

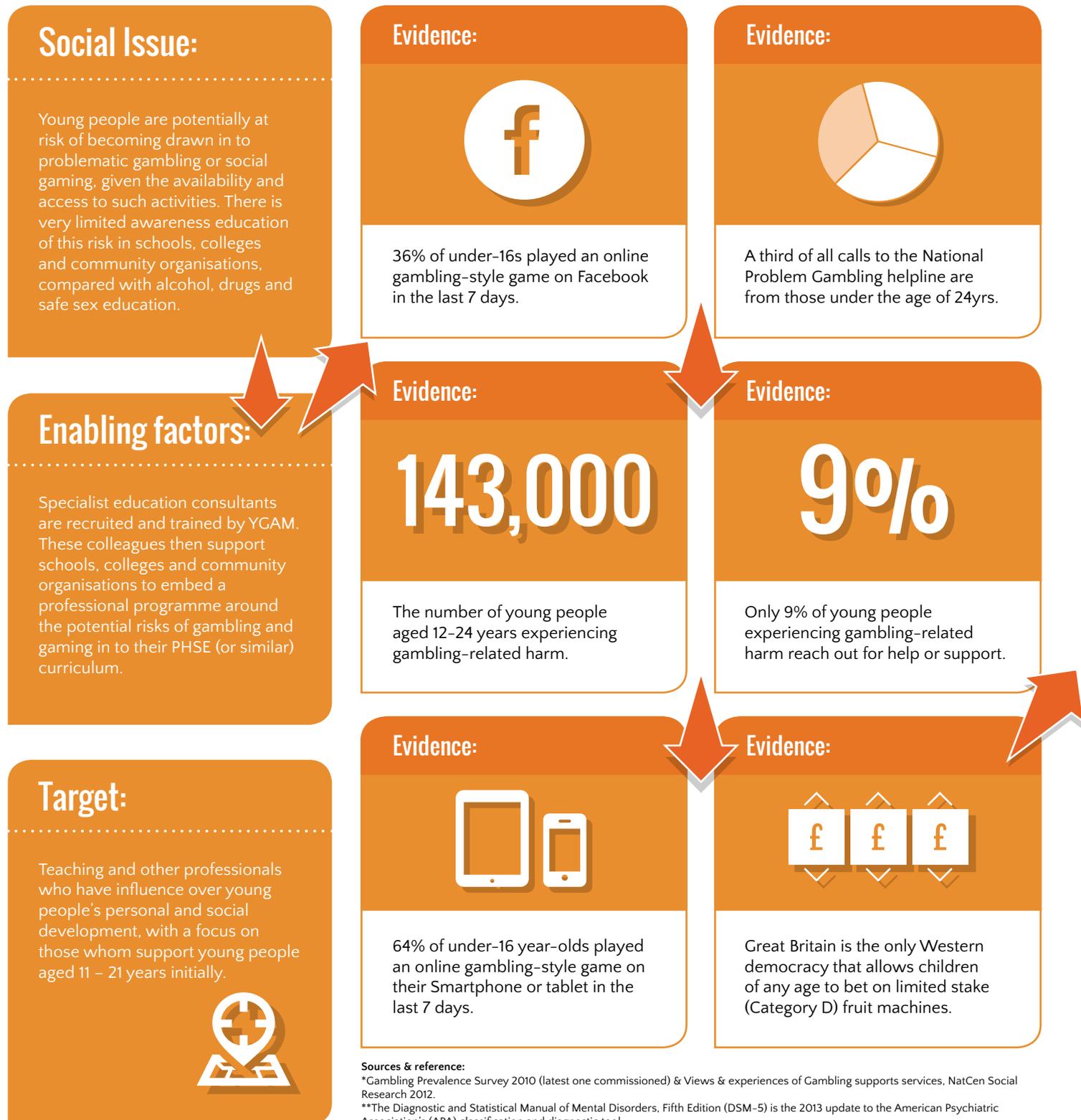


THEORY OF CHANGE

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Theory of Change is a specific type of methodology for planning, participation, and evaluation that is used in the philanthropy, not-for-profit and government sectors to promote social change. Theory of Change defines long-term goals and then maps backward to identify necessary preconditions.

The YGAM Theory of Change describes the types of interventions that bring about the outcomes depicted in the pathway of a change map. Each outcome in the pathway of change is tied to an intervention, revealing a web of activity that is required to bring about social change.



Activities:

Professional colleagues from schools, colleges and community organisations are recruited to participate and be trained.



Activities:

Specialist YGAM education consultants support the school, college or community organisation to embed the YGAM programme, evidencing delivery and impact.



Activities:

Young people, aged 11 – 21 years, participate in an accredited and quality-assured programme to understand the potential risks from gambling or social gaming.



Activities:

Data is captured from teaching professionals to understand the perceived effectiveness of the YGAM programme on raising awareness of gambling and gaming related issues; the perceived effectiveness of the programme of increasing resilience to the potential 'normalisation' effects of gambling. YGAM also captures feedback on the rigour and methodology of the YGAM educational resources.



Outputs:

YGAM aims to train at least 650 practitioners in 2017/18, reaching up to 97,500 young people.



Outcomes:

Young people are made aware of the potential risks to enable them to make informed decisions around gambling and gaming.



Outcomes:

Young people know the triggers to problem gambling and gaming and where to get help.



Outcomes:

Young people's financial capability and digital literacy are improved.



Ultimate goal:

Professionals are confident to deliver a programme around the potential risks of gambling and social gaming as part of a PSHE programme within their school, college or community organisation. In addition, young people are informed of the potential risks and are able to make informed decisions around gambling and social gaming.

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YGAM™ is an official Ofqual approved, ASDAN Customised Accreditation Centre No: 35981.

YGAM™ educational resources are quality-assured by the UK PSHE Association 2016.

