MVP Cooperative Learning Toolbox

Here you will find a number of ideas that can be used to adapt activities or exercises in the MVP scenarios. You will find a description of the activity and suggestions of where it might be useful in the MVP lessons. You will need to adapt the general instructions to suit whichever scenario you are using it for.

Talking Wall

Flipchart paper with required headings are placed on walls around the room. Participants are given marker pens and can contribute by writing their responses on the appropriate flipchart. This can be an individual task but allows everyone to see others contributions, further sparking ideas. It can be adapted so that at any given time you can ask participants to stop moving around the room and discuss what is on the flipchart they are at with others beside them.

Example - an adaption of the scope of violence or gender box carousel activities in the core sessions. Several other scenarios have activities involving group idea sharing where a talking wall could be used e.g. Exposure and Expectations.

Continuum line

Participants are given post it notes which they place on a pre-drawn continuum on the wall to express their thoughts on the topic. Discussion then takes place. This can be repeated giving opportunities to respond differently, which can be seen visually from the post-it notes.

Example – variation on the ADU. Ask participants to place post it notes across a marked line depending on if they agree/disagree/unsure about a statement.

You can repeat after the discussion to see if there has been any shift in responses perhaps using different coloured post-it notes to aid the visual effect.

Voting cards

Participants can be given coloured cards that correspond to different answers and are asked to use them to 'vote' during the lessons.

Example - used for 'hands up' activity during lessons where after asking 'is there anything wrong in this scenario' participants could hold up a green card for yes or a red card for no.

Kahoot www.kahoot.com

Can be used for quizzes, polls, open ended questions etc…

Example – could be used for ADU, Options, statistics quiz etc…

Shoulder partner/pair share

Discussion can be done in pairs asking participants to turn to the shoulder partner on their right or left and discuss before bring ideas back to the larger group.

Example – after watching the bystander video, discuss with their shoulder partner before sharing with the larger group.

In my shoes – Hotseat

Introduce an element of role play with a mentor taking a seat at the front and playing the role of the 'friend' in the scenario. Participants can be invited to ask them questions about how they feel, what they are thinking, what they'd like to do etc…

Four corners

An adaptation of agree/disagree/unsure using 4 corners of the room labelled

strongly agree/agree/disagree/strongly disagree

Example – use during any ADU bearing in mind there is no 'unsure' option (you could make this the middle of the room). If time allows you could do a 'warm up' with a fun statement like 'chocolate is better than ice cream'.

Card ranking/ sorting

Ideas are placed on prepared cards and working in pairs or groups, participants have to sort or rank them reaching agreement before sharing thoughts with the wider group.

Example – in the Expectations scenario rank elements of a respectful relationships in order of importance.

This could also work with the 'Options' section of scenarios.

Menti-meter https://www.mentimeter.com/

There are several opportunities within menti-meter to allow technology assisted participation which in most cases is anonymous. It can be used to vote on a topic, display a 'word cloud' of contributions or to ask questions more generally.

Example – agree/disagree/unsure could be replaced with a voting menti which displays the statement and participants choose which option to click on with their vote appearing onscreen. The word cloud option could be used to display which bystander options are most popular before having a fuller discussion.
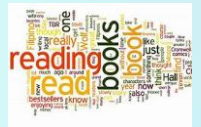
Spin the Wheel or Dice Roll (there are online options for virtual wheel spinner and dice rolls)

Participants spin the wheel or roll the dice and answer a question based on the landing place. This requires allocating questions to numbers in advance (for dice roll).

Example – allocate a potential bystander option to a number on the dice. When a person (or group) rolls that number they have to come up with pros and cons for that action.