

EVALUATION EXPEDITION

EVALUATING THE QUALITY AND PERFORMANCE OF AN INTERVENTION

What key aspects should we assess to discover whether our intervention is coherent and sustainable?

The Intervention Forest is a tool designed to evaluate the quality and performance of an intervention or project in a participatory manner. Its playful and thematic approach seeks to actively involve a diverse range of stakeholders, fostering joint reflection and dialogue. This game provides participants with an opportunity to deepen their understanding of the intervention they are currently implementing or of which they are beneficiaries. There are key moments when it is highly useful to reflect collectively, analyse an intervention in depth and decide together which aspects should be evaluated. The purpose of the game is to enable players to comprehensively evaluate an initiative, analysing aspects including the relevance of the objectives, its effectiveness in achieving results, the efficient use of resources, its impact and the sustainability of the benefits it brings. It also seeks to highlight the principal lessons learned during the implementation and analyse them in the hope of enriching future interventions. As the players advance around the board, their knowledge is tested and information gaps are identified. They also come up with new ways of improving how the project is designed and implemented. This can be a highly useful resource at different stages of the intervention. For example:

PLANNING AND DESIGN PHASES:

Helps teams analyse and reflect on the relevance, coherence and feasibility of a proposed intervention. Enables players to identify possible information gaps or key aspects that should be strengthened during the design phase.

IMPLEMENTATION PHASE:

Facilitates the periodic evaluation of an intervention's progress and achievements. Helps players critically analyse and identify modifications or improvements that might be required during implementation.

PROJECT CLOSURE OR FINAL EVALUATION:

Contributes to developing a comprehensive assessment of a project's performance and results. Enables the identification of lessons learned and generates recommendations for future interventions.

This tool is particularly useful for development programmes or projects that intend to promote participation, learning and informed decision-making among the involved teams and stakeholders. It is a versatile tool that promotes learning and empowers the actors involved. It is also valuable in participatory evaluations as it generates relevant information that can be used in decision-making and continuous learning.

A GAME TO ENCOURAGE THINKING

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www.evalparticipativa.net



A game to evaluate the quality and performance of an intervention





THE PATIENT BEAR OF SUSTAINABILITY

Looking to ensure that benefits continue and resources are preserved, asks:



THE BRAVE EAGLE OF IMPACT

Constantly observing what changes are needed to generate significant and lasting effects in the community, wants to find out:



THE DILIGENT ANT OF EFFICIENCY

Responsible for optimising the use of resources to achieve objectives, asks:



THE ASTUTE FOX OF EFFECTIVENESS

Busy ensuring that every effort directly contributes to results, wants to know:



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THE APPRENTICE WOLF

Known for its ability to learn about its environment, asks:



THE WISE OWL OF RELEVANCE

Focused on finding solutions that meet the specific needs of the community, asks:

FINISH

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START