Tree of Knowledge

Trans-disciplinary learning #208



To explore how collaboration in programme/ project implementation can be challenging, especially when working in a large and diverse team from different disciplines.

Number of players: 5-50 persons

Time: approx. 20 minutes

Materials needed: Round wooden chips in different colours (at least 60)

Facilitation skill: ★ Easy to facilitate Play-space: A solid surface and space to move around



Relevance for climate resilience

We often aim to co-produce new knowledge, drawing on different types of knowledge and coming to more integrated solutions in a changing world. This game demonstrates the power (and challenges) of producing new knowledge across a diverse team.



Tree of knowledge *

Process:

1. Every participant receives one wooden chip (of a colour of his/ her choice) on entering the session.

2. Explain the narrative: We all have specific knowledge that we can share with others to co-produce new (and more integrated) knowledge. When we share our knowledge we may create additional new knowledge in the process.

Explain the task: participants are given 5 minutes to build a joint structure that will be evaluated using the following 3 criteria: 1. At least 80cm high, 2. robust, 3. beautiful.

3. Action phase: Ask all participants to share their knowledge, but adding it to the structure emerging. The only rule is that you are not allowed to remove any wooden chips from the sculpture, but need to work with what has been constructed.

4. Close with a self evaluation of the group, to see if their sculpture meets the 3 criteria shared earlier. In a final reflection after the game and explore how the experiences relate to real challenges in collaborating in transdisciplinary teams.

Debriefing:

The debriefing is the most important part of this exercise. It can include the following questions: How did you manage to contribute your knowledge? What was challenging? How does this relate to co-production processes that you have been part of?

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