



S4D Impact Indicator Framework SDG 13

This S4D Impact Indicator Framework advocates for a systematic and specific approach to measure the contribution of sport, physical education and physical activity to the SDGs.

The framework is based on the competences that children and youth (13 – 16 years old) gain in the area of <u>Sport for Environment</u> and it is therefore designed for the programme or project level. The overall aim is **to measure the contribution of sport activities to SDG 13**.

Therefore, relevant **SDG Targets** are listed.¹ For each of the targets, **S4D Main Indicators** are formulated. Selected S4D specific Competences from the <u>S4D</u> <u>Competence Frameworks</u> represent **S4D Sub-Indicators**. These Main Indicators and Sub-Indicators are variables to measure the impact on programme or project level with regards to different depth and types (cf. The Commonwealth 2019, p. 44f.).² In the following, the outlined **competences** are simplified in a systematic way, including **specific competences** in the area of self-competence, social competence and/or methodological/strategic competence. **The competences are divided into three levels: Recognising**, **Assessing and Acting**. The Impact Indicator Framework is not to be understood as complete and each S4D Programme has to decide on the selection of competences that they would like to develop with their beneficiaries. The overall **impact hypothesis** behind this framework is the following:

If children/youth (1) regularly take part in S4D Trainings³, (2) involving S4D Activities, (3) they may gain S4D specific competences (4) contributing to SDG Targets.

¹ The selection of targets is based on the document <u>UNOSDP: Sport & the SDGs</u>.

² Based on the <u>Commonwealth Toolkit and model indicators draft document</u>, these indicators are so-called category 3 (Programmatic) indicators. "The Category 3 indicators are not meant to act as a common approach to measurement, given the variety of programme types, methodologies and contexts. Instead, we aim to utilise them to establish a common language to describe the type and depth of impact of sport, physical education and physical activity on sustainable development. This will support a more coherent approach across a diverse range of contexts, explicitly linked to national development priorities and SDGs and targets. Category 3 indicators are not necessarily designed for national or network-level aggregation, given the significant resource and logistical requirements involved in capturing this; however, a common process creates this possibility" (p. 42).

³ Implemented by <u>qualified S4D coaches</u>; focusing on S4D topics and the development of <u>competences in all parts of the training</u>;





- 1. If children/youth regularly take part in S4D training sessions...
- 2. ... involving S4D Activities focusing on SDG 13, for example⁴...

	tivity SDG 13 gic Forest"	S4D Activity SDG 13S4D Activity S"Our Planet""Polar Bear Breed"		ivity SDG 13 Separation"
3 they may gain S4	D specific competen	ces		4 contributing to SDG targets.
General Dimension: S4D Competence	Sub-Dimension: S4D Competences	S4D Sub-Indicator: Selected ⁵ S4D specific competences	S4D Main Indicators	SDG Target
Cluster		XY % of children/youth ⁶	XY% of children/youth	
Self-competence	Resilience	know that despite increasing frequencies of extreme weather events there are many opportunities for them as individuals to take action to combat climate change. reflect on the negative impacts that global warming has already caused and the efforts that can still be made to limit global temperature rise to well below 2°C. find ways to encourage greater efforts to combat climate change despite negative global developments.	 recognise that their own behaviour has an impact on their environment and how they can change their behaviour to protect it. work out innovative approaches and actions to 	Target 13.1: Strengthen resili- ence and adaptive capacity to cli- mate-related haz- ards and natural disasters in all countries
	Adaptability	 recognise ideas of sustainable behaviours and make necessary adjustments in their own lives. critically reflect changing circumstances in the context of climate change and their ability to adapt to those. include sustainable behaviours in their daily routines and lives. 	reduce negative impacts of climate change. apply strategies to develop creative solutions to protect their environment.	

⁴ The S4D Activities are *examples*. They are covering only some of the competences listed. Remember: If you modify reflection questions you can focus on any competence you want!

⁵ The S4D specific competences are selected from the <u>S4D Competence Framework</u>, depending on how they match with the SDG Target.

⁶ Scale: 0 = Children/ Youth don't show the competence; 1= Children/ Youth show the competence

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	Creativity	 identify their knowledge, competences and experiences in order to take actions to combat climate change. work out innovative approaches and actions to reduce the negative impact of climate change. apply their knowledge, competences and experiences to find creative solutions to take care of their environment. XY % of children/youth 	XY% of children/youth	
Self-competence	Critical Ability, Conflict Ability Goal orientation	 know about the negative consequences of climate change such as extreme weather events that cause water management problems, reduced agriculture production and food security, increased health risks, damaged critical infrastructure and interrupted provision of basic services. critically reflect on their own behaviour and negative consequences for the environment they live in. understand the importance to increase efforts to address climate change and to limit global temperature rise to well below 2°C. set clear goals for themselves to act in a sustainable and environmentally friendly way. 	 know facts about the impact of climate change on our planet and how to take actions to protect it. develop a personal commitment to promoting climate action. speak up for urgent action and work together to combat climate change and 	Target 13.3.: Improve educa- tion, awareness- raising and human and institutional capacity on climate change mitigation, adaptation, impact reduction and early warning
Social Competence	Change of Perspective and Empathy Solidarity Communication	 understand how others may be affected by the consequences of global warming. put themselves in the position of others affected by climate change and critically reflect on their own behaviour and the behaviour of their communities. generate ideas on how to raise awareness about climate change and how to reduce its impact. learn about ways to inform people about climate change and its impact. reflect on their ability to formulate, create and vocalize statements related to climate action. 	its negative impacts.	

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		speak up for urgent action to combat climate change and its	
		negative impacts.	
	Cooperation	learn about the positive effects of joint efforts to achieve a	
		common goal.	
		combine their efforts to achieve a global temperature limit of	
		well below 2°C.	
		work together for climate action.	
Methodological	Critical Thinking	take necessary actions to foster climate friendly behaviour	
competence/		from communities, governments and companies.	
Strategic	Decision Making	anticipate the different decision options and their outcomes	
competence		and determine which would be the most sustainable.	
	Problem Solving	analyse problems related to climate change.	
		apply sustainable, innovative and environmentally friendly	
		problem-solving strategies.	