A quick guide to choosing a tool

This short overview of tools covers both Volume 1 and Volume 2 of the Toolbox, and is organized according to what kind of knowledge exchange process the tools support. Select your desired process from the table below, then check out the suggested tools. For more detailed information, see 'How to use this toolbox' in the Introduction to Volume 1 of the Toolbox: https://www.unicef.org/knowledgeexchange/index 82053.html

Tool types	In which volume?
in-person online	v ₁ Volume 1 v ₂ Volume 2

Process	Suggested tools	Choose this tool when you want to:	
1. Planning knowledge activities for a project	Project-level Knowledge Management Action Plans (guidance) v2	Together with your project team, create and implement a comprehensive plan to identify, acquire, create, share, and use the critical knowledge needed for project success	
2. Stimulating creativity, generating	Brainstorming v ₁	Expand a group's creativity using a versatile, familiar, and powerful tool	
new ideas	Topsy Turvy v1	Take an innovative approach to brainstorming	
	VIPP Card Collection and Clustering v1	Gather diverse creative inputs and organize them as a group	
	World Café v ₁	Apply the power of small-group conversations to gather input on multiple issues	
	Buzz Groups v ₁	Add quick, easy creative conversations to any plenary meeting	
	Online Jam v ₁	Convene a group online at a fixed timeBrainstorm (text-based)	
3. Learning and sharing lessons within groups	VIPP Card Collection and Clustering v1	Classify and prioritize learnings together	
	World Café v ₁	Learn in small groups that allow conversations, questions and answers	
	Buzz Groups v ₁	Complement standard presentations by adding short conversations and sharing among participants	
	E-discussion v ₁	 Conduct an online discussion over days/weeks, with participants contributing on their own schedules Help develop answers to key policy or implementation questions 	

(Learning and sharing lessons within groups, continued)		Explore core issues and topics for team learning
4. Learning from experts	Lightning Talk v1	 Encourage focused, dynamic presentations Accommodate several presenters in a limited time
	Expert Interview (with audience) v1	 Offer a dynamic, engaging alternative to traditional expert presentations Participants take the lead in asking questions; experts remain the main speakers throughout
	Fishbowl v ₁	 Offer a spontaneous, conversational alternative to traditional expert presentations Participants take the lead in asking questions and can replace experts as speakers
	Chat Show v1	 Hold a learning conversation with several experts at once Facilitator takes the lead in asking questions and animating the discussion
	Buzz groups v ₁	 Complement standard presentations by adding short conversations and sharing among participants
	Brown Bag Lunch v2	 Offer an easy-to-organize informal learning opportunity with an external expert or a colleague sharing her experience
	Individual Expert Interview v2	 Capture knowledge from an expert through a focused conversation (without an audience present) Knowledge is disseminated after the interview through other channels
	⇔ Webinar ν₁	 Convene a group online at a fixed time Experts share audio-visual presentations Disseminate new guidance to key audiences Conduct training on important new tools, methods or procedures
	Online Jam (Ask Me Anything version) vı	 Convene a group online at a fixed time Offer text-based online Q & A with experts or others with unique, relevant experiences to share
5. Learning BEFORE a project/ initiative	SWOT v1	 Plan effectively for any type of project/ initiative, either quickly or in depth Analyze important decisions, proposals or problems
	VIPP Card Collection and Clustering v1	Quickly identify and prioritize relevant issues

(Learning BEFORE a project/ initiative, continued)	Timeline v ₁	Build a shared understanding among your team of current opportunities and challenges in a project/ initiative
	Study Visit v2	 Learn from a similar project done by another organization or team before planning yours
	Online Communities	 Learn from others who have tackled similar challenges Build a strong foundation of practical knowledge over time, which can be applied as needed in different activities
	Virtual Peer Assist v	 Learn from others who have tackled similar challenges Hold a single focused learning event online
	Surveys v1	Efficiently identify priorities and issues for later action
6. Learning DURING a project/ initiative	After Action Review	Continuously improve team effectiveness and results during a project/ initiative
	VIPP Card Collection and Clustering v1	Quickly identify and prioritize relevant issues
	Timeline v ₁	Build a shared understanding among your team of current opportunities and challenges in a project/ initiative
	Online Communities	Create a community that can provide ongoing answers and advice during any relevant activity
	Virtual Peer Assist v	Get help on particularly challenging issues that you have encountered
7. Learning AFTER a project/ initiative, or at major moments of reflection	Retrospect v ₁	Carry out in-depth team reflection in order to capture and prioritize lessons, and improve results
	Debrief (one-on-one)	Capture lessons on potentially sensitive topics from individuals in a confidential setting
	Timeline v ₁	Understand the how and why of project results
	Writeshop v2	Document learnings from a project through an intensive workshop, producing a collaboratively written knowledge product quickly
	Lessons Learned (template) v1	Write up lessons for future use
	Surveys v1	Efficiently capture a selection of lessons from large numbers of individuals

8. Developing and improving a shared practice or area of work	Writesho	Advance a shared area of work by bringing together subject matter experts to collaboratively draft a knowledge product
WOIK	Online C	Leverage the power of networking for building capacity over time, solving problems and answering key questions as they arise
9. Disseminating knowledge	Brown Ba	ag Lunch v2 • Gather a group of relevant people to informally present your work in person
	Lightning	• Share knowledge from your work in a short dynamic presentation.
	E-newsle	Share knowledge and other relevant content to an audience you want to reach out to on a regular basis
	Webinar	 Convene a relevant group online at a fixed time to share your work through an audio-visual presentation Disseminate new guidance to key audiences Conduct training on important new tools, methods or procedures

Tools and skills for planning, opening, running and evaluating meetings and events Use these together with any other knowledge exchange tools

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9. Running effective inperson knowledge events	åi	Icebreakers v1	'Break the ice' in order to build trust, promote connecting and sharing among participants
	åi	Real-Time Meeting Evaluation Tools v1	Evaluate the success of an event/ workshop while it is happening, so you can make needed changes and maximize the event's impact
	åi	Meeting Facilitation (a skill, not a tool) v1	Promote participation, avoid or resolve meeting-related problems and maximize results, during any and all in-person knowledge events
	åi	Effective Meetings (skill) v2	Determine whether you need a face-to-face meeting and design it to maximize its effectiveness for knowledge sharing and collaboration.
	åi	Global Meetings (skill) v2	Decide whether to bring together staff from multiple offices and, if so, do it effectively in order to make good use of their time
	åi	Online Tools for Face-to-Face Meetings v2	Engage meeting participants through their phones, tablets, and laptops, getting their inputs and feedback in real time