

OFSTED FRAMEWORK

Judgements: our working hypothesis in detail



ARTS COUNCIL ENGLAND

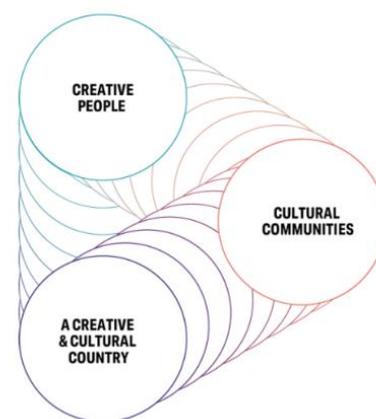
THE OUTCOMES

The three Outcomes focus in turn on how people can develop personal creativity at every stage of their lives.

CREATIVE PEOPLE The first Outcome focuses on amateur and voluntary creative activity, including by children and young people.

CULTURAL COMMUNITIES how culture is created by and with people in their communities, and how it shapes the places in which they live, work, learn and visit

A CREATIVE AND CULTURAL COUNTRY The third Outcome looks at the professional cultural sector, including those seeking to develop a career in the creative industries after they leave full-time education and the development of the innovative, collaborative and internationally-facing professional cultural sector that we believe will be needed over the next decade.



STORY OF CHANGE – Evaluation report model

Section	Proportion guide	Summary
introduction	20%	<p>Describe the key intended outcome from the project story in one or two sentences</p> <p>Describe the areas the project sought to impact, the scope/reach, date locations and key actions involved</p>
Action	25%	<p>Explain the research/ and or data gathering activities (such as surveys, meetings, focus groups, workshops) that were undertaken throughout</p>
Results	20%	<p>Present quantitative and qualitative data and triangulate between them to show the success, failure and learning of the process and how you monitored the effects and impact.</p> <p>Tables: with short interpretations and analysis of evidence, quotes and case studies.</p>
Conclusion	30%	<p>What were the critical success/failure factors and how were they addressed.</p> <p>If it was 'explore and test' what is the conclusion?</p> <p>If it was 'more and better' how were benchmarks/ aspirational targets met or surpassed?</p>
Further information	5%	<p>Standards, benchmarks docs that were used to establish the frame and monitor impacts.</p>

FREE VIDEO TOOL THAT CAN BE USED TO CAPTURE FEEDBACK AND EVALUATION

A video tool that can be used through phones and creates a video wall, produces transcripts and can be used for galleries, includes rating tools and can have video responses to key questions etc.....

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