
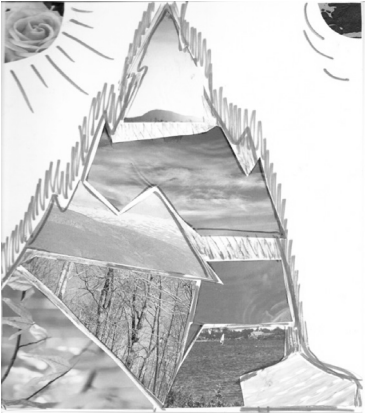


EVALUATION TOOL 11:	3D CONCEPT MAPPING		
OVERVIEW:	This can be run as a verbal session, or as a paper-based session depending on the group's ability and the time that you have. The power of this research tool is that it is based in experiential learning: we give the participants an opportunity to draw on and reflect on their experiences before we collect their answers. This gives a much deeper level of research data. The down side is that it does require a whole session.		
WHAT YOU WILL NEED:	<ul style="list-style-type: none"> • A box full of junk (e.g. pipe cleaners, polystyrene, tubes, glue, sellotape, paperclips, glitter, etc.) As much creative stuff as you can muster! • Paper to write on or tape/ video recorder 	PREPARATION:	None
PROCESS:	<p>Step 1: Welcomes, icebreakers, explanation of the programme. (You will need to judge when the right time to do this is: 'as early as possible' or 'when the group are ready to be open').</p> <p>Step 2: At the end of the programme ask the group to make some 3D representations/models/sculptures of their journey on the programme/course. (We often do this with a journey picture; this turns it into a physical object.)</p> <p>Step 3: Give them some time to create their model.</p> <p>Step 4: Take it in turns to explain what the model represents and why they have made it in the way that they have. They could annotate this, or you could scribe or record what they say – the explanations are the rich bit. Photograph the models and sculptures too. The discussion leads to group learning and interpretation of experiences.</p> <p>Step 5: The Million Dollar Question: What did we do that helped you to learn/ develop those skills? (Record on a flip).</p>		
ANALYSIS:	It is hard to identify how to analyse the pictures and text without seeing them, but it is likely that themes will emerge that we can sort and code/count. There will be great richness in keeping the descriptions with the sculptures.		
PHOTO:			

			
STRENGTHS:	<ul style="list-style-type: none">• Physical• Creative	WEAKNESSES:	<ul style="list-style-type: none">• Cannot be interpreted without a narrative