

# Impact+ Tool

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

## PARTNER ORGANISATIONS



LEARNERS

### 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



## 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.