# Cracking the impact nut!

### **Corporate Citizenship Knowledge Series 11<sup>th</sup> Dec 2012**

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#### SERIOUS ABOUT CORPORATE COMMUNITY INVESTMENT

# **Cracking the impact nut!**

How companies assessing their impacts through LBG

Corporate Citizenship Knowledge Series, 11<sup>th</sup> December 2012

## LBG members and impact





- How are members measuring and what are they achieving?
- How is this changing the way we work?





### A network

Over 300 major corporations including...

















































### A framework



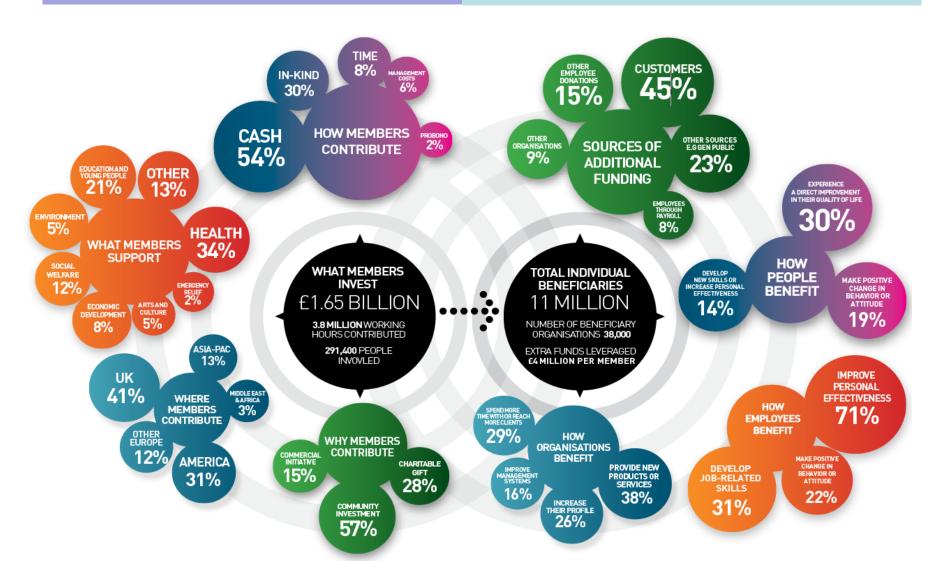




## A shared approach

Inputs

#### Outputs & impacts



## Approaching outputs and impacts

- If we know what we contribute
- What difference does it make?
- How can we add it all up?



## Mapping common areas of impact

Addressing substance
misuse
Stopping anti-social
behaviour
Increased attendance at
school
More physical activity
Eating more healthily
Stopping criminal activity
More energy efficient

Gained qualification(s)
Increased employability,
Literacy, numeracy
Ability to manage
finances
Business skills
Better parenting skills
Interpersonal
communication skills
Negotiation/ refusal skills
Empathy skills

Access to support services
Access to housing
Improved financial
situation
Better health
More independence
Increased confidence /
self esteem
Feeling safer / less
isolated

Positive behaviour or attitude change

Skills / personal development

Improved quality of life





### Mapping across projects



- Barclays & help the aged
- Helping 2,000 older people with one-to-one money management skills and debt advice, encouraging 10,000 older people to attend group awareness sessions, reducing debt among group participants and working with local charity partners

Quality of life

- Barclays: You can B
- A three-year partnership with Junior Achievement Worldwide, a charity that has helped 3,750 students learn to set up companies, 2,000 students shadow employees and inspire 6,000 to develop business ideas.

**Skills** 

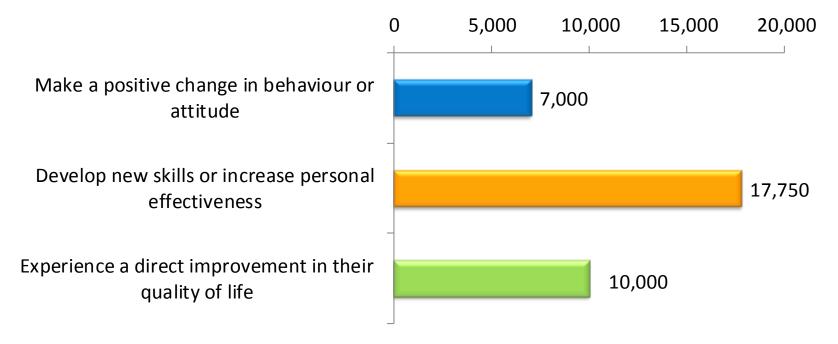
- Barclays & FairPlay
- 1,000 young People excluded from mainstream education are offered the chance to get their lives back on track through an innovative rugbybased initiative that improves anger management and increases physical activity

Attitude /Behaviour change



## Totalling the results

- Across the three projects
- 24,750 beneficiaries in total
- Benefiting in the following ways

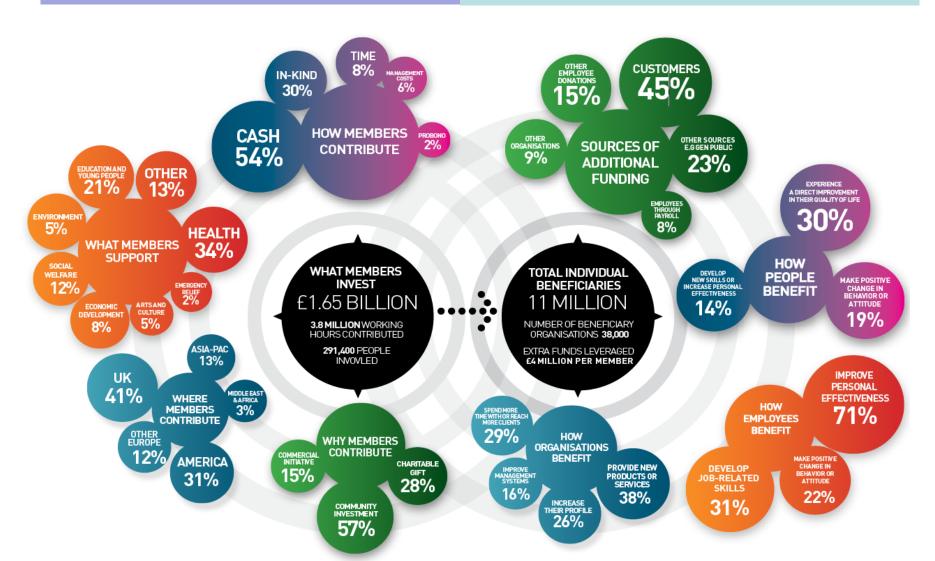




## A shared approach



### Outputs & impacts



## Next: Assess the depth of impact

- Mapping means you know who you helped and how
- But what difference did you make?
- You need an impact scale...

#### Sustained Making **Static Aware** change changes

No movement, following the activity the person feels no need or want to change

The person recognises the need or opportunity to change and feels empowered as to how to go about it

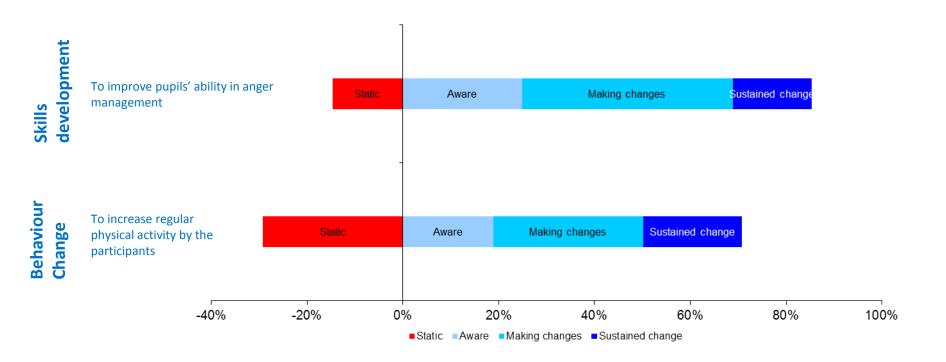
The person is actively making changes (e.g. developing skills) in an identified area

Ongoing changes in circumstances can be reported / observed as a direct result of the activity





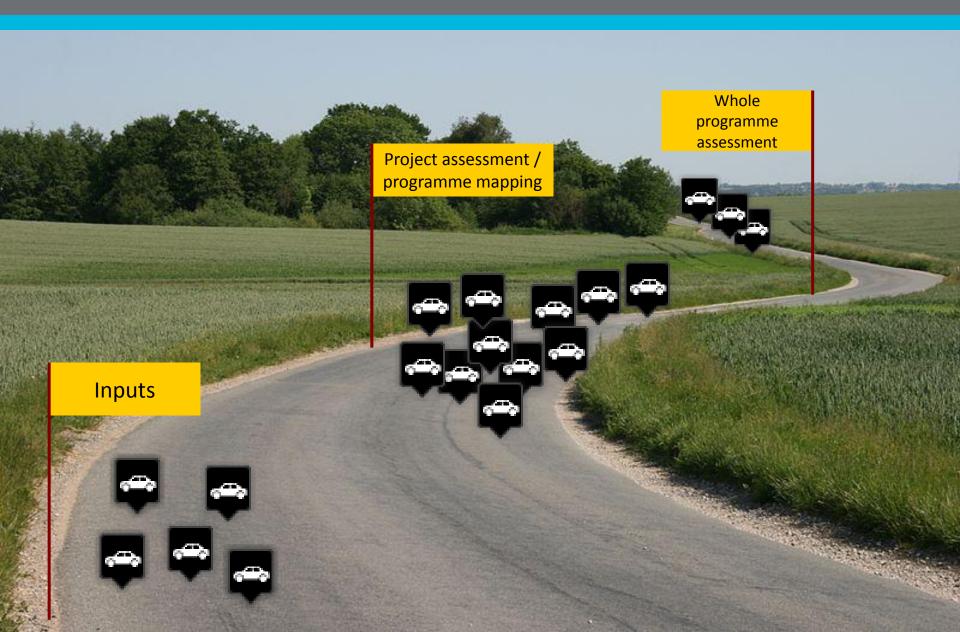
## Barclays FairPlay: Depth of Impact







## Companies are on a journey



### What are members doing?

- 54% of members are measuring results across some or all of their programmes
- On average results cover more than 55% of these members' contributions
- A quarter of these measure across more than 75% of their programmes
- Areas measured:
  - benefits to people (66% of reporting members),
  - benefits to community organisations (58%),
  - the environment (47%)

Serious about corporate community investment

employee volunteers (66%).



## How is this changing the way we work?

- Objectives matter
- Get focussed
- Embed and resource evaluation

#### **CRUCIALLY**

True partnership working



