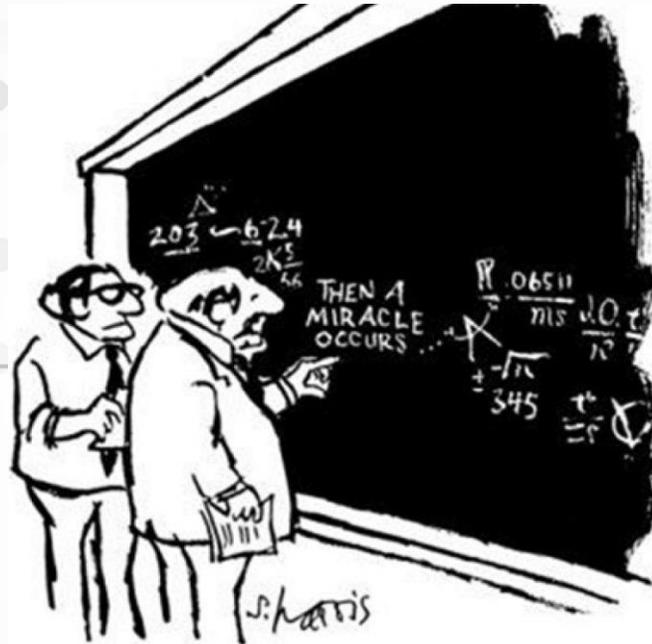


# EKFI PLUS: Impacttool



"I think you should be more explicit here in step two."

**EKFI PLUS**

Innovation through cooperation

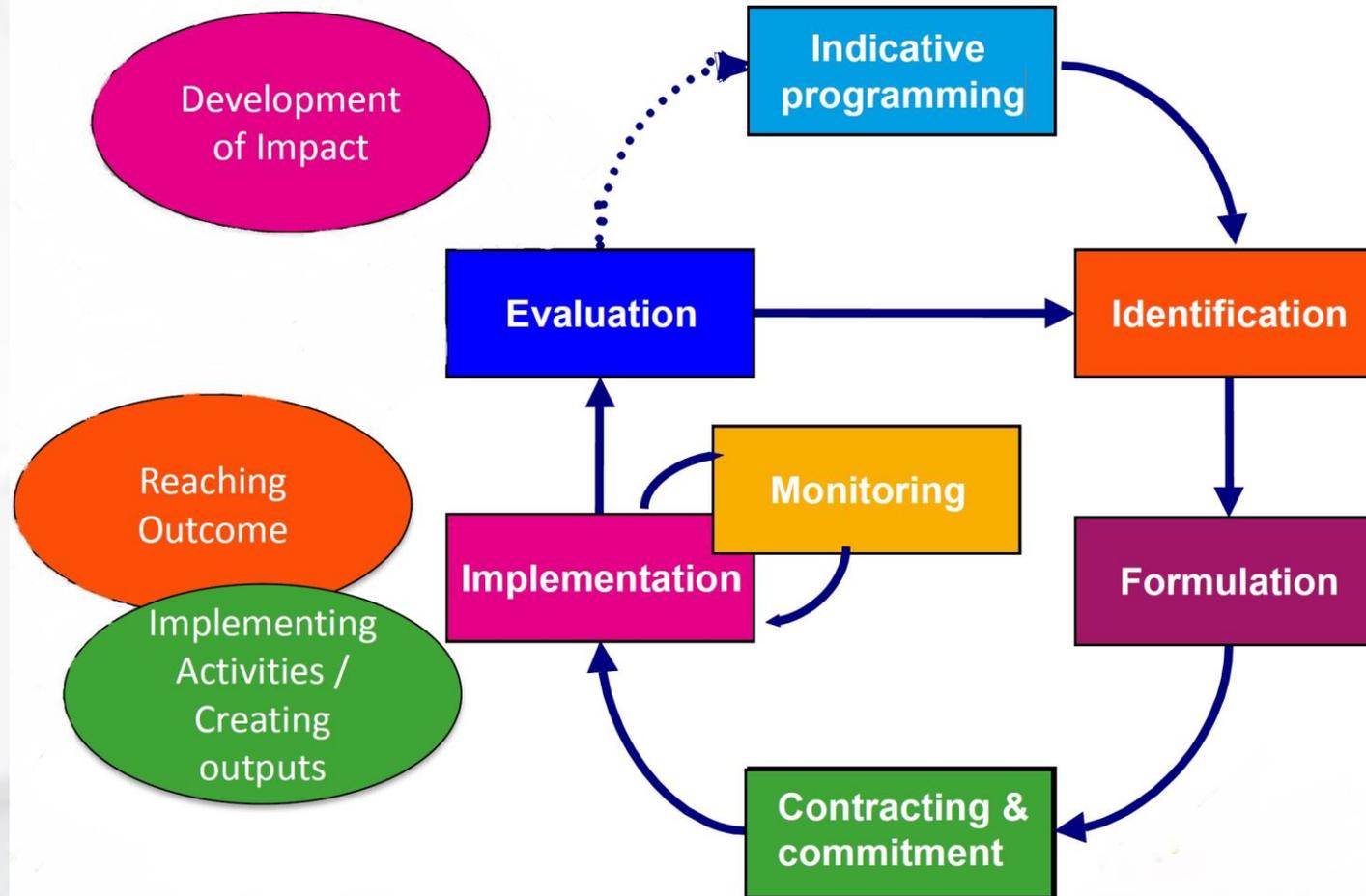


**Erasmus+**

# Definition

A significant **change** in the life, or functioning, of **stakeholders** (individuals and organisations) contributed to by the programme. This change can be intended or unintended, positive or negative.

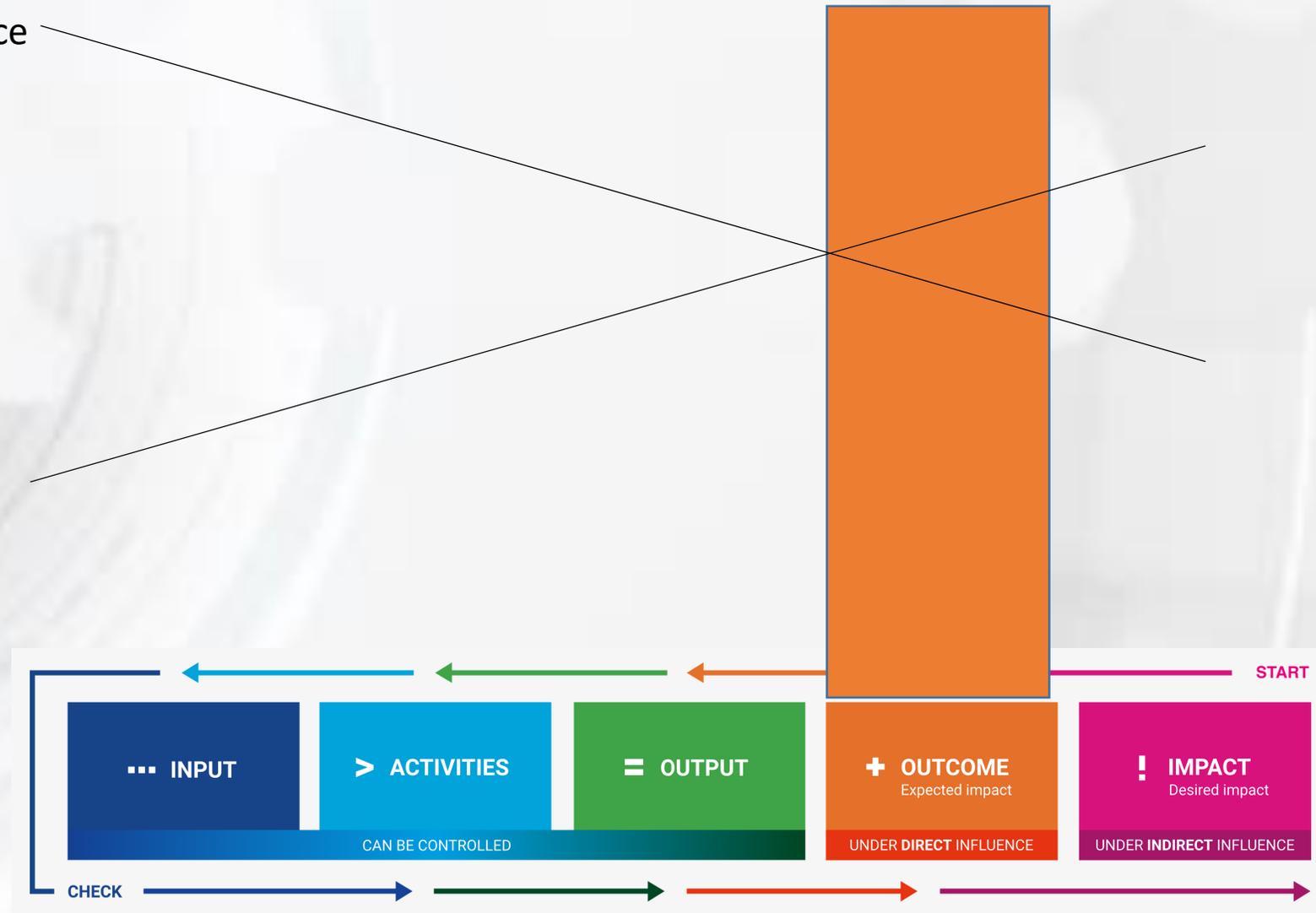
# When results occur in the PC



# Recognising results (outcomemapping)

Program influence decreases

Community capacity/ownership increases



# Programme Results Erasmus+

Erasmus+ identifies results at 2 levels:

Impact (**desired** impact)

Outcome (**expected** impact)

... INPUT

> ACTIVITIES

= OUTPUT

+ OUTCOME  
Expected impact

! IMPACT  
Desired impact

CAN BE CONTROLLED

UNDER DIRECT INFLUENCE

UNDER INDIRECT INFLUENCE

What resources and means are needed?



What should we do for this?



What changes do you see in terms of results?



What is the dream?



What are the desired concrete results?



# Excercise: the man and the horse



# The man and the horse

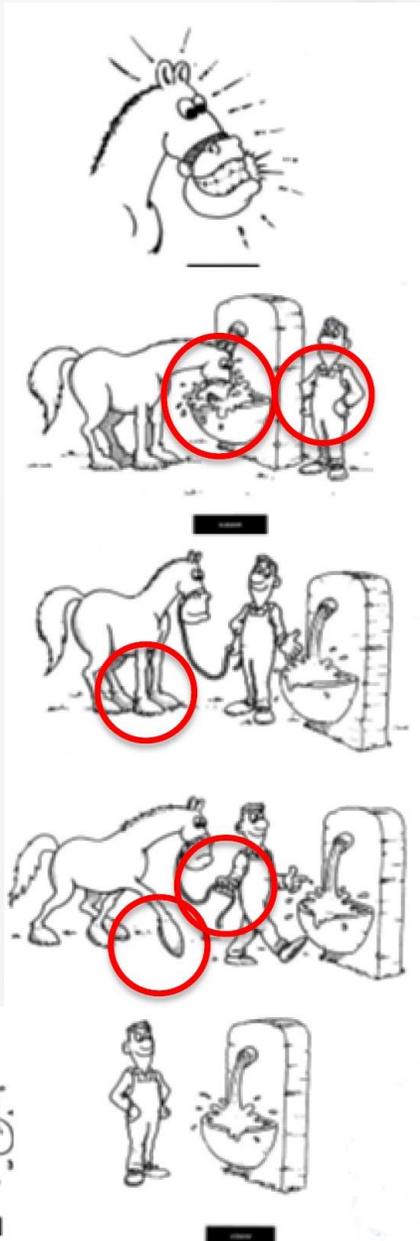
Impact

Outcome

Output

Activity

What is the current situation?



What is your dream?

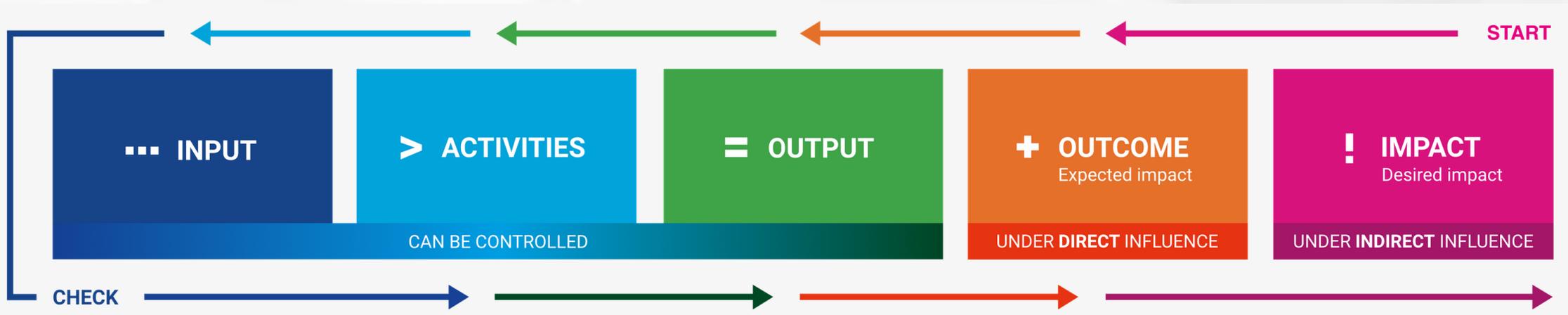
How are outputs used, what behavioural change do you see?

What are the tangible products of the project?

What should we do?

What do we need?

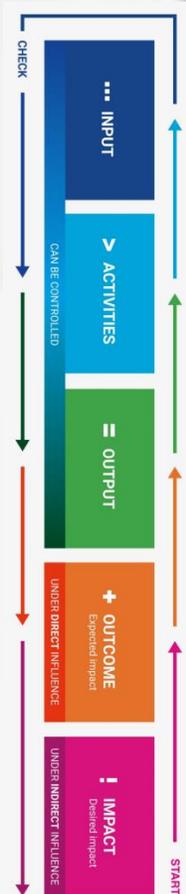




# ! IMPACT (Desired impact)

The larger and broader social or other changes which also take place as a result of other players and factors:

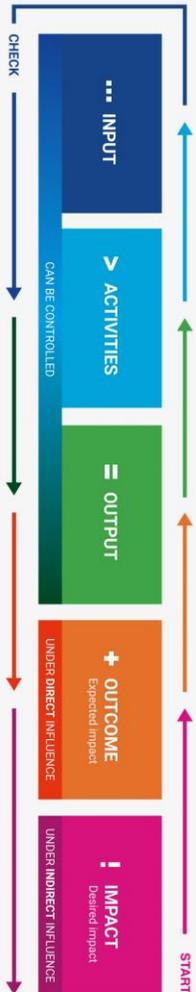
- You have analysed this change and designed the project in such a way that it will contribute to this change.
- However, you cannot measure this outcome. The project will only have a small influence in this respect.
- Examples ? Example: include improving the connection between young people and the labour market.



# + OUTCOME (Expected impact)

The smaller or greater changes which you wish to achieve when you have carried out the activities. Changes which “stick”:

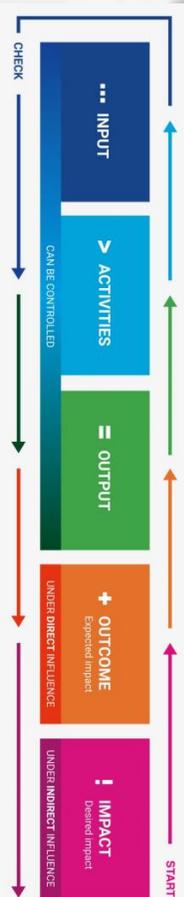
- The effects of the project, the *output*, lead to this change.
- These changes are long-term and continue to exist after the project comes to an end.
- They become visible immediately or up to 6 months after the project.
- The *expected impact* is anticipated to contribute to the *desired impact*.
- Examples in KA2 include changes in teaching quality, behaviour, motivation, skills, and so on.



# = OUTPUT

**The products which derive directly from the activities:**

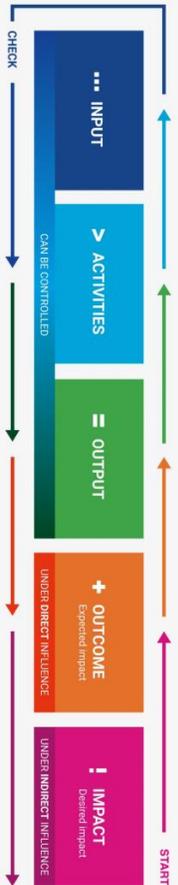
- People use different terms for outputs. They are sometimes called deliverables, or labeled milestones of the project.
- Outputs often include actual results which are stated in the scope of the work or work plan, such as the number of mobilities, events held, products developed, messages communicated (supported by attendance lists, reports, current products, and so on). We do not regard these actual results as changes.
- All the output together must lead to the *expected impact*.
- Examples in KA2 include staff mobility focused on the new teaching techniques for inclusive education and established collaboration with the art academy in Madrid.



# > ACTIVITIES

**Which activities within the project will be carried out during the project period?**

- You design activities which lead to the output and consequently the results which you would like to see.
- In other words, determining the selection criteria, type of partners and supervision is *BASED* on the expected results.



# ... INPUT

**All the resources which are required for the project to function:**

You need financing, staff time and expertise to implement the activities.

