

The Science Shop game :

This game is inspired by the Science Shop model of University of Lyon. You are invited to adapt the proposed model in the game, to the field reality of your own context in the implementation of your own Science Shop and the associated project process. Moreover, you can use this game as a pedagogical tool to explain the process of a Science Shop project to interested stakeholders and institutions.

The Science Shop is represented by the green house, the civil society pictogram in red, the students in yellow, and the researchers in blue



Science Shop



Civil Society Org.



Student



Researcher

Aim of the game :

1. Understanding the steps and processes of a Science Shop project
2. Knowing the different stakeholders involved in a Science Shop project
3. Sharing good practices based on specific contexts, challenges and solutions in the implementation of a project within a Science Shop
4. At the end of the game, to have placed all the cards on the square corresponding to their number on the board. With each card placed correctly, initiate, if possible, a discussion on the specific step in the implementation of a project within structures such as the Science Shop.

The process : Maximum 6 players

A moderator of the game is designated (voluntarily or a person with knowledge of the project processes within a Science Shop). The moderator shuffles the cards and distributes them on the reverse side, according to the number of players:

If 2 players: 6 cards each

If 3 players: 4 cards each

If 4 players: 3 cards each

The moderator asks a player to place one of their cards on the board according to the text written on the card. Then the moderator turns the card over to see if it is placed on the corresponding square. With each card placed, a discussion between players can begin around the contexts, realities, obstacles and solutions related to each step.

If the card is placed incorrectly, the moderator places the card in the correct box.

Players place one card each in turn, clockwise, according to the same rule until all cards are placed correctly.

What do you win?

- Gain a better understanding of the process of a Science Shop project.
- To mutually enrich each other through discussions and share good practices that players can adopt and adapt according to their different contexts and realities.



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One day, says the legend, there was a huge forest fire. All the terrified animals, dismayed, watched helplessly the disaster. Only the little hummingbird was active, fetching a few drops with its beak and throwing them on the fire. After a moment, the armadillo, annoyed by this derisory agitation, said to him: "Hummingbird! Aren't you crazy? It's not with these drops of water that you're going to put out the fire! "

And the hummingbird said, "I know that, but I'm doing my share."

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