



United Nations  
Educational, Scientific and  
Cultural Organization



**MDG-F Culture & Development Thematic Window  
Culture and Development Knowledge Management System Project  
QUESTIONNAIRE**

April 2011

**Annex II: Lessons learned**

Definition: A lesson learned can be defined as a knowledge or understanding gained by a positive or a negative experience

When filling in the questions below, you may want to also bear in mind issues of sustainability, negative impact on neighbouring countries, loss of authenticity of cultural products, advert effects of tourism, etc.

**A. Overall**

**1. Name of the Joint Programme:**

**2. Capitalising on the experience, what do you think are the most important aspects that should be taken into account by a future Culture & Development Programme in the targeted geographic area?**

**2.1 In the programme design and inception?**

**2.2 In the programme implementation ?**

**3. Please describe any mechanisms that are put into place to ensure continuity of activities/networks beyond the life of the Joint Programme. What support is needed to guarantee the sustainability of the results?**

**B. Specific**

Please identify a maximum of 5 lessons learned and use one such sheet per lesson learned

**1. Please name your lesson learned:**

**2. Please provide a summary of your lesson learned, including information on why it is important and how it is useful in the design/implementation of the programme.**

**3. Please indicate at which level your lesson learnt applied to:**

Process: Executive, operational and financial level

Programme: Technical level

Communication and Advocacy level

Other (please specify)

**4. Please briefly describe the potential application of this lesson to programming beyond its original context. Are there potential applications nationally, regionally, in emergency situations, etc?**