

S4D4C Training Material for Workshops on Science Diplomacy

The Science Diplomacy Knowledge Quiz

Background	This training material is an output of the project S4D4C – Using science for/in diplomacy for addressing global challenges (www.s4d4c.eu). S4D4C has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 770342. The project S4D4C selected and developed training materials (presentations, methods, exercises, games, etc.) for trainings on Science Diplomacy for different target groups (mainly diplomats, scientists and science diplomats). These materials are open source under creative commons licences (see below and at the end of the document).
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Short description	The quiz can be used as an introduction in the offline or online events. It might help to learn more about the audience, e.g. in a huge conference on Science Diplomacy Furthermore, the quiz is very useful for organising an interactive competitive session where participants reply to questions in an online survey that tests their acquired knowledges from the conference or training workshop. Moreover, it is a suitable tool to make presentations exciting and increases the energy level with fun and interaction. The quiz can be used in offline conferences and workshops as well as in virtual training.
	(see GUIDANCE NOTE below)
Learning objectives	This quiz aims: • To refresh concepts in participants' minds or to make them reflect on their acquired knowledges • To make them enjoy a friendly competition
Material type	☐ presentation ☐ method ☐ simulation game ☐ exercise ☐ other:
Overall content category (if adequate and applicable)	 □ What is Science Diplomacy? □ Who are the Science Diplomacy stakeholders? □ How does the European Union practice Science Diplomacy? □ Which thematic and regional approaches of Science Diplomacy do exist? □ What set of skills do I need to be a good science diplomat? □ Which are good examples where Science Diplomacy has proven to be successful?
Target groups (1)	☐ Mainly for scientists ☐ Mainly for diplomats ☑ For any of the groups
Target groups (2)	☐ Mainly for beginners in Science Diplomacy ☐ Mainly for trainees with basic understanding of Science Diplomacy ☐ Mainly for advanced science diplomats ☐ For any of the groups
Group size	☐ For individual learners ☐ For small groups (up to 20) ☐ For large groups (between 20 and 100) ☐ For any group size
Duration	30 min
Level of interactivity	

	□ low
Preparation and material needed	 Wifi access or mobile signal a free or paid account in an online easy-to-use software platform that supports the Quiz option (please see some examples below) Screen Computer Participants should use their own mobile phones or computers Three gifts for the podium ceremony with the three top scorers (offline events) or virtual prices (webinars) Three certificates for their qualification A list of questions based on the reflections by panellists and experts during the conference or training workshop sessions that should be loaded onto the chosen online platform
Recommended use case and guidance for the trainer	This is a method to bring a conference or a training workshop to an end in a lively and interactive manner. It allows testing the acquired knowledges from the different sessions with a friendly and interactive competition among participants. The easy-to-use software platforms have the option of building a Quiz. The organiser should produce the quiz based on the insights provided during the whole conference or workshop, catching up quotes, ideas, and concepts provided by the different panellists and experts These questions should be based on "Choose the right option" or "True or False" format We encourage the organiser to include at least one laughable answer Some quiz examples are included in the GUIDANCE NOTE below All attendees are encouraged to participate with their mobile phones or computers using wifi and entering a code on the platform website. They will have to select the right option in each question and will get the bigger scores the quicker they reply. The participants with the three top scores will get a friendly gift from the organisation (in person or virtually). Within offline conferences and workshops a picture of the final podium will be taken and a friendly certificate with their qualification will be
Further resources and links	A selection of potential platforms are shown below: www.mentimeter.com www.kahoot.com www.ahaslides.com www.wooclap.com www.sli.do www.socrative.com www.slidelizard.com

Evaluation and assessment	Not applicable
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GUIDANCE NOTE

Quiz as Introduction/Icebreaking

An icebreaker is an activity designed to welcome attendees and warm up the conversation among participants in a meeting, training class, team building session, or another event. Any event that requires people to comfortably interact with each other and a facilitator is an opportunity to use an icebreaker. This interaction is especially within offline or online events with more than 50 participants very challenging. Nevertheless, it is very important – at the beginning - to give "the flour" to every participant for a short introduction.

Possible icebreaking questions:

Profession: What are you?

Please enter at least four options and make sure that the described position is clear to the audience (e.g. in the field of science diplomacy: diplomat, science advisor, scientists, grant manager, representative of governmental organisation or industry)

• Country of origin: Where are you from?

Please use the same language for naming the countries (e.g. in English only)

• <u>Motivation: Why are you attending this workshop, webinar,</u> conference?

Please prepare max. 10 short and precise answers: the participant should have a clear idea which options they have (e.g. to better understand what is science diplomacy; to learn more about instruments in the field of science diplomacy etc.)

Quiz as test of acquired knowledges

Within offline and online training workshops the check of acquired knowledge is a crucial part needed before issuing a certificate. But quizzes could be also used as an interaction in international events and conferences. In this context, you have two options:

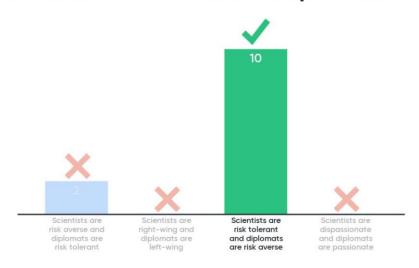
- **1.** You could organise an interactive competitive session at the end of the event (after having all presentations and discussion)
- **2.** You could ask the audience to reply to 2-3 questions based on each input within the event, e.g. after each presentation.

We recommend you option 1, if you do not have so much time and if you deal with interactive formats during the whole event anyway. In that case, the participants should login into the chosen platform once, and they could simply interact for app. 15-20 minutes.

In case, that you are not planning additional interactive elements and you have enough time after each presentation, you could post questions to the main outcomes from the presentation.

In both options, we encourage you to include at least one laughable answer, e.g. Scientists are right-wing and diplomats are left wing:

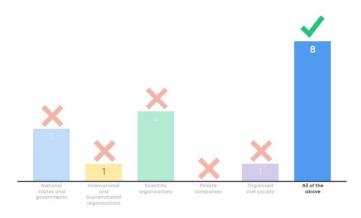
Main differences between scientists and diplomats...



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But please make sure that all answers could be read in the short term of time. Therefore, we recommend to offer six answers at the most (in that case without laughable answers):

According to S4D4C, which one is a science diplomacy stakeholder?



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Anonymity

Please clarify with your audience the condition for participation in the quiz. The majority of the platforms have the option that the audience takes part in the quizzes anonymously.

Moderation

The moderator should have a clear or plain language - a method of presenting information so it is easy for everyone to read and understand. He/she should emphasize rhetorically the key words in the questions and answers without giving a sign if the answers are correct or wrong. He/She could also prepare some laughable comments in dependence of the given answers.

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