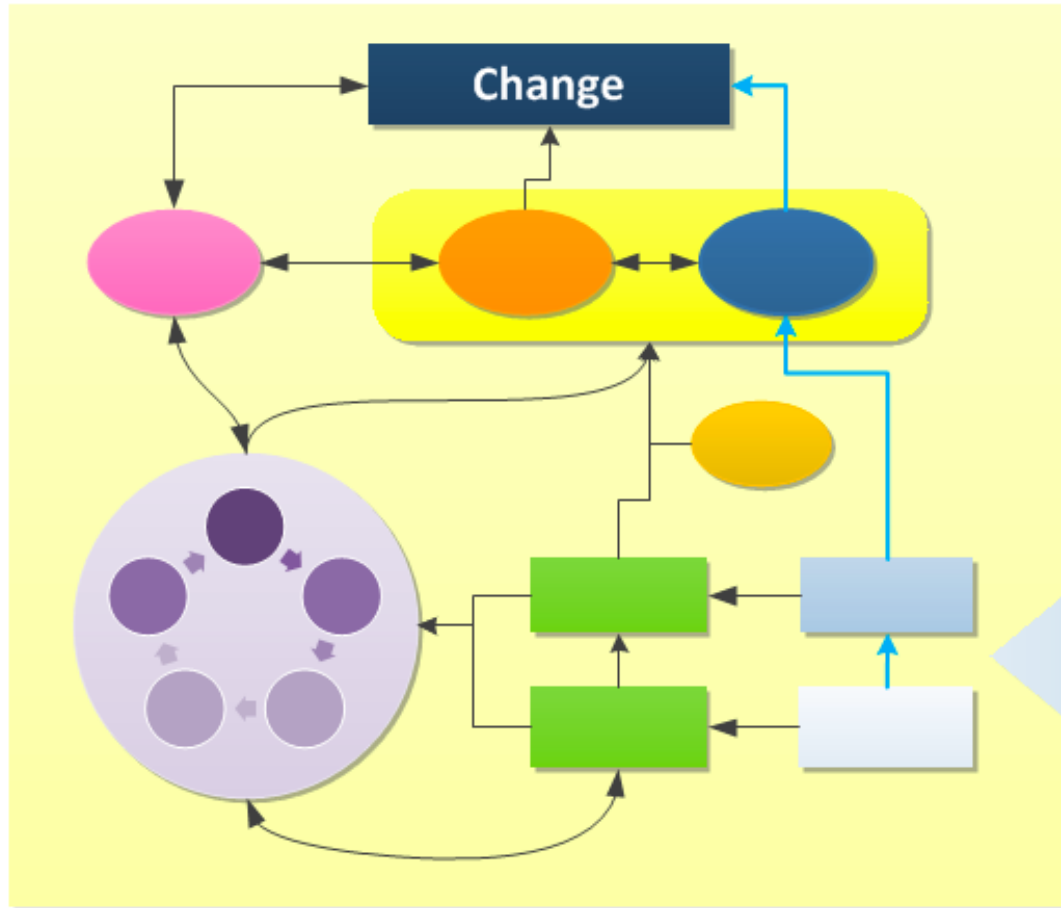


What is **SPEEDIER**?

A Theory of Change exercise

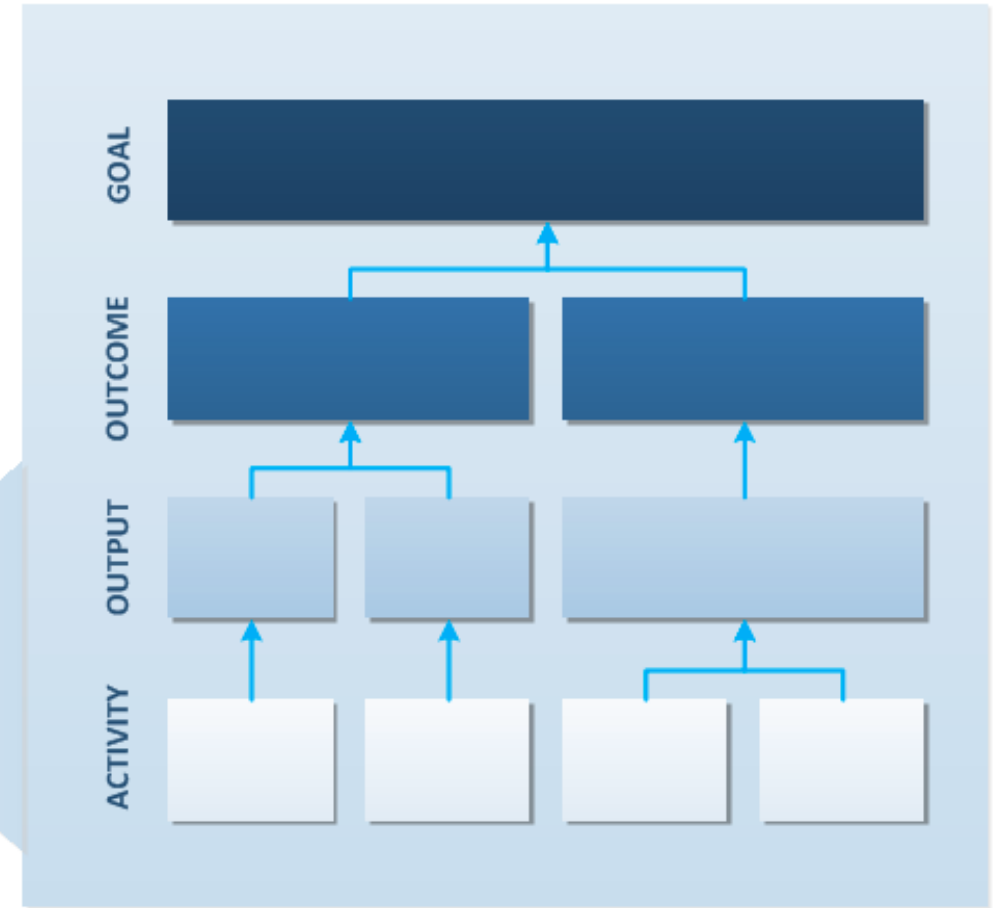
Theory of Change

Shows the big picture with all possible pathways – messy and complex



Logical Framework

Shows just the pathway that your program deals with – neat and tidy



Backwards-mapping

Goal ← LT Outcome ← ST Outcome ← Output ← Activities ← Inputs

- Assumptions underlying pathways: What is the causal mechanism(s)?
 - Why do we think X leads to Y?
 - What are the possible barriers/enablers?
- Indicators: What and how do we know?
 - What and how do we measure (evaluation)?
- Unintended/unexpected consequences?
 - Might any components of SPEEDIER lead to any unexpected or unintended outcomes?
- Context
 - Might any other component of our pathways be the result of other non-SPEEDIER components?

Questions?