Thaki | Evaluation

GOOD Project ID: #62

Part A	GOOD Scorecard		
#	**Questions**	**Points**	**Rationale**
1	**PEOPLE** Does the proejct 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?	**8,0**	Thaki gives children and young people from refugee families access to education, improves their mental health and creates the basis for better living conditions in the long term
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?	**8,5**	Thaki specifically addresses refugee families in Lebanon or other regions in the Middle East who have not been able to return to their homes for long.
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?	**9,5**	Thaki helps to integrate children and young people and thus supports peace-building processes in the region.
	Score	**87%**	
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?	**5,0**	Thaki contributes to climate protection by encouraging companies to donate used computers, which are given a second life via Thaki. Traditional nature conservation goals are not the focus.
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?	**8,5**	Thaki specifically addresses companies to donate used hardware and thus specifically extend its useful life, thereby promoting the circular economy
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?	**8,5**	With its focus on digital tools for education, Thaki is an organization whose work has a very small ecological footprint. M;oreover, the educational content supports many of the 17 SDGs.
	Score	**73%**	
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?	**8,0**	The idea of linking educational programs for refugees in the Middle East via donated and refurbished laptops is innovative and powerful. This makes it possible to reach people in places where they have no or only very limited access to the internet.
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?	**7,5**	The team shows a strong entrepreneurial spirit and skillfully exploits the opportunities that arise from being rooted in different regions and cultures, especially the bridge between the Middle East and Europe.
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?	**8,5**	Thaki has shown that it can successfully build and expand its model and has a solid governance structure through its Dutch foundation.
	Score	**80%**	

4	**WIN-WIN**	**Score**	
	Can we support the project effectively with our means?		
4-1	**Leverage**	**8,0**	Thaki also benefits from the visibility that we can offer through our communication and connections we can make to companies that could possibly donate hardware.
	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?		
4-2	**Good Timing**	**8,5**	Thaki works with people who have fled from Palestine to Lebanon. The continuously worsening situation of the people in Gaza and the military interventions in Lebanon further underline how topical and important Thaki's work is.
	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?		
4-3	**Community Engagement**	**7,5**	Thaki leverages its links to Europe (where much of the donated hardware comes from) for its engagement for children of displaced families in Libanon.
	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?		
	Score	**80%**	

Part B — Contribution to the 17 Global Goals

Severity	Reason		
***	**SDG #4 – Quality Education**		
	Targeted digital education programs for refugee children		
**	**SDG #16 – Peace, Justice, and Strong Institutions**		
	Strengthening civil society in refugee areas		
**	**SDG #5 – Gender Equality**		
	Access to education for girls		
**	**SDG #12 – Responsible Consumption and Production**		
	Refurbishment of donated laptops increase the lifetime of the hardware		
*	**SDG #17 – Partnerships for the Global Goals**		
	Building partnerships to provide access to education where the government does not.		

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 SDGsa lone. 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 Juni 2024		
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