G00[Scorecard Template		
Project:		Date:	
i roject.		Date.	
	This is how it works: You score the project on a scale from 0 to 10 points in 4 categories with three questions each. The main focus of the evaluation is to get a clear understanding on how the project may drive positive change.		Access further information: Further below you will find supplementory information and questions to work with such as linking your evaluation to the 17 UN Sustainable Development Goals.
Α	Are relevant problems being solved?		
1	PEOPLE In how far does the project solve pressing social or	societal c	hallenges?
#	Questions	Score	Explanation
		0 - 10	
1-1	Lilvelihood improvement Does the project improve people's well-being, health or living conditions? Does it improve access to basic goods and services?		
1-2	Relevant target groups Does the project address people at risk, i.e. vulnerable or marginalized groups or people who live in precarious circumstances or in extreme poverty?		
1-3	Societal Challenges Does the project promote tolerance, inclusion, social participation, gender equality or peaceful coexistence? Does it significantly generate new, fairly paid jobs and thus contribute to prosperity?		
	Average		
2	PLANET In how far does the project protect our environmen	nt and help	os to save natural resources?
#	Questions	Score	Explanation
		0 - 10	
2-1	Environmental and climate change Does the project help to conserve or to restore precious terrestiral or marine ecosystems? Does it protect biodiversity? Does it help to counteract climate change?		
2-2	Sustainable use of natural resources Does the project boost a mindful use of scarce resources? Does it contribute to a circular economy? Does it bring about behavioural change or a change of mind-set to engage for the environment or for animal welfare?		
2-3	Environmental Footprint Does the implementing organisation keep its own environmental footprint low? Has the organization made any environmental pledges (e.g. on carbon neutrality / net-zero commitment)? Are there any environmental certifications in place?		
	Average		
	Average		

В	How to unleash the power to make chan	de hani	nen?	
	riow to difficasif the power to make chair	ge napp	pen:	
3	GAMECHANGER			
	In how far is the solution innovative, inspiring, and v	isionary a	and may truely drive social change?	
	Ourseliens	0	Funtanation	
#	Questions	Score 0 - 10	Explanation	
7.1	Continuous tinu	0 - 10		
3-1	Social innovation Is a new, inspiring concept, which tackles a social or environmental challenge in a different, possibly disruptive manner? Is the solution convincing and may inspire people in different places?			
3-2	Social entrepreneurship Does the team demonstrate initiative, agility and entrepreneurial spirit? Does it have the ambition to unleash the full potential of the idea? Does the team count on cooperation and knowledge sharing to scale its positive impact?			
3-3	Resources & Governance Does the team have the necessary resources or growth strategy to move forward? Does the project has a governance structure which well balances purpose and profit?			
	A,			
	Average			
4	WIN-WIN			
7	In how far can we effectively support the project wi	th our me	eans?	
#	Questions	Score	Explanation	
		0 - 10		
4-1	Leverage			
	Can we make a difference with our support in the form of money, media work or know-how? Is the project still young or is it at a critical stage of development? Does the project benefit from additional visibility?			
4-2	Timing			
	Is there a specific occasion, such as an ongoing crowdfunding or media campaign, that can be accompanied? Is the subject particularly topical? Is the type of solution not yet represented in this form in our portfolio?			
4-3	Stakeholder Engagement			
	Is the project of particular relevance to our community? Is it related to a region where our community is strongly represented? Has it been recommended or awarded by the impact community? Does the project have strong positive references?			
	Avorago			
	Average			
Legende	The scoring takes place on a scale of 0 to 10 points and is converted into percentages for the graphical representation. Guiding question: To what extent does the respective scorecard question apply?			
0	not at all (kick-out criterion)			
1	almost not			
	allilost flot			
	not really			
,	not really only to a very limited extent			
	not really only to a very limited extent to a certain extent			
5	not really only to a very limited extent to a certain extent to a good extent			
5	not really only to a very limited extent to a certain extent to a good extent for the majority			
5 6 7	not really only to a very limited extent to a certain extent to a good extent for the majority to the most part			
5 6 7	not really only to a very limited extent to a certain extent to a good extent for the majority to the most part to the very largest part			
5 6 7 8 9	not really only to a very limited extent to a certain extent to a good extent for the majority to the most part			

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	#17 Goals SDGs		
	In how far does the project contribute to the 17 UN Sustainable Development Goals (SDGs)?		the second secon
	Background: The international community has defined 17 goals that are crucial for securing a future worth living. This section is about to select the SDGs to which the project seems to contribute most, and rank them.		SUSTAINABLE DEVELOPMENT GOALS
	This is how it works: Allocate up to 10 points to the SDGs to which you think the project makes the greatest contribution, and justify your decision. Any SDG can be scored with a maximum of three points.		
Score	Ranking		All 17 SDGs
***	Kaiking		SDG #1 - No Poverty
***	SDG #		SDG #2 - Zero Hunger
**	SDG #		SDG #3 - Good Health and Well-Being SDG #4 - Quality Education
**	SDG #		SDG #5 - Gender Equality SDG #6 - Clean Water and Sanitation
*	SDG #		SDG #7 – Affordable and Clean Energy SDG #8 – Decent Work and Economic Growth
*	SDG #		SDG #9 - Industry, Innovation and Infrastructure SDG #10 - Reduced Inequalities
*	SDG #		SDG #11 - Sustainable Cities and Communities SDG #12 - Responsible Consumption and Production
	SDG #		SDG #13 - Climate Action SDG #14 - Life below Water
O(max)			SDG #15 – Life on Land SDG #16 – Peace, Justice and Strong Institutions
			SDG #17 - Partnerships for the Goals
D	Explanations and further materials		
D			
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D	Glossary	ce for our s	coring. GAMECHANGER
D 1-1	Glossary Here you find a list with notions of further concepts which are of relevan PEOPLE Base-of-the Pyramid (BoP markets), Basic Goods and Services,	ce for our s	GAMECHANGER Disruptive Innovation, Social Innovation, TED X, Ashoka, Change
	Glossary Here you find a list with notions of further concepts which are of relevant PEOPLE Base-of-the Pyramid (BoP markets), Basic Goods and Services, impact logic (Resources -> Output -> Outcome) People at risk, Types of Exclusion or Discrimination, Definitions of		GAMECHANGER Disruptive Innovation, Social Innovation, TED X, Ashoka, Change Makers Social Entrepreneurship, Social Business, Muhamad Yunus,
1-1	Glossary Here you find a list with notions of further concepts which are of relevan PEOPLE Base-of-the Pyramid (BoP markets), Basic Goods and Services, impact logic (Resources -> Output -> Outcome)	3 - 1	GAMECHANGER Disruptive Innovation, Social Innovation, TED X, Ashoka, Change Makers
1-1 1-2 1-3	Glossary Here you find a list with notions of further concepts which are of relevant PEOPLE Base-of-the Pyramid (BoP markets), Basic Goods and Services, impact logic (Resources -> Output -> Outcome) People at risk, Types of Exclusion or Discrimination, Definitions of Poverty Open Society, Economic Growth vs. Prosperity, Gross National Happiness, unconditional basic income, Formal vs. informal sector, Human Development Index PLANET	3-1 3-2 3-3	GAMECHANGER Disruptive Innovation, Social Innovation, TED X, Ashoka, Change Makers Social Entrepreneurship, Social Business, Muhamad Yunus, Competition vs. Collaboration, Social Franchise, Open Source Business Canvas, B Corp, Purpose Economy, Initiative Transparente Zivilgesellschaft WIN-WIN
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1-1 1-2 1-3 2-1	Glossary Here you find a list with notions of further concepts which are of relevant PEOPLE Base-of-the Pyramid (BoP markets), Basic Goods and Services, impact logic (Resources -> Output -> Outcome) People at risk, Types of Exclusion or Discrimination, Definitions of Poverty Open Society, Economic Growth vs. Prosperity, Gross National Happiness, unconditional basic income, Formal vs. informal sector, Human Development Index PLANET Ecosystem bounderies, UNFCC, Climate Change,, Biodiversity, Conservation vs. Regeneration of Ecosystems, Climate Change Mitigation vs Adaptation, Paris Agreement, 1.5 degree goals Circular Economy, Sharing Economy, Recycling vs. Upcycling, Resource efficiency Blauer Engel, B Corp, Economy of the Common Good, Entrepreneurs	3 - 1 3 - 2 3 - 3 4-1 4-2	GAMECHANGER Disruptive Innovation, Social Innovation, TED X, Ashoka, Change Makers Social Entrepreneurship, Social Business, Muhamad Yunus, Competition vs. Collaboration, Social Franchise, Open Source Business Canvas, B Corp, Purpose Economy, Initiative Transparente Zivilgesellschaft WIN-WIN Effective Philanthropy, Missing Middle Finance Gap,

a)	Can each of the 17 goals be assigned to the "People" or "Planet" category that guides the scorecard above? If not, why?	
b)	The concept of sustainability is often described with a triad of three "P's": People, Planet and Profit or People, Planet, Progress or People, Planet, Purpose. What could be meant by the third "P" in each case?	
c)	Based on your evaluation: Do you recommend supporting the project? Where do you see particular strengths, weaknesses or potential for improvement?	
d)	What could be other criteria that should be taken into account when deciding which project we should support?	
e)	Is the scorecard result judgmental or just informative? Does it apply equally to all categories or questions?	
	Methodology	
	How the scorecard is built The scorecard consists of 4 categories with three questions each, all equally weighted. It thus reflects which aspects are considered important. The criteria are intended to stimulate reflection and discussion. For example, a project is not necessarily worse if it scores less highly in the category ""Planet"", since not every project aims to protect our planet. Nevertheless, the distinction between People and Planet has an important function. It helps to structure the plethora of SDGs to which a project can contribute in an easily understandable way. People often speak of a triad of people, planet and profit. For us, the third ""P" clearly belongs to People and stands for Prosperity.	Link between Scorecard and the 17 SDGs We reference all the projects we support to the 17 SDGs. The scorecard is designed in such a way that projects that contribute to a large number of SDGs generally score significantly higher than projects that are very narrowly focused on only one or very few SDGs (for example: pure clean tech projects). How do we define projects? We use the term projects to refer to the entire range of impact initiatives, non-profit organizations, social businesses or social start-ups which social innovators or social entrepreneurs may create. A project in our sense is not time-limited as the term is used in project management terminology.
	Further Links	Contact
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