

Impact+ Tool

Use the Impact+ Exercise workshop guide to get the most out of this tool



PARTNER ORGANISATIONS

- What changes will occur in partner organisations as a result of the activities?
- What new or improved partnerships, products or services will be generated?
- How will policies or procedures be changed or improved?



LEARNERS

- What change will occur for learners as a result of your activities?
- What new skills or competences will they gain?
- How will their attitudes, opinions or aspirations change as a result of the project?

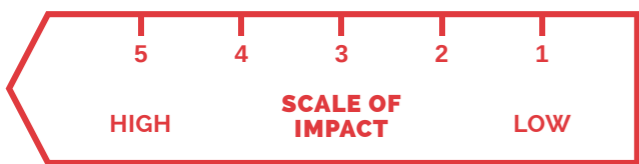
YOUR IMPACT

What is the main thing or things that your project hopes to achieve?

Think about the problem or issue that you are trying to solve.

SYSTEMIC

- What changes to legislation or public policy will occur in your sector or field?
- What contribution will you make to improvements in professional practice or methods of learning?
- What new or improved qualifications or learning modules will you produce?
- What benefits will your project deliver for sector or professional networks?



- How will your activities affect staff working on the project?
- What new experience, skills and competences will they develop?
- How will involvement in the project support staff in their continuing professional development?



PROJECT STAFF

Impact+ Terms

OUTPUTS

Outputs are the direct products of your activities. Counting them helps quantify your outcomes and impact.

Examples include the running of events or the number of people undertaking a training course.

OUTCOMES

Outcomes are the changes, benefits, learning or other effects that occur as a result of your activities and outputs. Short-term outcomes should occur within 1-3 years and longer-term outcomes in 4-6 years.

Examples include people improving their communication skills or organisations improving their training provision.

IMPACT

Impact is the fundamental change that happens as a result of an activity.

It will generally occur in the long term, often after the activity has finished.

INDICATORS

Indicators are measures that allow progress towards a goal to be tracked.

For example, a project seeking to improve the quality of their training may measure student satisfaction or student employment as potential indicators.



Erasmus+ is the European Union programme for education, training, youth and sport. The Erasmus+ UK National Agency is a partnership between the British Council and Ecorys UK.