






Sit'N'Skate | Evaluation

GOOD Project ID: #49

Part A		GOOD Scorecard	
#	Questions	Points	Rationale
1	PEOPLE Does the project solve pressing societal challenges?	Score	
1-1	Improving Livelihoods Does the project improve people's well-being, health or living conditions? Does it improve access to basic goods and services?	9,0	Through low-threshold movement experience, people with disabilities are taught how to use a wheelchair safely, thus strengthening their self-confidence and ability to cope with everyday life.
1-2	Reaching those in need Does the project address people at risk, i.e. vulnerable or marginalized groups or people who live in precarious circumstances or in extreme poverty?	10,0	The project aims to strengthen the participation and social interaction of wheelchair users and people with disabilities.
1-3	Social cohesion and prosperity 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?	9,0	The general aim of the project is to make society more inclusive and to destroy existing prejudices, thereby changing the perception of people with disabilities. The project creates jobs in the social sector.
		9,3	
2	PLANET Does the project protect our environment and conserve natural resources?	Score	
2-1	Saving our planet Does the project help to conserve or to restore terrestrial or marine ecosystems? Does it protect biodiversity? Does it help to counteract climate change?	1,0	Environmental protection is not a field of action. The project focuses entirely on the topic of inclusion and tolerance.
2-2	Sustainable use of natural resources Does the project boost a mindful use of scarce natural 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 animal welfare?	2,0	The project does not deal with the topic of environmental protection. However, the project and its events generally encourage people to reflect on their own behaviour in everyday life.
2-3	Leading by example Does the implementing organisation keep its own ecological footprint low? Are there self-commitments or certifications for environmental protection or climate neutrality in place?	6,0	Little information is known about the organisation's ecological footprint. But as they operate mainly locally and have a slim structure, it is likely that the ecological footprint and environmental impacts are low.
		3,0	
3	GAMECHANGER Is the solution innovative, inspiring and has the power to drive real change?	Score	
3-1	Social Innovation Is it a new, inspiring concept, which tackles a social or environmental challenge in a different, possibly disruptive manner? Is the solution convincing and can inspire people in different places?	9,0	The project is a disruptive, innovative idea. The social challenges of inclusion and participation in society for people with disabilities are addressed in an engaging way.
3-2	Entrepreneurial Spirit 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? Is the underlying business model convincing?	8,0	The Sit'N'Skate team shows enormous entrepreneurial spirit and initiative. The founders are real "go-getters" and are making sure that the project is established in more and more places. There is still room for improvement in terms of a financially self-sustaining business model.
3-3	Implementing power Does the team have the necessary resources or growth strategy to move forward? Does the project have a governance structure that balances purpose and profit?	8,0	The organisation works professionally, but as a small player or non-profit project it has limited possibilities and resources, both financially and in terms of personnel. However, the project has strong advocates, such as Supr Sports.
		8,3	

4	WIN-WIN Can we support the project effectively with our means?	Score	
4-1	Leverage Can we make a difference with our financial support, media work or mentoring? Is the project still young or is it at a critical stage of development? Does the project benefit from the additional visibility?	9,0	Sit'N'Skate would like to establish itself in other German cities in the long term. Through GOOD's media work, there is a chance to make the project better known, to find further staff support and advocates, and possibly to take off in even more German cities.
4-2	Good Timing Is there a specific occasion, such as an ongoing crowdfunding or media campaign, that we can support? Is the subject particularly topical? Is the type of solution a gap in our portfolio?	8,0	There is no specific reason for the support at this point in time. However, the summer period is the most active time for the project with many different events and activities.
4-3	Community Engagement Is the project connected to a region where the GOOD community is strongly represented? Was it recommended or honoured by the impact community? Was it selected through a community vote?	8,0	The project has had our attention for some time and has therefore been on our watch list. The strong connection to Germany is of great interest to us and our community.
	Score	8,3	
Part B	Contribution to the 17 Global Goals		
Severity	Reason		
***	SDG #10 - Reduce inequalities		
	Strengthening the participation and inclusion of people in wheelchairs and with disabilities in society and reducing prejudices		
**	SDG #3 - Good Health and Well-Being		
	Make it easier for people with disabilities to cope with daily life through low-threshold movement experiences and instructions		
**	SDG #17 - Partnerships to achieve the goals		
	Working with other non-profit organisations to realise ideas and achieve goals		
**	SDG #11 - Sustainable Cities and Communities		
	Promoting a tolerant and inclusive society where no one is left behind		
*	SDG #4 - Quality Education		
	A dedicated learning platform helps people in wheelchairs to handle their wheelchairs more easily		

Part C	Explanation		
	Scorecard		17 Goals
Method	The scorecard consists of 4 sections of three questions each, all equally weighted. It reflects the aspects which we consider to be most important. The choice of criteria is explicitly intended to encourage reflection. For example, a project is not necessarily less valuable if it scores lower in the "Planet" category, as not every project aims to protect our planet. Nevertheless, the distinction between People and Planet helps to better understand the core objectives of a project, which cannot be described by the SDGs alone. In the context of sustainability, it is often referred to people, planet and profit, or progress, or prosperity. For us, the third "P" clearly is integral part of the People dimension and if furthermore reflected in the section "Gamechanger" where we analyze the power of a project to drive social change.		We link all the projects we support to the 17 SDGs. The scorecard is designed in such a way that solutions that contribute to a large number of SDGs tend to score significantly higher than those narrowly focused on only one or very few SDGs (like e.g. a wind park in the Western hemisphere). We weight the SDGs by awarding 1 to 3 stars for each of the SDGs to which the project makes the most relevant contribution, for a maximum total of 10.
Legend	The evaluation takes place on a scale of 0 to 10 points and is converted into percentages in the chart on the GOOD website. To what extent does the respective scorecard question apply:		
	0 not at all ("Kick-out criteria")		
	1 almost not (10%)		
	2 not really (20%)		
	3 only to a very limited extent (30%)		
	4 to a certain extent (40%)		
	5 to a good extent (50%)		
	6 to the majority (60%)		
	7 to the great majority (70%)		
	8 almost entirely (80%)		
	9 entirely (90%)		
	10 exceptionally (gamechanger) (100%)		
Current evaluation			
Date	30 June 2023		
Experts	Andrea Rebensburg, Andreas Renner		
Contact	andreas@good-search.org		