The Coat of Arms

Summarise what has been learnt during a sequence by collectively and then individually representing the concepts that have been understood, retained or need clarification, through the creation of a symbolic coat of arms.

As a debriefing activity at the end of a sequence or training course, the coat of arms ensures that participants do not leave feeling jaded. It provides a collective and individual opportunity to review the content, reinforce key concepts, identify areas of misunderstanding and symbolise the journey. This process consists of four rounds, which can be adapted according to the number of topics covered. It encourages expression, reflection and memorisation.

Number of participants: 8 - 20

Estimated duration: 1h

Duration	Step name	Notes	Mode and Rights	Content	Tools
10 mins	Activity presentation	**Notes** - Explain the objective: to enable everyone to know where they stand in terms of learning, in order to better consolidate and memorise. - Present the logic of the coat of arms: 1 round = 1 subject, 5 minutes per round, changing tables each time to complete the coat of arms for each subject. - Propose a framework for attentive listening, to be validated collectively. **Instructions** Do you fully understand what you need to do in this activity? Would you like to add to or modify this framework to ensure that the training course or workshop runs smoothly?			Have you fully understood what you need to do in this activity, its objective and how it will unfold?
5 mins	1st round of the coat of arms	**Notes** - Organise the distribution of participants among the different tables.		The Coat of Arms - Subject 1 The Coat of Arms - Subject 2	00 h 05 m 00 s Let's go! You have 5 minutes to complete parts 1 & 2.

		- Send the first announcement. - Start the timer. - Send the second announcement 1 minute before the end of the round. **Instructions** - List the key points, ideas or lessons learned together. - Rank these points in order of importance.		The Coat of Arms - Subject 4 The Coat of Arms - Subject 3	There is 1 minute left.
5 mins	2nd round of the coat of arms	**Notes** - Send the first announcement. - Send the second announcement. - Start the timer. - Send the third announcement 1 minute before the end of the round. **Instructions** - Change tables. - List the key points, ideas or lessons learned together. - Rank these points in order of importance.		The Coat of Arms - Subject 1 The Coat of Arms - Subject 2 The Coat of Arms - Subject 4 The Coat of Arms - Subject 3	00 h 05 m 00 s Move clockwise around the table. People at table 1 move to table 2, people at table 2 move to table 3, and so on. Let's go! You have 5 minutes to complete parts 1 & 2. There is 1 minute left.
5 mins	3rd round of the coat of arms	**Notes** - Send the first announcement. - Send the second announcement. - Start the timer. - Send the third announcement 1 minute before the end of the round. **Instructions** - Change tables. - List the key points, ideas or lessons learned together. - Rank these points in order of importance.		The Coat of Arms - Subject 1 The Coat of Arms - Subject 2 The Coat of Arms - Subject 4 The Coat of Arms - Subject 3	00 h 05 m 00 s Move clockwise around the table. People at table 1 move to table 2, people at table 2 move to table 3, and so on. Let's go! You have 5 minutes to complete parts 1 & 2. There is 1 minute left.
10 mins	4th round and summary	**Notes** - Send the first announcement. - Send the second announcement. - Start the timer. - Send the third announcement 1 minute before the end of the round.		The Coat of Arms - Subject 1 The Coat of Arms - Subject 2	00 h 10 m 00 s Move clockwise around the table. People at table 1 move to table 2, people at table 2 move to table 3, and so on.

Instructions

- Change tables.
- List the key points, ideas or lessons learned together.
- Rank these points in order of importance.
- Write a concise summary.
- Create a slogan.

The Coat of Arms - Subject 4

The Coat of Arms - Subject 3

This time, you have 10 minutes to complete parts 1, 2, 3 and 4. Then choose a spokesperson for the presentation.

There is 1 minute left. Choose a spokesperson for the presentation.

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10 mins | Feedback from each team

Notes

- Send out an announcement asking participants to return to the main table.
- Merge and project the collaborative notes from the different groups.
- Ask each spokesperson to summarise their group's work in two minutes.
- Start and restart the timer each time to ensure that the allotted time is respected.
- Project the draft so that each group can write down their slogan.

Instructions

- Each spokesperson, present your group's work. Be concise and precise in your expression. Get to the point.
- Write your slogan in the coat of arms.

Le Blason

00 h 02 m 00 s

Please return to the main table.

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5 mins | My shopping list

Notes

- Project the merged collaborative notes.
- Start the timer.

Each participant uses the collaborative note to write their own personal note. They select the elements that they consider essential and useful for their own context, adapting them if necessary before exporting. This step is essential but can be moved outside the activity if there is a lack of time.

Instructions

Open your personal note (at the bottom right of the screen). From the collaborative note, complete:
I will... When?
I plan to... When?
Complete the ... and add a date to each line.

00 h 05 m 00 s

10 mins	Assessment	**Notes** - Launch the various surveys. This time is dedicated to evaluating the activity, feelings and learning. It also allows participants to make connections with what came before or what will follow, and to provide formative feedback. Participants can express their satisfaction, what they have retained, what they have learned, and what they think they will reuse.		Did you have a good time? Do you feel you have learnt something? (5 meaning ‘absolutely’) How satisfied are you with the facilitation of this session? (5 means ‘very satisfied’)

Legend:

Facilitation mode:

- Independent tables
- Synchronised tables

Participant rights:

- Table library access + Content interactions + Speech
- Content interactions + Speech
- Speech only
- Raise hand