		Slide deck