Theory of Change / Problem Tree

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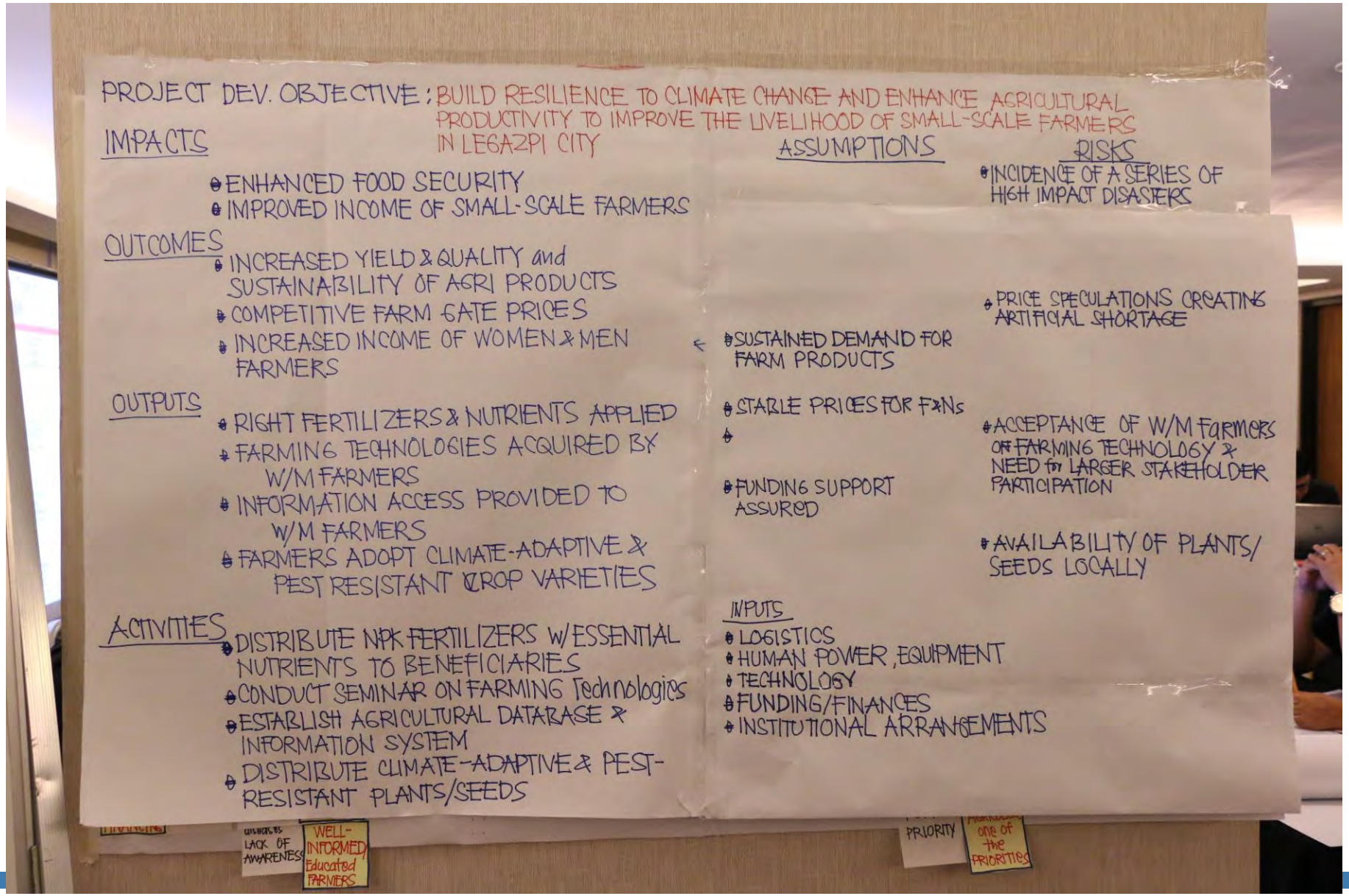
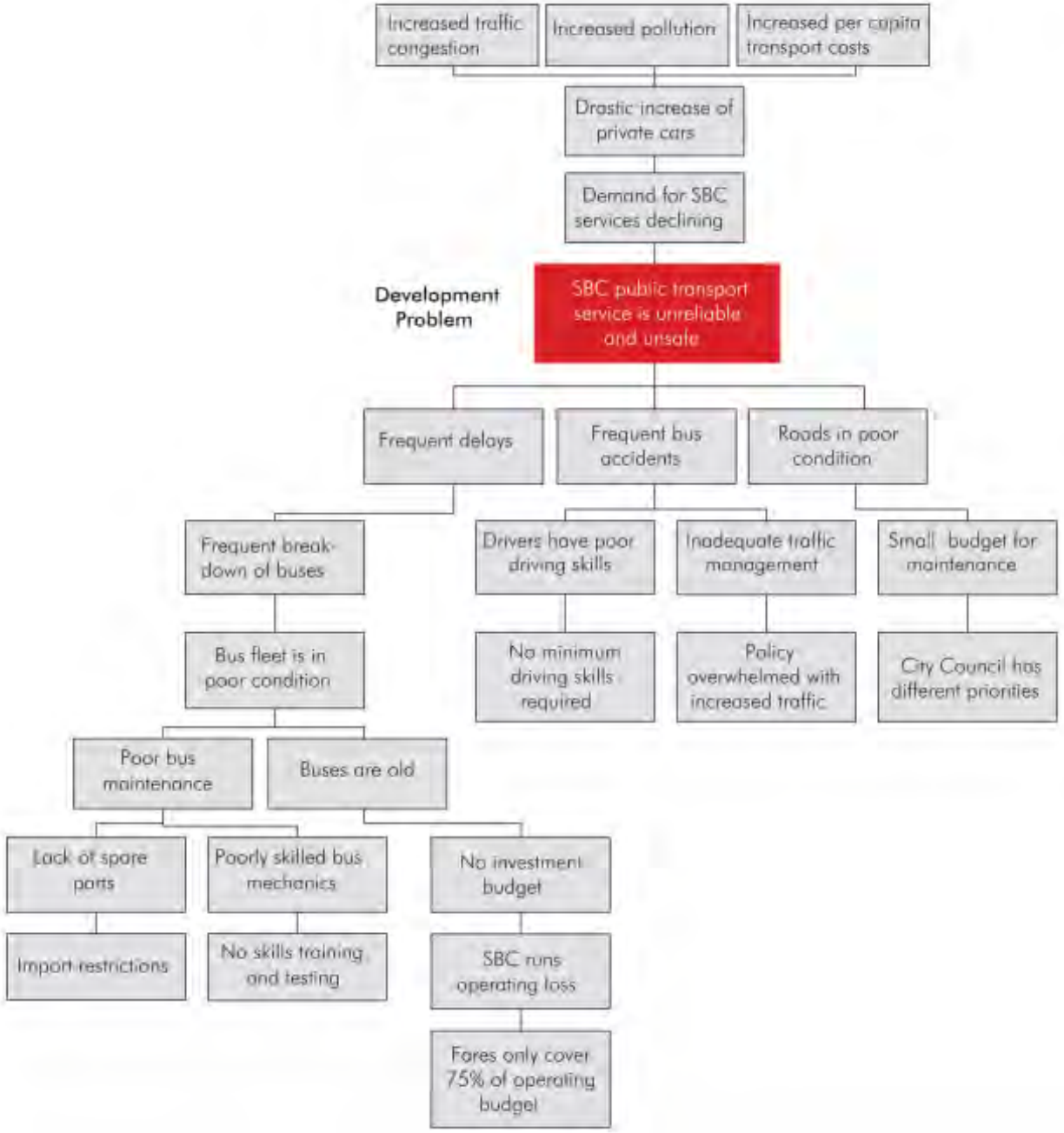
Logframe Example: Legazpi City, Philippines



Making your case…

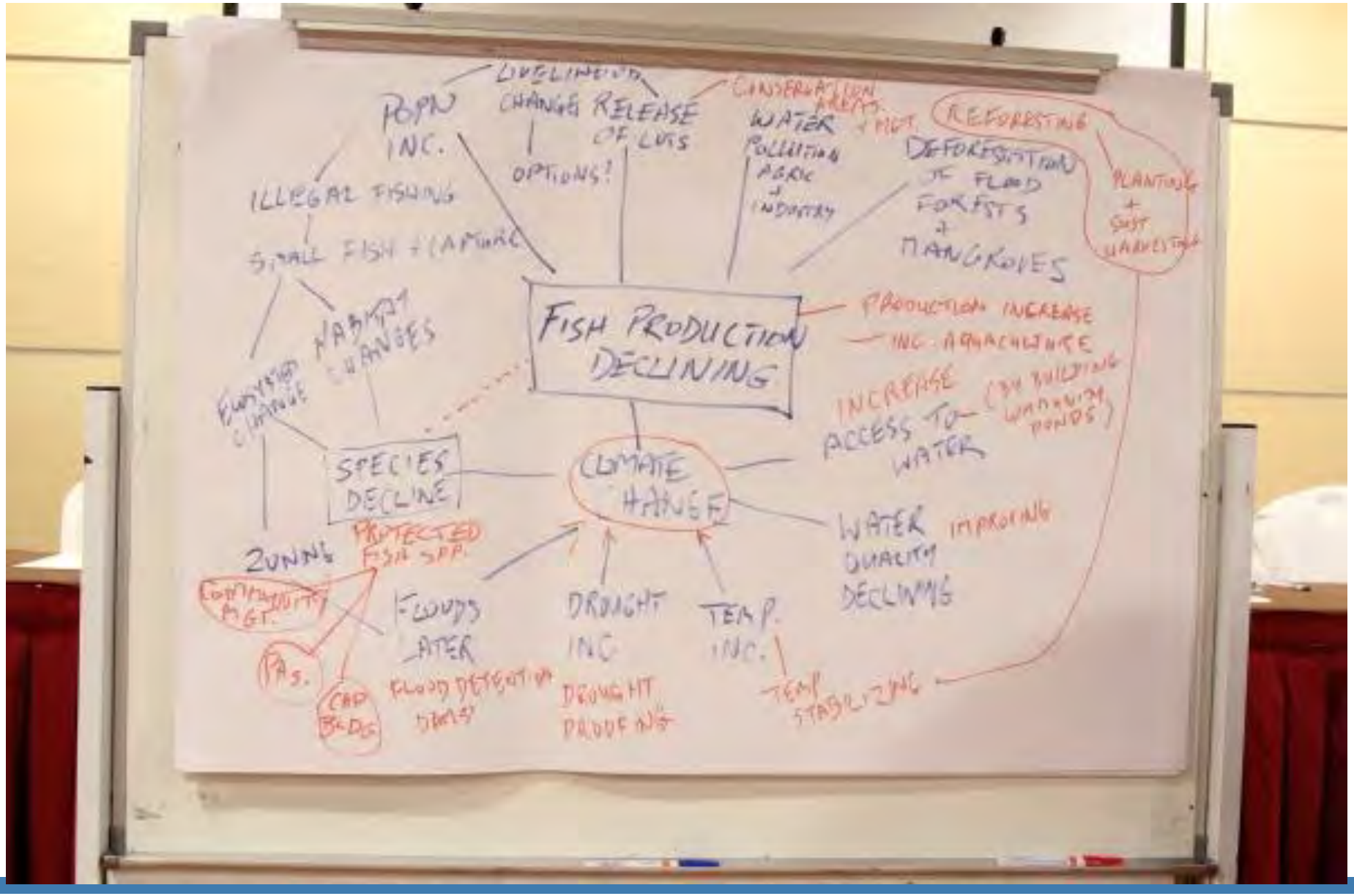
- ALL PROJECTS MUST BE BUILT ON A SOLID UNDERSTANDING OF THE “DEVELOPMENT PROBLEM”
- This explains “why” you think your project will work!!!
- “Theory of Change” is a narrative/graphical statement of the “problem” and the “intervention”
- Feeds directly into logical framework…


Increased traffic congestion
Increased pollution
Increased per capita transport costs
Drastic increase of private cars
Demand for SBC services declining
Development Problem
SBC public transport service is unreliable and unsafe
Frequent delays
Frequent bus accidents
Roads in poor condition
Frequent break-down of buses
Drivers have poor driving skills
Inadequate traffic management
Small budget for maintenance
Bus fleet is in poor condition
No minimum driving skills required
Policy overwhelmed with increased traffic
City Council has different priorities
Poor bus maintenance
Buses are old
Lack of spare parts
Poorly skilled bus mechanics
No investment budget
Import restrictions
No skills training and testing
SBC runs operating loss
Fares only cover 75% of operating budget

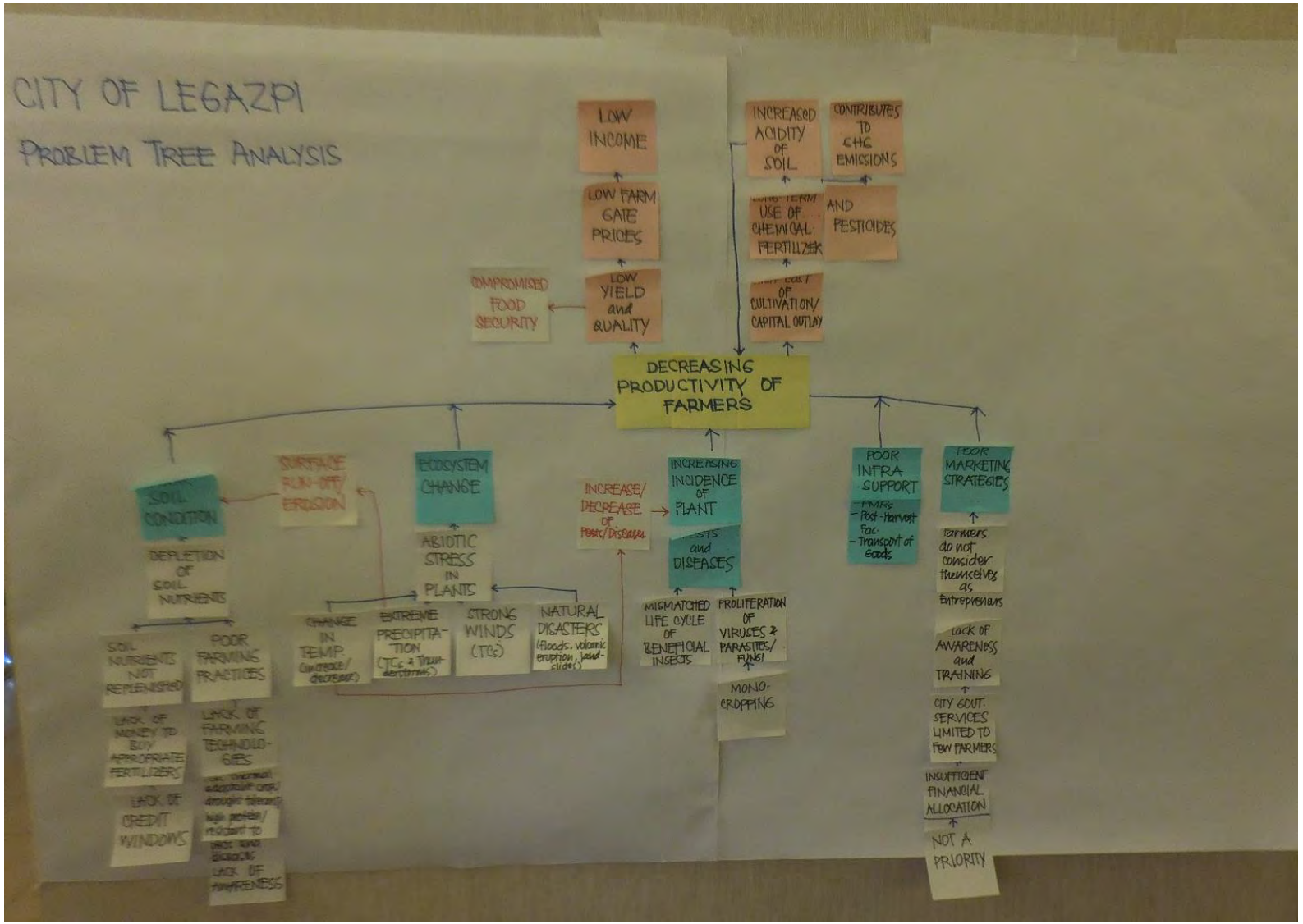
Problem Tree Best Practices

- Problems should be **evidence-based**
- Identify **cause and effect relationships**
- Immediate **causes** suggest the major aspects of the **core problem**
- Identify the **right problem**!
- MUST BE **PARTICIPATORY**!
- Allow time for **reflection and revision**

Problem Tree Example



Problem Tree Example: Legazpi City, Philippines



Developing YOUR Problem Tree

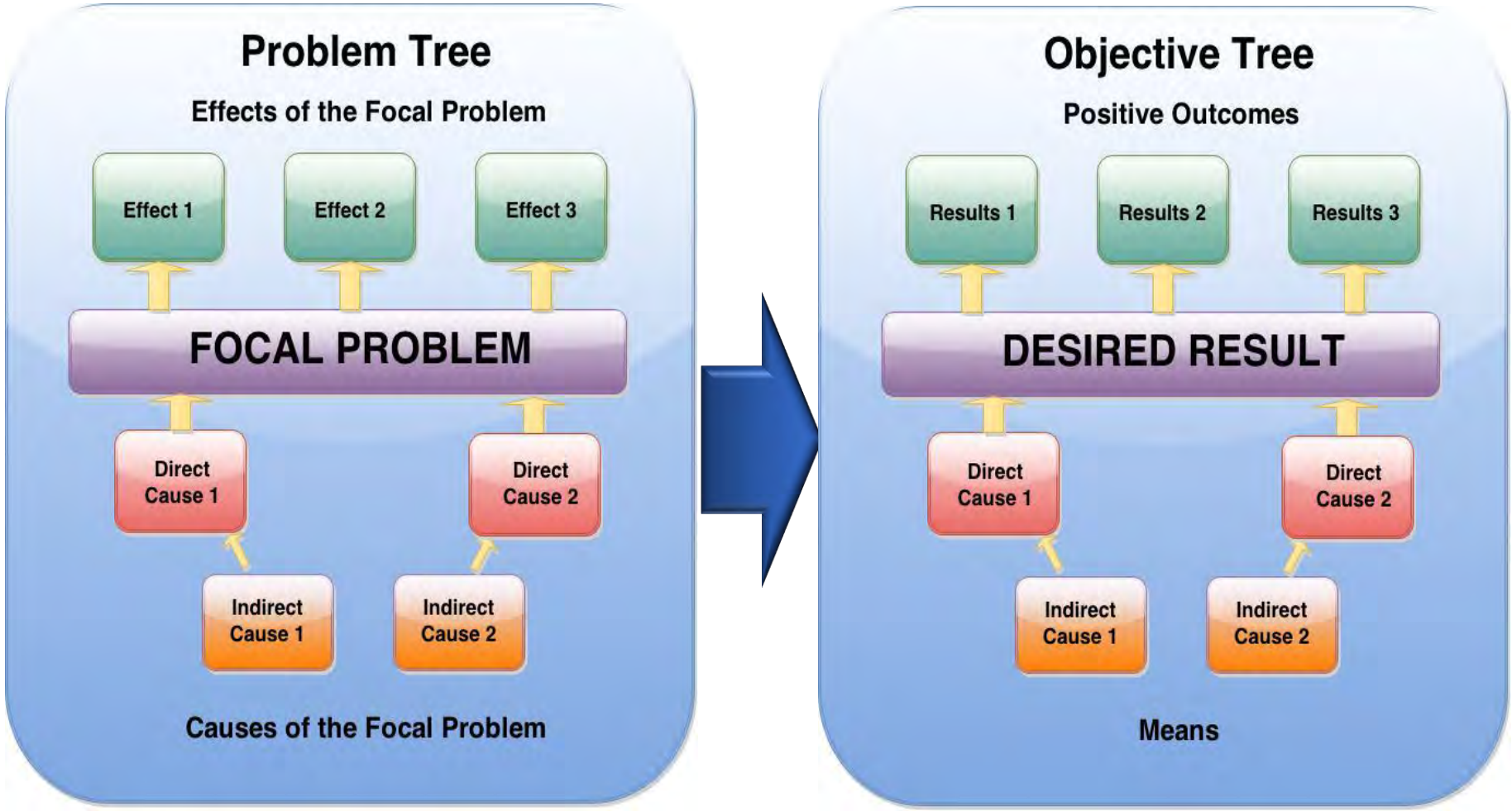
- Divide into groups
- Use the flipchart/whiteboard
- Inclusive discussions
- Reflect on structure
- Report on your findings

Step 2: Develop an Objectives Tree

1. Now, reverse **negative statements** from the problem tree into **positive ones**:
   - Imagine that the problem has already been solved!
   - "Reduced fisheries capture" → "sustained fisheries capture"

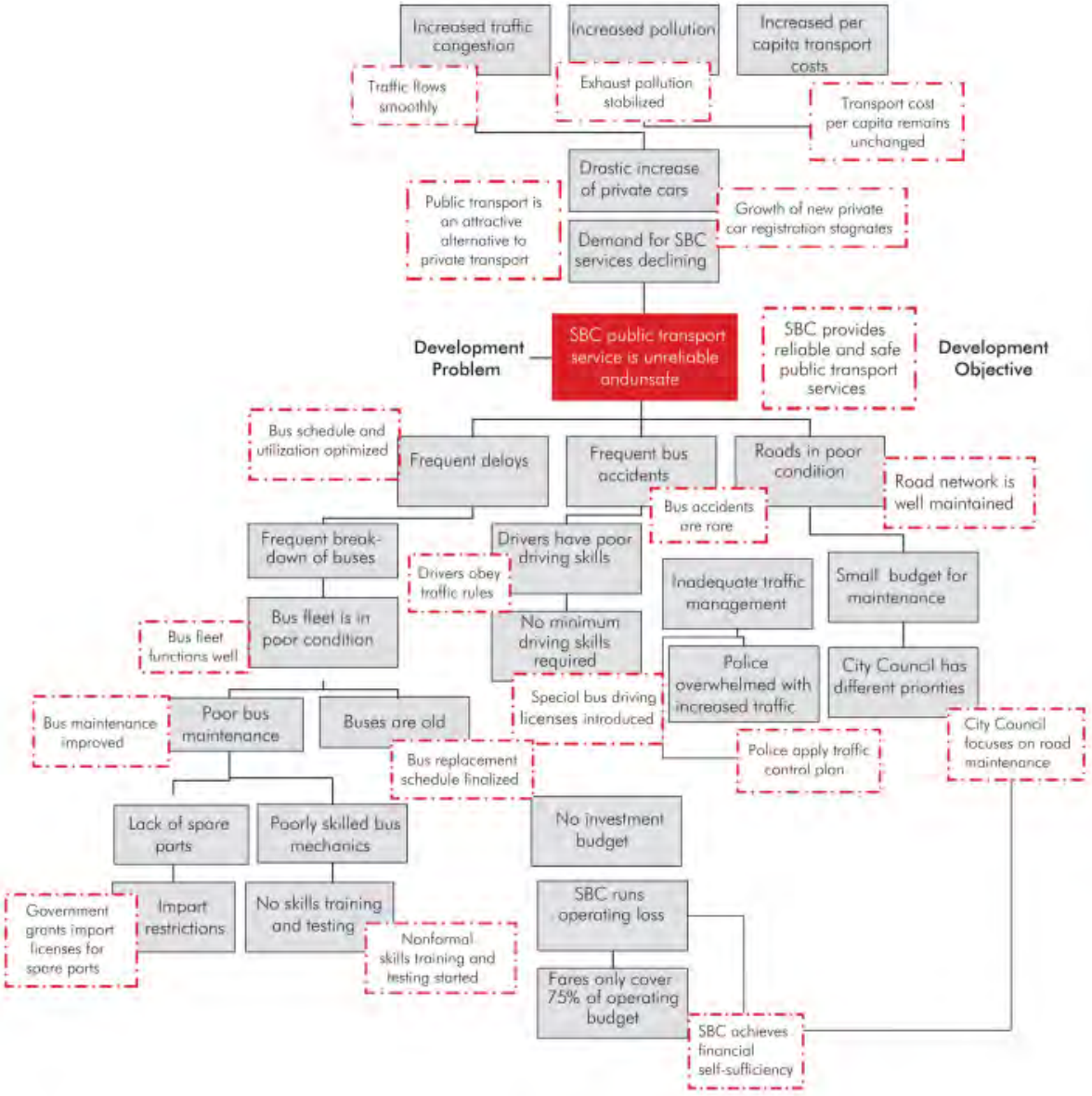
2. Modify the "**causes**" so they lead to the **desired effects**
   - "Habitat changed → habitat restored"
   - Thus, root causes become root solutions
   - Convert your problem tree to an objectives tree

Problems to Objectives

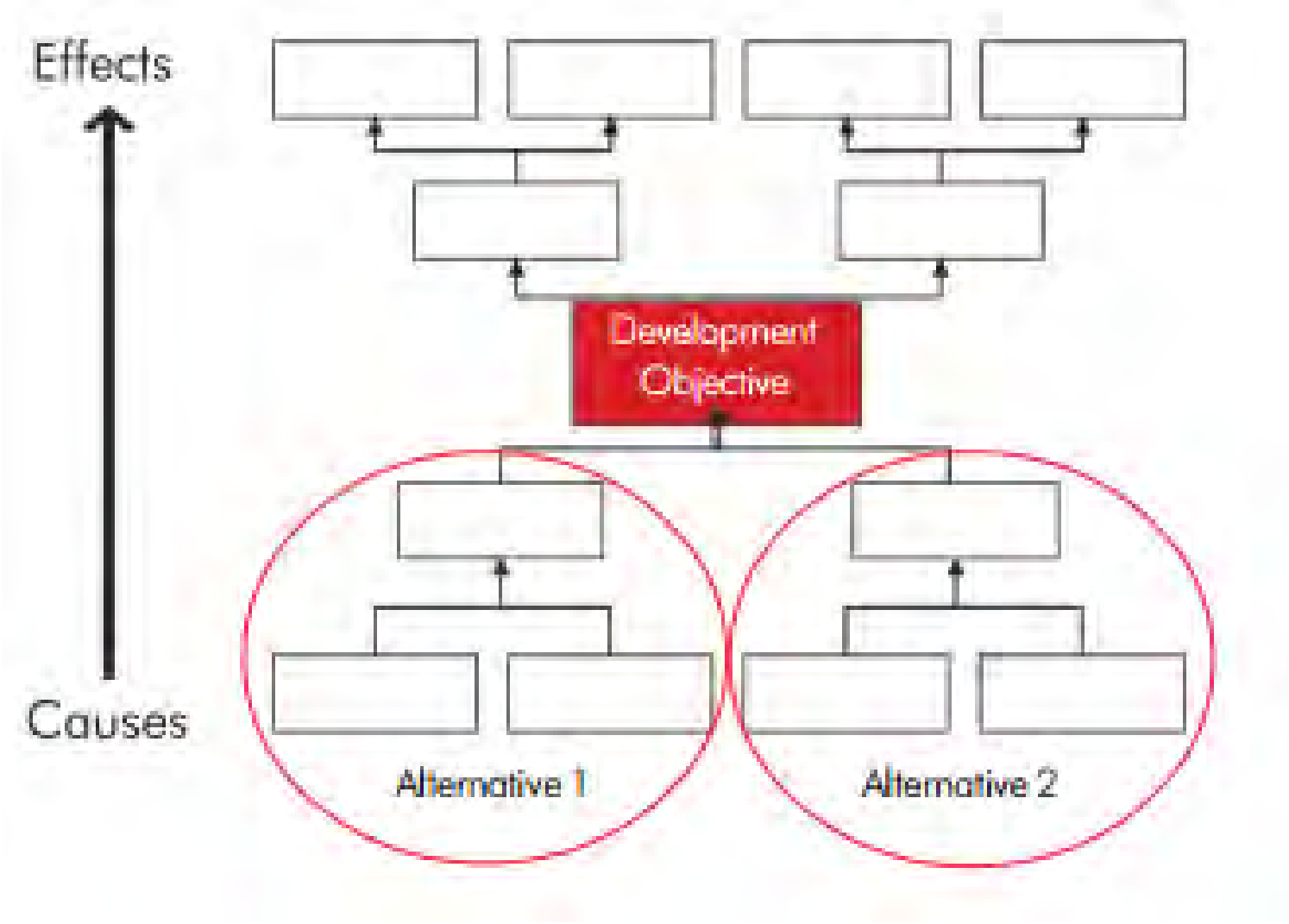


Objectives Tree Best Practices

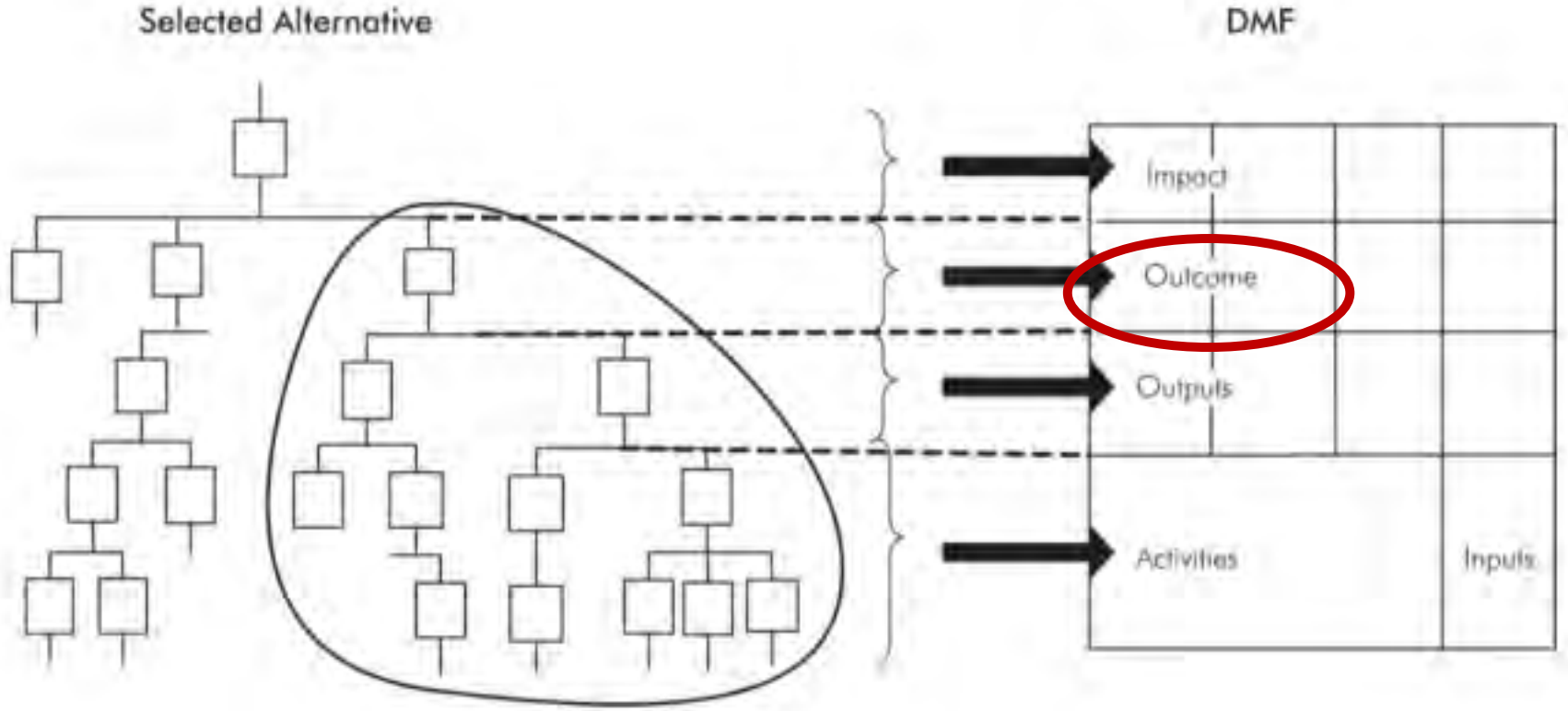
- Positive statements of the desired state of the system
- Are the statements **clear and unambiguous**?
- Are the **links** between each statement logical and **reasonable**?
- Is there a **need to add any other positive actions** and/or statements?
- Are the **positive actions at one level sufficient to lead to the result** in the level above it?
- Is the **overall structure simple and clear**?



Step 3: Applying the Objectives Tree

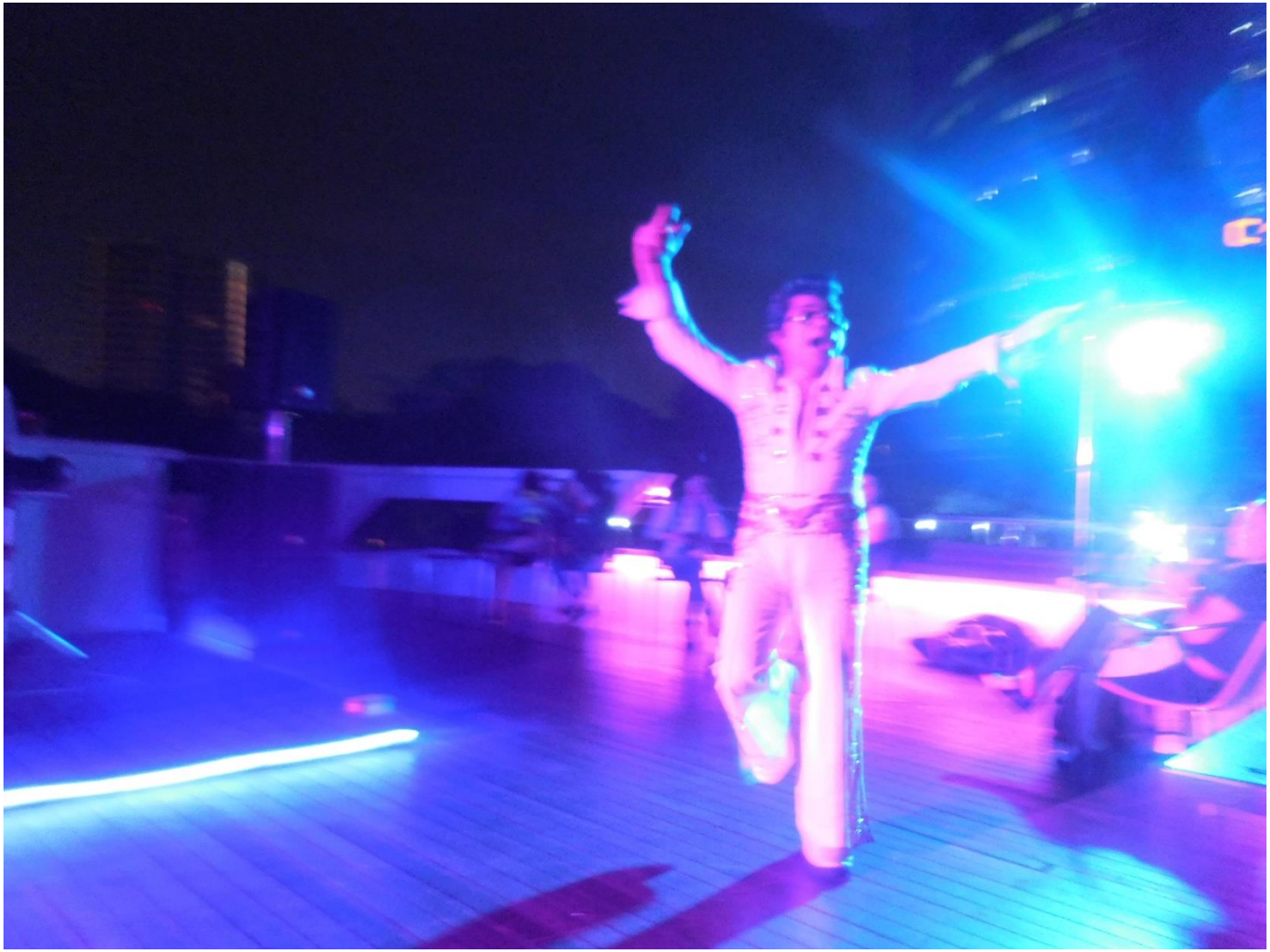


From Objectives to DMF Matrix/Logframe



IMPACT—OUTCOME—OUTPUTS—ACTIVITIES—INPUTS

Thank You! Thank You Very Much!



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