

TRANSPARENCY

*A board game to help you fall in love with the dreadful issues of
accountability and transparency*

Objectives

- To raise awareness of transparency and accountability issues for civil society organisations;
- To develop ideas on how to become more transparent and accountable civil society organisations;
- To kick-off the reflection process on setting up internal regulations that improve transparency and accountability inside civil society organisations;

Timeframe: Ideally one day - minimum half a day

Number of participants: Minimum 3

Material required

- Pens and paper/ laptops if participants prefer to type
- Dice and playing piece for each group
- If available: Mission statement and internal policies of the participating organisations

Aim of the game:

Depending on how much time you have, you can decide whether each team should reach the finish line of the board or should fulfil a minimum of tasks (e.g. 20 tasks).

Step-by-step instructions

1. Form teams

Each group should consist of 3-6 people with at least 3 roles:

- A director
- A financial manager and
- At least one staff member to take notes of the discussion for later reference.
These notes will be handy when we discuss the lessons learned.

All team members will take part in their group discussions, but bearing in mind the special responsibility they have.

2. Roll the dice

Each group advances through the fields of the board by rolling the dice.

- If you step on a green field, you draw a green 'challenge' card
- If you step on a pink field, you draw a pink 'awards' card.
- If you step on a white field, you have to roll the dice again to determine whether it is a challenge or an award. Rolling an even number signifies a challenge; an uneven number signifies an award.

3. Complete challenges

If you draw a green 'challenge' card, you need to fulfil the described task in your group within the specified timeframe. Before you start, make sure that you understand the task and discuss with the facilitator if necessary. The 'staff member' in your group should take notes of your discussion and keep the results. If you draw a pink award card, you don't have to do anything.

4. Reaching the finish line

If you agreed beforehand that you need to fulfil a certain number of tasks, you need to start again if you reach the finish line before you worked on enough challenges.

5. Debriefing

Once every group has finished, come together in a circle for a discussion. The facilitator can ask the following questions.

- What were the easiest challenges? Which challenges do you already address well in your organisations?
- Which tasks were most difficult to fulfil? Why?
- What did you learn about your own organisations during the game? Which challenges are the most important or urgent to address in your own organisations? Why?
- When you go back to your organisations, how will you implement what you have learned today? Who do you have to involve in order to fulfil the transparency criteria?

Look together at some of the policies or guidelines that have been developed during the game. Compare the results of different groups and discuss.



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