EDHEROES

IMPACT GENOME PROJECT®

Outcomes & Measurement

MISSION MEASUREMENT

Outcomes Framework

Key Drivers

- Educator, Advocate, and Entrepreneur Network
- Foster Innovative Educational Approaches
- Best Practice Sharing
- Address Local Community Needs

Impact Goal

At EdHeroes, we believe that **education is the most powerful force for human betterment.**

We are on a mission to improve access to quality, relevant education around the world through both formal and informal channels that draw on the vital roles of family, friends, and communities in supporting thriving individuals.

Primary Outcomes

Creating Advocates & Issue Awareness

Help individuals increase awareness of educational issues leading to self-awareness and a change in social norms around the importance of education

Policy Change & Enforcement

Help individuals to demonstrate support for and take meaningful steps towards improved education policies, systems, and funding

Equitable (Access to) Education

Help communities increase capacity to provide free public access to education and the fair institutional policies to insure equal attendance

Secondary Outcomes

Lifelong Learning

Enhance literacy and learning that improves access to social and business opportunities throughout one's life

Priority Outcomes:
- Mental Wellbeing
- Economic Participation
- Adult Literacy

Secondary Outcomes

Early Education

Improve usage/attendance in early education that builds early literacy and math skills, and enables play & discovery

Priority Outcomes:
- Effective Educators (teachers & parents)
- Oral Language and Emergent Literacy Gains
- Mathematics and Science Knowledge Gains
- Improve Social-Emotional Skills

Primary/ Secondary Education

Improve attendance, academic skills/ performance & positive identity

Priority Outcomes:
- Effective Educators (teachers & parents)
- Attendance & Persistence in School
- Improved Academic Skills
- Improved Academic Performance
- Positive Identity Development
- STEM Interest

Education for Career Access

Improve access to career-oriented education to help attain and improve jobs, and build careers

Priority Outcomes:
- Improved Job-Specific Skills
- Improved General Employability & Soft Skills
- Stimulate Entrepreneurship
- Improved Job Quality

Glossary (1 of 2)

Impact Area	Impact Genome Outcomes and Definitions
Early Childhood Education	**Mathematics and Science Knowledge Gains** *The demonstration of gains in knowledge and application of mathematics (e.g., numbers and sequence; shapes; patterns) or scientific process skills (e.g., physical and life sciences; observation; measurement; classification).*
	Oral Language and Emergent Literacy Gains *The demonstration of gains in oral language skills (e.g., phonological awareness, appropriate use of vocabulary, following and constructing narratives) and emergent literacy skills (e.g., concepts of print, letter recognition, identification of print letters).*
K-12 Student Achievement	**Improved Academic Performance** *The demonstration of growth in scores or levels of proficiency on standards-based or norm-referenced assessments, higher course grades or GPA, or new or increased enrollment in rigorous coursework (e.g., new AP, IB, or Honors course).*
	Improved Academic Skills *The demonstration of improved cognitive skills and self-regulation (e.g., critical thinking, working memory, creative thinking) or organizational and study skills (e.g., time management, planning, task persistence).*
	Attendance & Persistence in School *The demonstration of improved school attendance or persistence to the next grade.*
STEM	**STEM Interest** *The demonstration of increased interest and/or engagement in STEM or STEM-related activities and education.*
Quality of Education	**Effective Teachers** *The demonstration of improved teaching methods and self-directed professional development.*
	Equitable Education** *The demonstration of an equitable education for students of all backgrounds, genders, races, achievement levels and diverse student needs (e.g., attendance at all education levels, equitable funding for high poverty schools, equal proportions of highly certified teachers for all students etc., equitable student achievement, etc.).*
	Positive School Environment *The demonstration of a positive school environment (e.g., safe, supportive and academically challenging climate, inclusive school community, engaging instructional environments, etc.).*

**Primary outcomes for EdHeroes

Glossary (2 of 2)

Impact Area	Impact Genome Outcomes and Definitions
Workforce Development	**Improved Job Specific Skills** *The demonstration of specialized skills, knowledge, and experience necessary to acquire and retain a specific job or career.*
	Improved General Employability & Soft Skills *The demonstration of general employability and soft skills needed to acquire and retain employment.*
	Adult Literacy *The demonstration of the ability to understand and communicate using printed and written language.*
	Improved Job Quality *The attainment of improved benefits, working environment, and/or job security.*
	Stimulate Entrepreneurship *Gaining access to capital, markets, and business information that previously was not accessed to facilitate the development of an advanced understanding of entrepreneurship (e.g., market knowledge, participation in new businesses, etc.).*
Elderly Care	**Mental Wellbeing** *The attainment of mental well-being (e.g., prevented mental deterioration, received appropriate care, etc.).*
	Economic Participation *The attainment of the ability to participate in the economic system (e.g., legal protection against workplace discrimination, equal parental leave policies, equal pay for equal work, elimination of slavery, etc.).*
Youth	**Improve Social-Emotional Skills** *The demonstration of skills that support social-emotional development (self-regulation, communication, empathy, responsible decision making, respect, leadership, etc.)*
	Positive Identity Development *The attainment of a clear and positive view of oneself and sense of personal agency.*
Policy Development	**Creating Advocates and Issue Awareness (Individuals)**** *The demonstration of increased awareness of social issues leading to self-awareness and a change in social norms.*
	Policy Change and Enforcement** *The demonstration for support for new policies or improved systems to ensure policy enforcement.*

**Primary outcomes for EdHeroes