

PHASE ONE: BEFORE

FIRST CREATE A THEORY OF CHANGE

Theory of Change				
INPUTS	ACTIVITIES	OUTPUTS	OUTCOMES	
Resources: Time People Money Assets Planning	Engaging people Delivering programmes Initiating projects Taking action	Participation: Who How many? What do you know about them? Doing what?	Change/ shift for participants: New learning: Skills Awareness Attitudes Direction	Sustained change at individual, community, thinking or system level

THEN CREATE A PLATFORM UPON WHICH TO BUILD YOUR PROGRAMME

Principles of Practice

Principles of Programme Design

Ask these key questions:

- What are our values?
- What do we want the learning experience to be like for young people?
- Who makes the decisions and how?
- How are we being inclusive?
- How are we responding to the needs of our participants?
- How are we aligning our programme to respond to the future of learning/work/ business in Aotearoa New Zealand?

PHASE TWO: DURING

NEXT PLAN & DELIVER YOUR PROGRAMME

EFFICACY
ECONOMY
EQUITY

Ask these key questions:

- 1. How are we developing entrepreneurial capability, confidence and agency in participants?
- 2. How are we ensuring practitioner and programme effectiveness?
- 3. How are we building connections, awareness, pathways, resources and sustainability within and for participants?
- 4. How are we ensuring access, engagement, recognition, networks, and agency for all participants?



key questions:

- What is our organisational and programmatic purpose?
- What impact do we want to have at individual, community and/or system level?
- What will we do?
- What do we need?
- How will we know if we are being effective?





PHASE TWO: DURING

BEFORE GATHERING EVIDENCE

