

# SIFI TIPS FOR WRITING BRILLIANT APPLICATIONS

## GLOSSARY OF TERMS

Hi everyone!

As you probably know, these application processes tend to be heavy with jargon, made even more confusing by the fact that word definitions can vary a lot across organisations. The purpose of this page is to help you understand the language we use in our application process, as well as our interpretations of term definitions.

<b>Beneficiaries</b>	People your project is directly helping
<b>Evidence base</b>	Evidence, Irish or international, that the problem you are addressing exists and/or that the type of intervention you are providing has been shown to work before
<b>Goals</b>	Set targets that are quantifiable or measurable
<b>Impact</b>	Positive change which can be attributed to your project
<b>Innovation</b>	What's new about your solution, method, idea, product, etc.
<b>Mission</b>	Defines the project's purpose and primary objectives - the HOW
<b>Model</b>	Design or plan of project, including means and method
<b>Objectives</b>	Determined course set to achieve specific goals or targets
<b>Outcomes</b>	Results, usually longer term; should be related to aims – outcomes describe the change that has occurred
<b>Outputs</b>	Results, usually shorter term and tangible or measurable; should be related to goals
<b>Not for Profit</b>	Here we are referring to the legal form your project takes
<b>Project</b>	The solution you are pitching to us, including structure & model
<b>Replicable</b>	The solution has the potential to work in other contexts
<b>Research</b>	Supports your claims – might include statistics, academic research, technical and organisation reports, conference papers, government websites, surveys and interviews
<b>Scalable</b>	Project is capable of and dedicated to growing its impact and reach
<b>Social Enterprise</b>	A not for profit business that trades for social/societal purpose, earns income from trading, is separate from government and where the surplus is primarily re-invested in the social objective
<b>Solution</b>	The method by which your project brings about change
<b>Testing</b>	Pilot or trial of project / what your project has accomplished so far
<b>Vision</b>	Communicates project purpose and values - the WHY