

LET'S PLAY

STEP 1

TRIGGERS AND IMPACTS BOARD

TRIGGERS

IMPACTS

Place a trigger card HERE

Place impact cards HERE

LEGENDE



HAS A NEGATIVE IMPACT



HAS A POSTIVE IMPACT

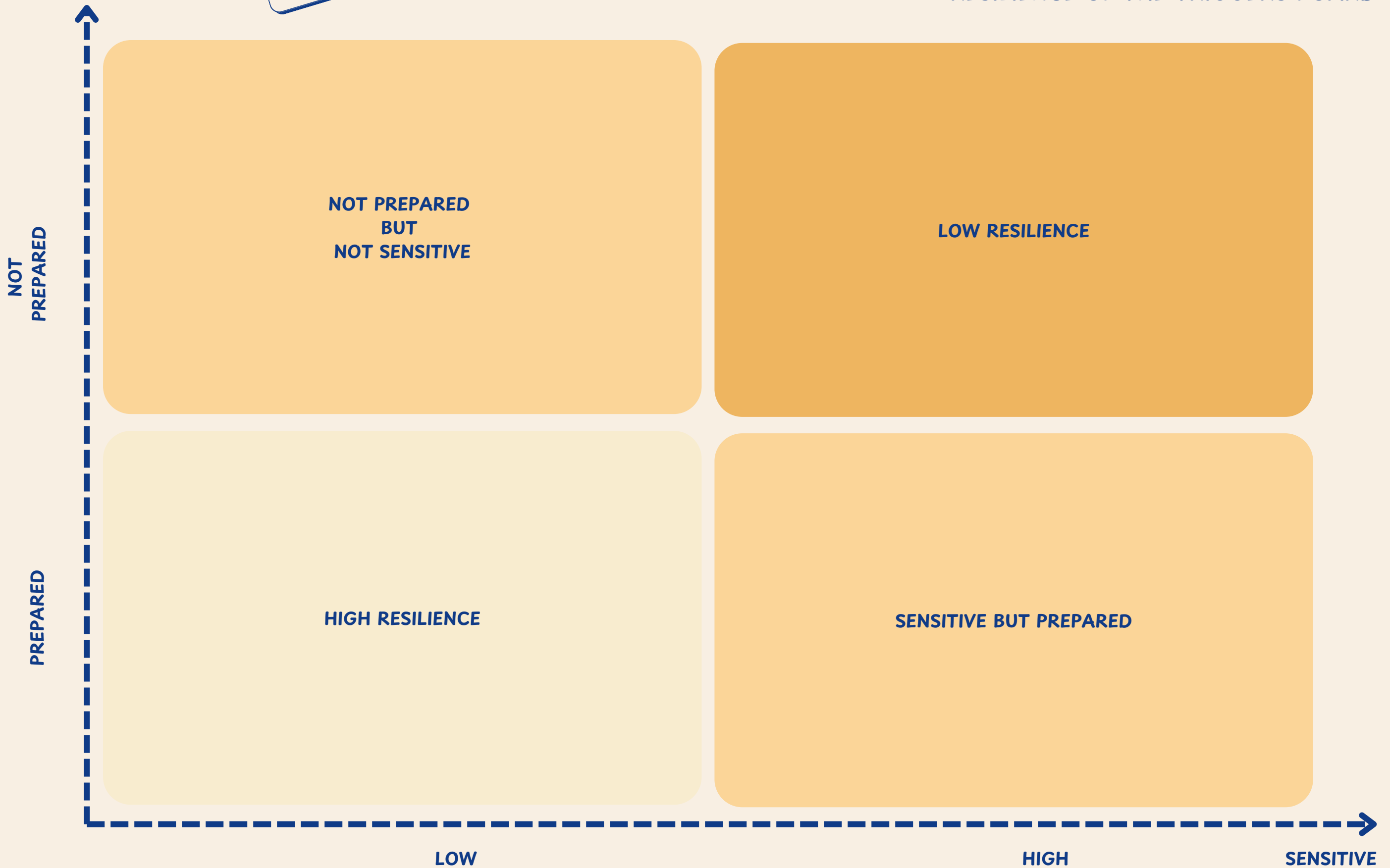


NON QUANTIFIABLE IMPACT

LET'S PLAY

STEP 2

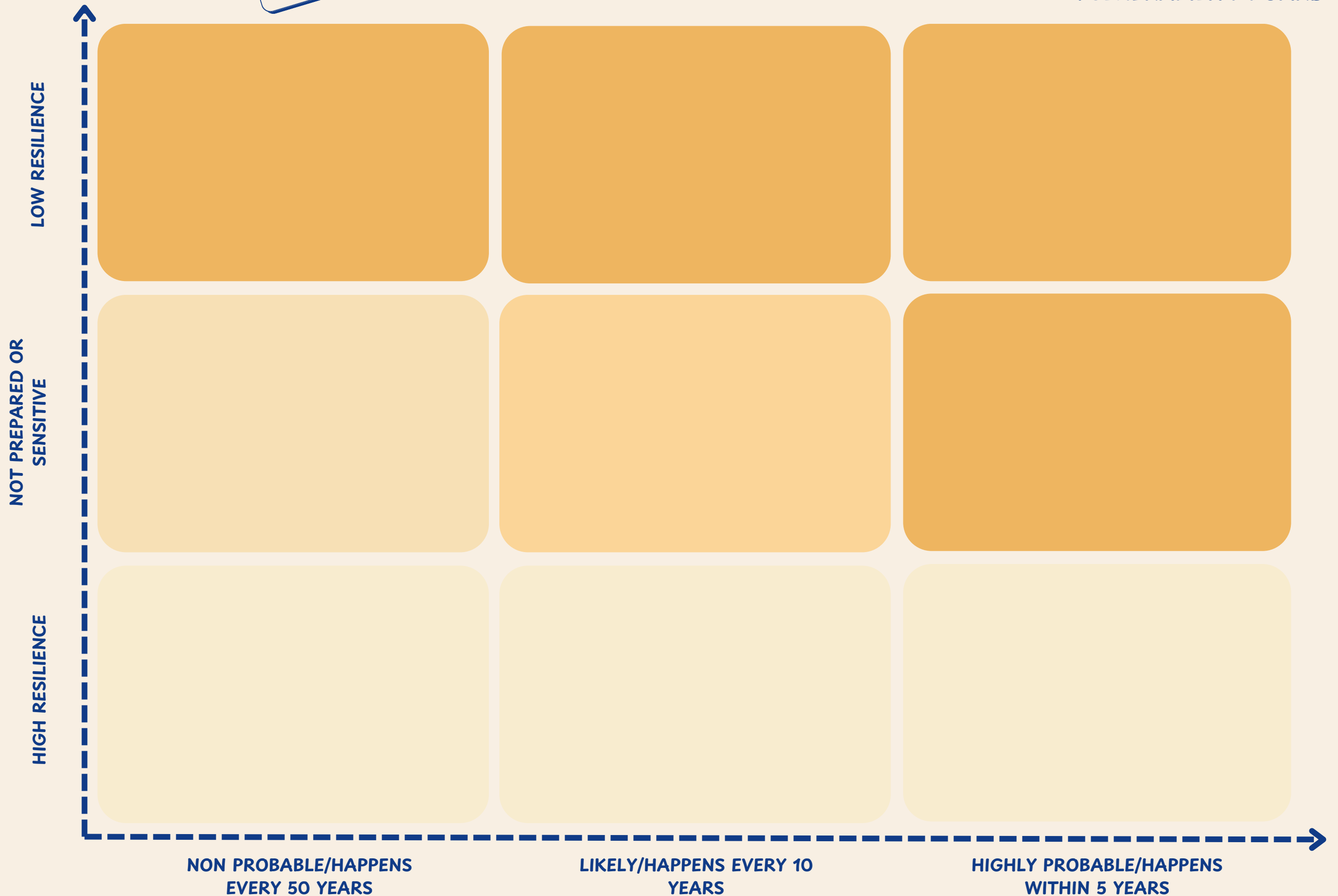
RESILIENCE OF THE TRIGGERS BOARD



LET'S PLAY

STEP 3

VULNERABILITY BOARD



LET'S PLAY

STEP 3

SOLUTION BOARD

One identified problem from step 1 and 2 that should be coped with

Proposed solution / type of actions

Who is concerned by the deployment of the solution / who is impacted

Expected impacts of the solution on curriculum (and HEIs)

Ease in feasibility: or expected time up to resolution, costs, constraints

Place a trigger card
HERE

Place impact cards HERE