2. Gives a logical sequence of inputs, activities, etc. Helps us consider external

factors that could hinder a

3.

RESULTS BASED MANAGEMENT I (RBM) - WHAT IS RBM

Date: 3/07 (1 HOUR)

OBJECTIVES: 1. Participants understand what RBM is all about

2. Participants understand and use the terminology of RBM

OVERVIEW FOR TRAINERS: This is the 1st lesson in a series on Results Based Management. The content is taken from teaching done by Rudy Gonzales of CRWRC. He took his teaching from PLAN: NET LIMITED, Calgary, Alberta CANADA T2N 3P8, www.plannet.ca. Handouts are from PLAN.

METHOD		TIME	KNOWLEDGE
IVIL	1100	LIMIT	MONLLDGL
Role 1st 2nd 2st 2nd 1st 2st 1st 2st 2st 2st 2st 2st 2st 2st 2st 2st 2	Play: I hear we are going to learn about something called Results Based Management. Do you have any idea what that is all about? No idea at all. Who knows, it might have something to do with how we manage, but so what! Who really cares, all I am interested in is seeing changes in the community. Me too, I hope it has something to do with seeing change. Me too!	10	
S = Wh	HOWD questions at do you <u>\$</u> ee? at is <u>H</u> appening?		
I.	Exploring Results Based Management (RBM) A. What is RBM? Discuss in large group.	10	I. Exploring Results Based Management (RBM) A. RBM is: 1. A tool to convert activities within the community into a set of resources. 2. A way of thinking that: a. Tracks progress against a plan. b. Helps make management decisions. c. Maintains accountable relationships. 3. It enhances stakeholder participation. 4. It causes us to describe what is different as a result of carrying out an activity.
	B. What is RBM Designed to Do? Do in small groups	20"	carrying out an activity. B. What RBM is Designed to Do: 1. Obtain stakeholder participation.

METHOD TIME KNOWLEDGE

5"

projects flow.

- 4. Identifies both quantitative and qualitative indicators.
- 5. Helps us learn as an organization.
- 6. Helps in accountability.
- 7. Gives flexibility in planning and accomplishing a program.
- 8. Helps you think through how your program will affect different people.
- Uses the language of results linking—what you do to the change that takes place.
- 10. It is a useful way of organizing your program information.

- II. Splash + Ripple Effect in Doing RBM
 - Drop a stone in a clear bowl of water and ask what the people see.
 - Give out *Language of RBM* handout.
 - Break into eight groups giving each group one term to understand and present to the large group.
 - They are to come up with examples for their term that might be used.
 - Report back
 - A. Input
 - B. Activities

II. Splash + Ripple Effect in Doing RBM
They see a splash of the stone hitting the water and then a series of ripples moving out from the center. RBM is like that in its design and development. There are a series of steps in the progress with very specific terms to describe each step.
RBM uses new terms and old terms in new ways.

- A. Input: the rock itself
 - 1. Human and physical ingredients
 - 2. They are the raw materials needed to bring about change.
 - 3. This includes expertise, equipment, and supplies.
- B. Activities: throwing the rock
 - . What you do with those ingredients and how you combine them.
 - 2. There can be hundreds of activities; therefore, they need to be grouped.
 - 3. They should be grouped into five to eight Activity Sets which includes:
 - a. Promotion
 - b. Group formation
 - c. Research
 - d. Networking
 - e. Advocacy
 - f. Training
 - g. Procurement
 - n. Construction

These describe what the project is doing.

RESULTS BASED MANAGEMENT I (RBM) - WHAT IS RBM

METHOD		TIME	KNOWLE	OGE
C. Ou	utput			 Output: the splash The first and most immediate result of the project. You have substantial control over how this turns out. Most outputs relate directly to one activity, so you should have as many outputs as activities. Outputs can be stated by using numbers, but they should also describe some qualitative change. They normally affect a defined group of people who directly participate in the activity.
D. Ou	utcome		D.	 There should be one statement for each output set. Outcomes: first ripple Flow from a collection of outputs and describe the unleashing of that potential. Outcomes usually take place in families, organizations, and communities that are close to
				 you. The outcomes should be able to bring changes in the life of the project. You have direct influence over changes, but not control. They are concrete changes. For manageability, normally aim for three to five outcome
E. Im	pact		E.	statements. Impact: second ripple 1. This shows the big picture. The society change the project is working toward, but you cannot bring it about alone. 2. It should inspire people toward a certain future. 3. At some point in the future your project should demonstrate some contribution towards its accomplishment. 4. This is equivalent to a vision statement. 5. Here you only have indirect influence.

RESULTS BASED MANAGEMENT I (RBM) - WHAT IS RBM

ETHOD		TIME KN	IOWLE	DGE
F.	Enablers and Constraints		F.	 Enablers and Constraints This is the context of the project These are the positive and negative influence on a project The more you know about ther the better prepared you are to manage them. These can be found inside as well as outside your organizatio They can be found at a family, community, national, and even international level.
G.	Risks and Assumptions		G.	Risks and Assumptions 1. Assumptions are those conditions that need to be in place for the project to make planned progress towards the intended results. 2. Risks are constraints that are likely to influence the project. 3. Risk speaks to the chance that these conditions will not be in place. 4. Where risk is high some plan should be in place in how to mitigate that risk.
H.	Indicators		H.	 Indicators Signs, evidence, or proof of progress towards your outputs and outcomes. They give guidance how the project is doing in its progress. Indicators need to give accurate, reliable information. They need to be easy to gather and useful to those making management decisions. They can be either quantitative or qualitative.

Participants will be able to teach the content of this lesson and share it individually.

SKILL:

EVALUATION:

Facilitator will know that participant has learned the content of this lesson when they see them practice the content of this lesson in their lives.

- Newsprint, Marker, Tape

MATERIALS: - Language of RBM handout

THE LANGUAGE OF RESULTS BASED MANAGEMENT HANDOUT

There are some key terms that go with Results Based Management (RBM) and related schemas.

INPUT: The human and physical "ingredients," the raw materials, you need to bring about the changes (results) you seek. This is where you identify expertise, equipment, and supplies. Having a good understanding of your *input* requirements allows you to draft a budget.

ACTIVITIES: What you do with those ingredients—how you combine them. Typically projects involve tens or hundreds of definable activities. You should group them into between five and eight activity sets. Common headings for these sets include: promotion, group formation, research, networking, advocacy, training, procurement, and construction. Under headings like these, write short paragraphs describing what it is the project is doing.

OUTPUT: The first and most immediate results of your project. You have a lot of control over how these turn out. Most outputs relate directly to one activity, so you should have roughly as many outputs as activities. Again, you should aim for one output statement for each activity set. Outputs can be stated using numbers, but they should also describe some qualitative change (see notes below). Outputs capture "potential" you create through activities. Often this potential is created among a defined group of people—those who directly participate in the activity, such as participants of a training program. In a training scenario, the potential might come in the form of applied knowledge, more confidence, new contacts, or an implementation plan. Sometimes this potential comes in the form of a product that emerges from a set of activities such as tested training curricula for a particular group of professionals.

OUTCOMES: Flow from a collection of outputs and describe the unleashing of that potential. Outcomes usually take place in families, organizations, and communities that surround the individual (or are influenced by the product—see above). You should be able to bring these changes about in the life of the project. You don't have full control over these changes because they are least one step removed from the activity, and with this kind of distance outside influences can so easily get in the way. Yet, it is very important to manage toward these outcomes because these represent the concrete changes you are trying to bring about through your work. For the sake of manageability, aim for between three and five outcome statements. A project's purpose statement is usually equivalent to outcomes. The major difference between the two is described in the notes below.

IMPACTS: These usually describe "big picture" changes your project is working towards, but you alone cannot bring about. Aim for one statement that paints a picture of this preferred future. Impacts illustrate the underlying goal of your work; they answer why the work is important. The ideal impact is one that: a) inspires people toward a certain future, and b) to which your project can, at some point in the future, demonstrate a contribution. Think of a ship or lighthouse on the horizon. If the object is too far away it sinks below the horizon and gives no direction. Goals and/or vision statements are roughly equivalent to an impact statement.

ENABLERS AND CONSTRAINTS: The context of the project. This context has positive and negative influences in it. The more you know about these influences, the better prepared you can be to manage for them (e.g. doing your activities differently). Constraints and enablers can be found inside your organization as well as at a family, community, national, and even an international scale. They can be generated by humans, or by other forces of nature.

RISKS AND ASSUMPTIONS: Ultimately, project designs need to be based on a set of assumptions and a calculation of risk. Assumptions refer to the conditions that need to be in place for the project to make planned progress towards intended results. Risk speaks to the chance these conditions will not be in place. Calculating risk can be an involved assessment, or for small projects, more of an intuitive exercise. It should be done with a good understanding of the constraints and enablers likely to influence the project (see above). When calculating risk, those designing the project might simply note whether the risk of a necessary condition not being in place is low, medium, or high. Where the risk is high, there should be some plan to avoid or at least mitigate risk. Where the risk is medium, project managers should have some way of monitoring the situation.

INDICATORS: The evidence or proof needed to show progress towards your output and outcomes. Imagine the dials and displays inside the cockpit of an airplane. These provide important information to the pilots about the performance status of the plane and its position in relation to the destination. Without these indicators, the pilots would have very little to guide them on their journey. Drafting indicators—determining which dials and displays are going to give the project just the right kind of information—is a particularly challenging task that usually involves trial and error. Indicators need to give accurate and reliable evidence; the information has to be easy to gather and useful to those making management decisions. Indicators can be quantitative or qualitative.

RESULTS BASED MANAGEMENT 2 - DOING A RBM

Date: 3/07 (3 Hours)

OBJECTIVES: 1. Participants learn how to do a RBM for their program.

OVERVIEW FOR TRAINERS: This is the second lesson in the series Results Based Management. This lesson is the application and practice in order to do RBM. The content is taken from teaching done by Rudy Gonzales of CRWRC. He took his teaching from PLAN: NET LIMITED, Calgary, Alberta CANADA T2N 3P8, www.plannet.ca. Handouts are from PLAN.

METHOD		TIME	KNOWLEDGE	
RBM but it lo complicated 2 nd I know! I wordone? 1 st I wish I knew confusing terold terms in egave us new 2 nd I hope this cl 1 st Me too. SHOWD questi	to me. nder how it is really y, all of those rms. They use some different ways and terms. ass is practical.	5		
A. Ask for question class or B. Give ou handou C. Go over	BM Concepts and answer ns from the last n RBM. t <i>RBM at a Glance</i> t and review it. r <i>Use Active</i> ge handout	10 15	 I. Review of RBM Concepts A. Answer questions B. RBM at a Glance C. Use Active Language 	
Break partici if possible so developing th	nd Practice for RBM pants up by project they are ne elements for an on their project.	15 15 15 15 15 15 15	II. Application and Practice for RBM We will do this in reverse order first, see below. A. Impact B. Outcome C. Outputs D. Activities E. Inputs F. Enablers and Constraints G. Risk and Assumptions H. Indicators	
and brie B. Particip own RB C. Explana	and Form It out the <i>RBM Form</i> It of the <i>RBM Form</i> It of the service of the serv	10 15 10	 III. Use of RBM Form A. Explanation of RBM Form B. Filling out their RBM form. C. How to use the form in real life 1. First AC's need to train the training team how to use it. 	

RESULTS BASED MANAGEMENT 2 - DOING A RBM

METHOD	TIME KNOWLEDGE	
	 Training team then trains their committees to fill out. Individual committees then do RBM for their community. Training teams creates their own RBM based on the committee's RBM forms in their area. AC prepares their RBM based on the training teams RBM forms from their area. RC prepares their RBM based on the ACs RBM in their region. 	
ATTITUDE:	Facilitator has heart of compassion and desire to help those they are working with to become like Christ in all areas of life.	
SKILL: Participants will be able to teach the content of this lesson and share it indiv		
EVALUATION: Facilitator will know that participant has learned the content of this lesson when see them practice the content of this lesson in their lives and see them teach others.		
MATERIALS:	 Newsprint Marker Tape Handout RBM at a Glance, RBM Sample Form 	

APPENDIX VI: RBM at a Glance

	Defining Characteristic	Who is Affected	When Observa ble	Degree of Management Control	Splash and Ripple Analogy
Input	are the human and physical resources that make the initiative possible—the people, equipment, supplies, and other ingredients. give you the essential information for budgeting.				are like THE ROCK
Activities	describe the essential work of the initiative—how the inputs are to be combined. are to be summarized in between 5 to 8 statements.	are written from the vantage point of those instigating the work (e.g. managers, staff facilitators, volunteers).			are like DROPPING THE ROCK
Output	are the most direct and immediate results. Each output relates to one activity. create the potential for outcomes to occur.	may simply refer to a product (e.g. a functioning well), though often refers to an immediate benefit among those people directly participating in an activity (e.g. trainees).	are observable as you complete the activity.	allow you substantial control— not total though; there are often surprises during implementation.	are like CREATING THE SPLASH
Outcomes	are more than one step removed from activitiesdescribe the key changes you want to make through the initiativeare fewer in number; each flows naturally from several of the outputs.	expand into wider settings—includes those who are directly involved in activities, but goes beyond those direct participants to include the families, organizations, or neighborhoods surrounding them. may also include those people or workplaces that use or are influenced by products created in the initiative.	are observable at or shortly after the completion of the initiative	allow you direct influence—you must keep your sights set on the outcomes, then manage activities for the best chance of success. Learn by doing, adapt as you go. Caution: you should be reasonably confident in your claims, since you may be responsible for bringing them about.	are like THE MOST IMMEDIATE RIPPLES
Impact	is the picture of a preferred future; the reason why it is important to do the initiative. describes a scenario that is close enough to show a real contribution to the desired change, yet big enough and far enough out on the horizon to be visionary.	may expand into wider settings to include societies, districts, communities, professions, whole organizations, etc.	are observable well after the initiative has been completed.	allow you only indirect influence— the initiative will not achieve the vision, only contribute toward it.	are like the OUTER RIPPLES

Use Active Language

Avoid Tentative

- Able to
- Seek to
- Exercise their rights to
- · These are hard to measure

Use Active

- More, fewer
- · Increased, reduced
- Stronger
- Enhanced
- Applied
- Improved, better
- Completed

Appendix II: SAMPLE RESULTS FRAMEWORK

SITUATION, GOAL, PURPOSE:			ORGANIZATION:		
			PROJECT NAME:	PROJECT TIMEFRAME	
	HOW?	WHAT V	WHAT WE WANT?		
INPUTS	ACTIVITIES	OUTPUTS	OUTCOMES	LONG TERM OUTCOMES OR IMPACTS	
			_		
		INDICATORS			
			Quita a ma a	Lang Tamp	
		Outputs	Outcomes	Long Term Outcomes (Impact)	
	"Reach" - F	PEOPLE/GROUPS/COMMUNITIES/S	ECTORS/INVOLVED		
		ASSUMPTIONS AND RISKS	S		

Appendix III: SAMPLE PERFORMANCE MEASUREMENT FRAMEWORK

RESULTS	INDICATORS	INFORMATION SOURCES	COLLECTION METHODS	PERSON(S)/ GROUP
			AND FREQUENCY	TO DO THE WORK
< <wri><<wri>outcomes and Impact statements here >></wri></wri>	< <wri><<wri><<mr> <<wri><mr> <<mr> <<mr> <<mr> <<mr> <<mr> <<mr> </mr> </mr> </mr> </mr> </mr> </mr> <mr> <mr> <mr> <mr> <mr> <mr> <mr> <mr> <mr> <mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></mr></wri></mr></wri></wri>	<for each="" from="" get="" indicator,="" information="" note="" or="" the="" where="" who="" will="" you="">></for>	<for each="" gather="" how="" indicator,="" information="" the="" will="" write="" you="">> (e.g. questionnaire, focus group), and How Often)</for>	<for be="" charge="" collecting="" each="" in="" indicator,="" information="" of="" the="" who="" will="" write="">></for>
			Often)	write Who will be in charge of collecting