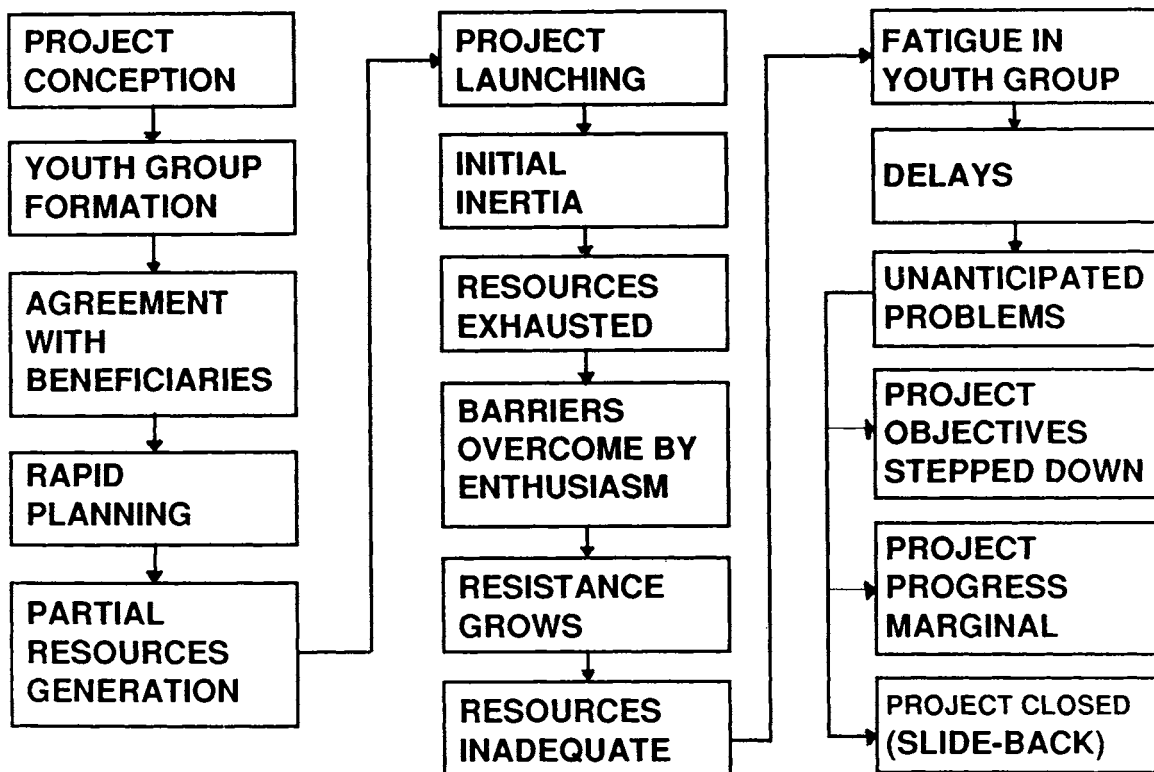


TRANSPARENCIES

1.1

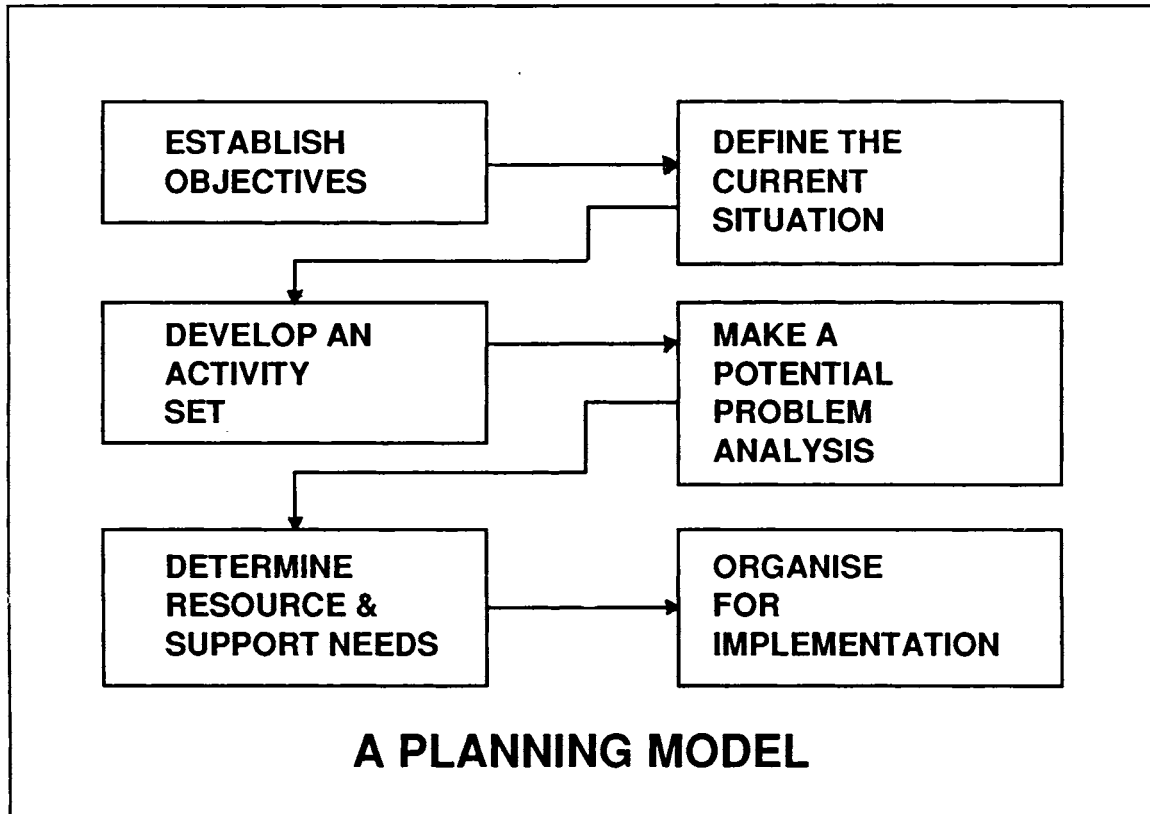


PROJECT PATTERNS IN REALITY

2.1

- WHAT NEEDS TO BE DONE?
- WHEN DOES IT NEED TO BE DONE?
- HOW IS IT TO BE DONE?
- WHO IS TO DO IT?

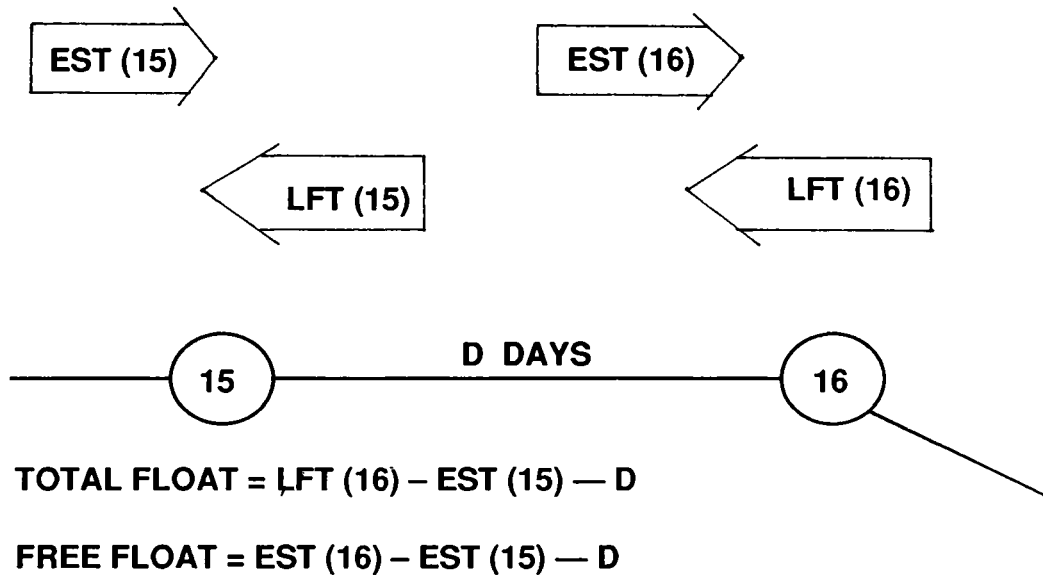
BASIC QUESTIONS IN PLANNING



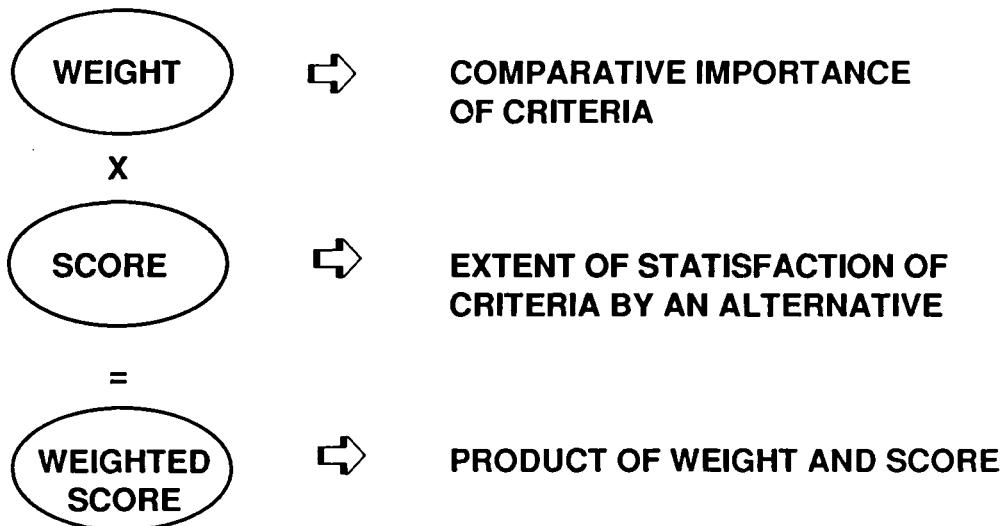
RULES IN DRAWING NETWORK

- **DESIGNATING ACTIVITIES AND EVENTS**
- **START / FINISH WITH ONE EVENT**
- **CRISS-CROSSING TO BE AVOIDED**
- **DUMMY IS DOTTED / DASHED**
- **IN TUNE WITH DEPENDENCY RELATIONSHIPS**

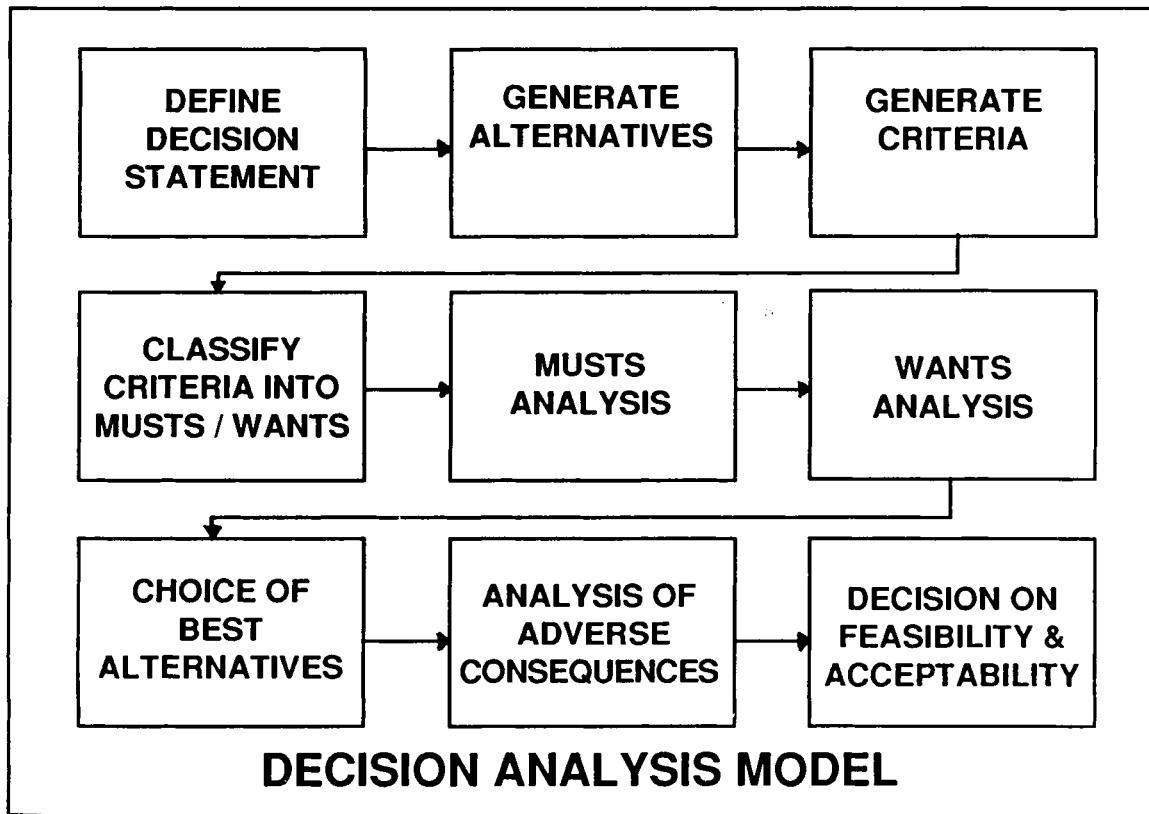
FLOAT CALCULATIONS



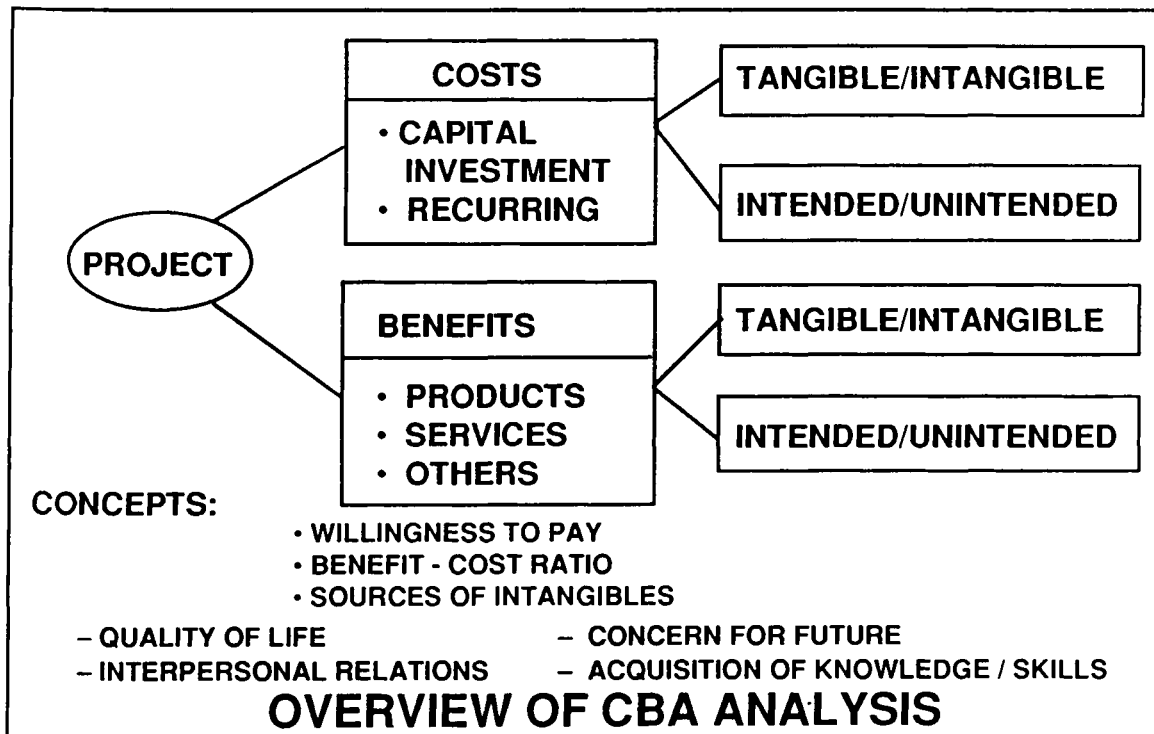
WANTS ANALYSIS



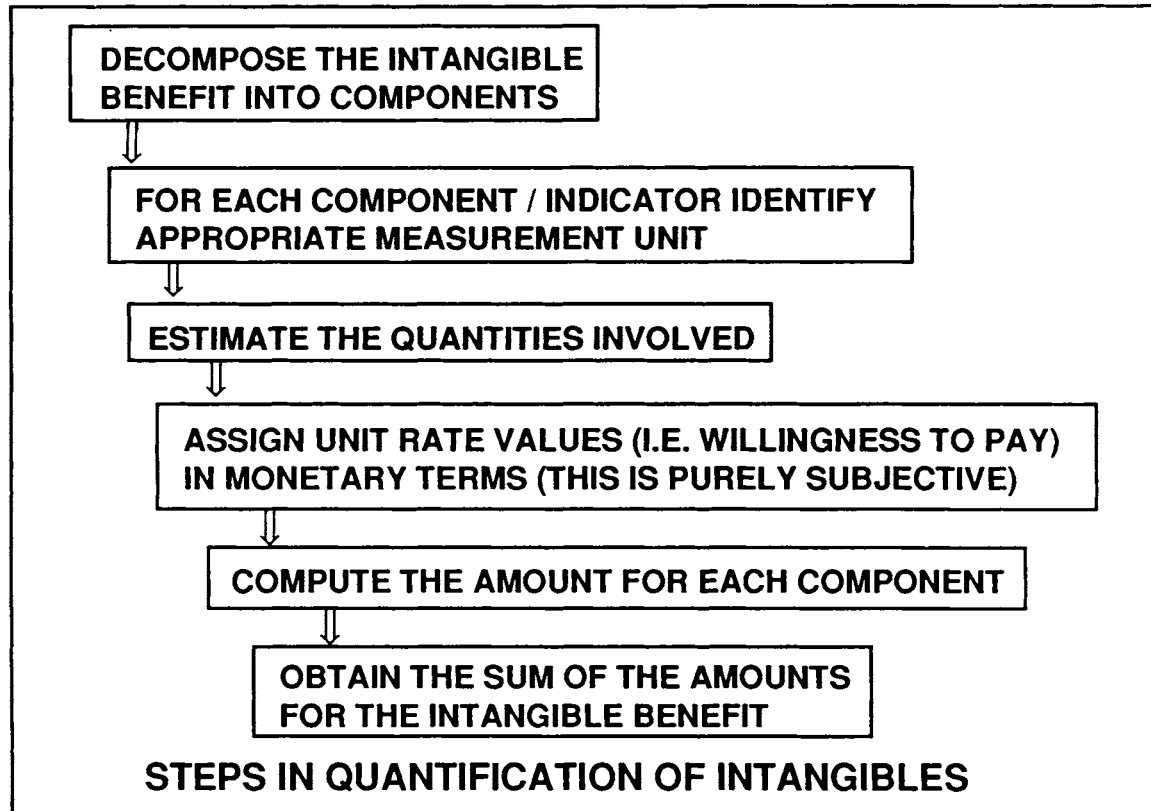
4.2



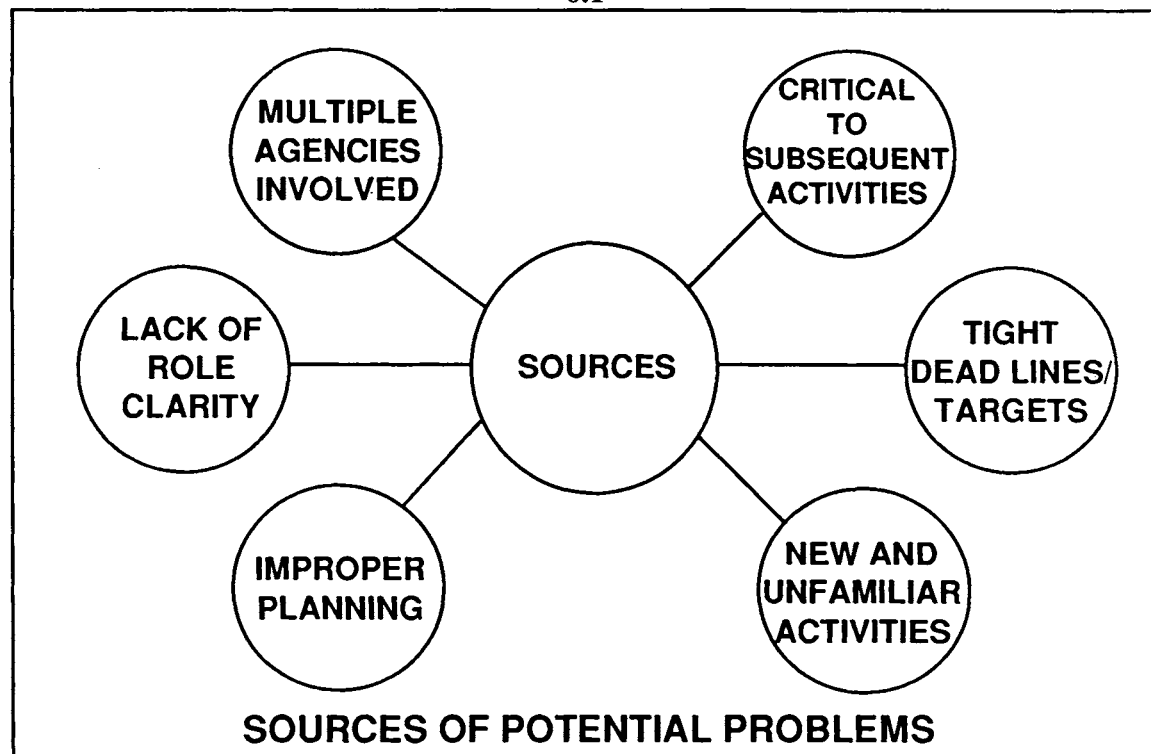
5.1

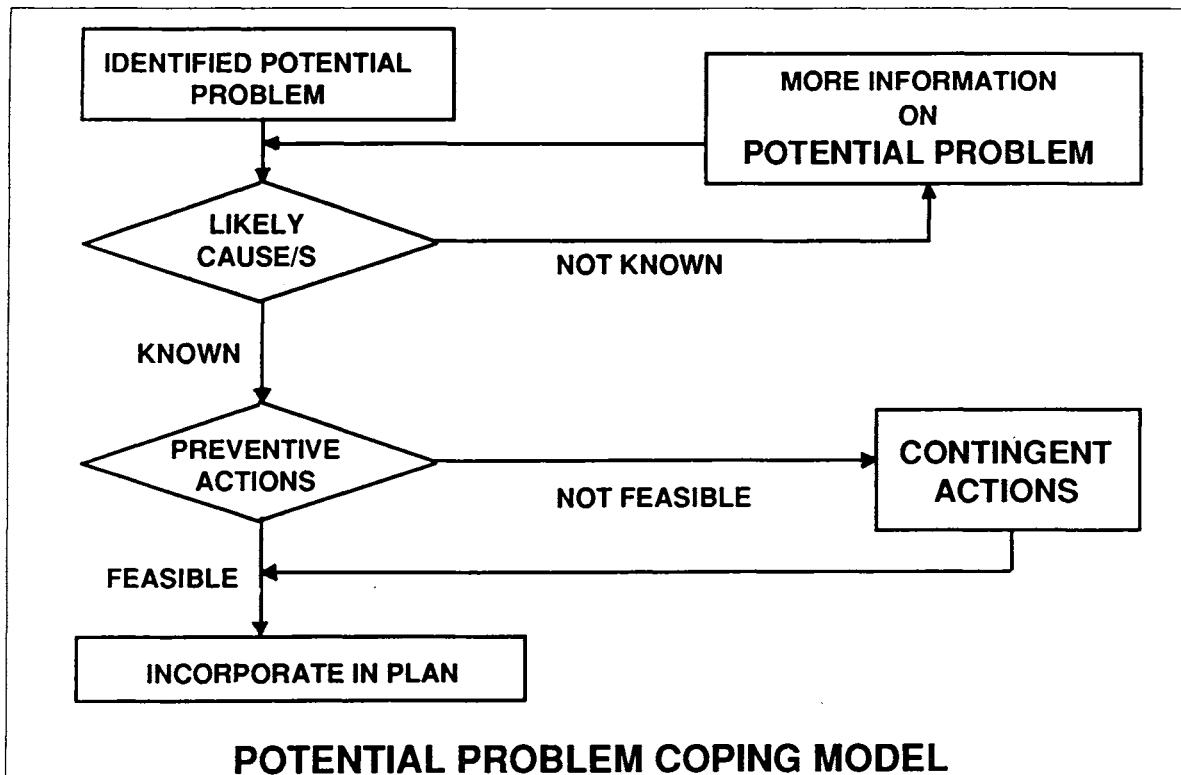
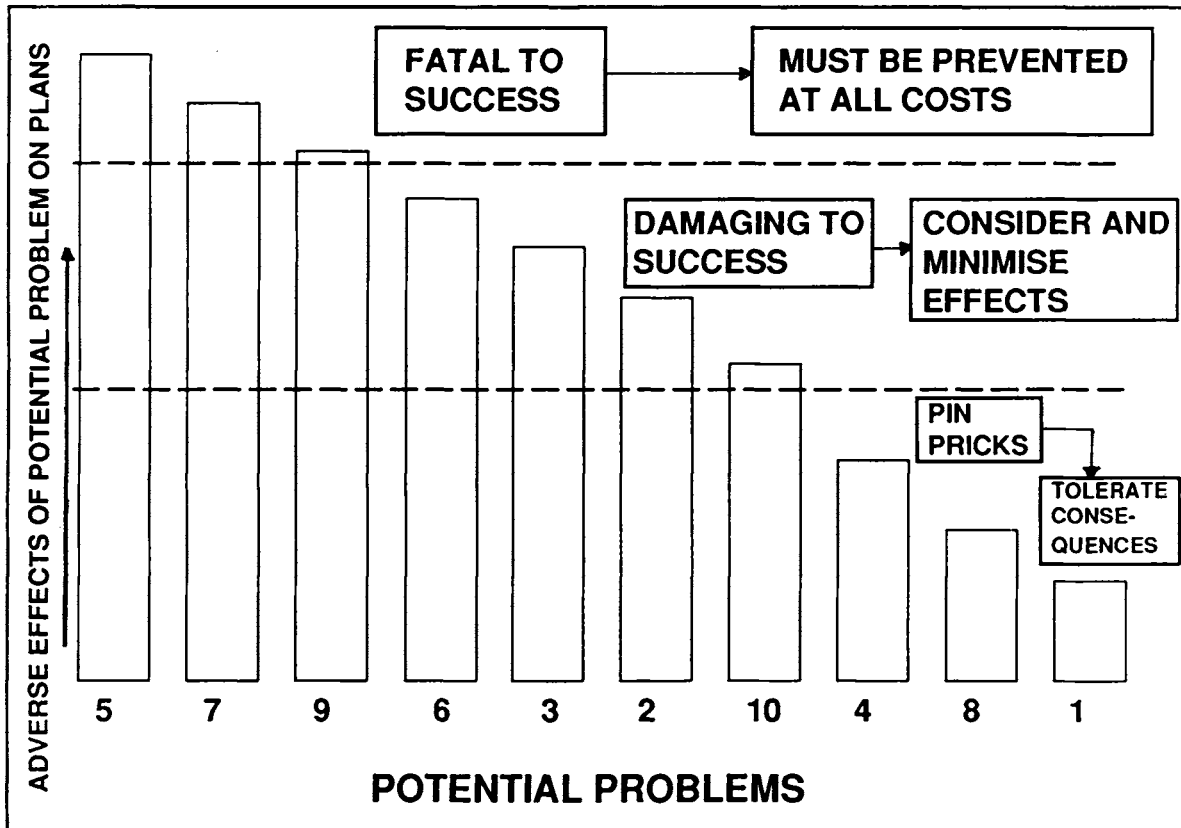


5.2

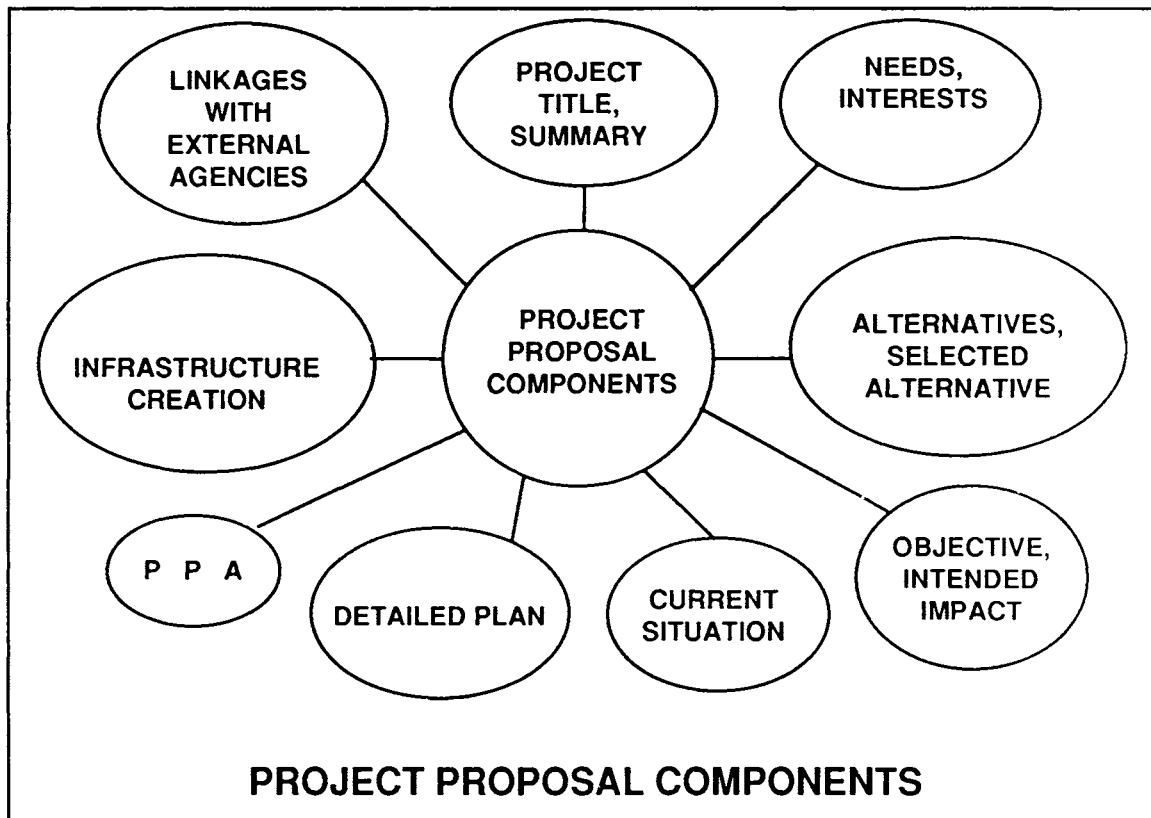


6.1





7.1



8.1

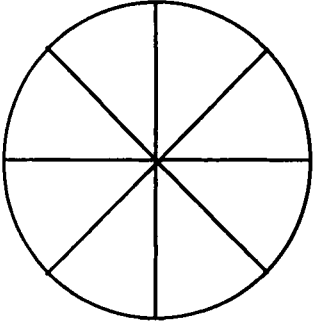
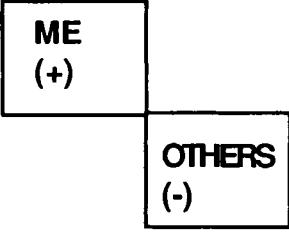
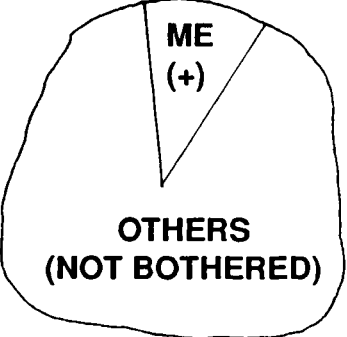
BENEFITS FROM INFRASTRUCTURES

- **BRINGING CLARITY TO THE INTER-DEPENDENCE OF FUNCTIONS**
- **AVOIDING WORKING AT CROSS-PURPOSES**
- **ENSURING THAT ALL ACTIVITIES GET COMPLETED AS PER PLAN**
- **IDENTIFYING, DIAGNOSING AND RESOLVING PROBLEMS**
- **PROMOTING TEAM-WORKING**

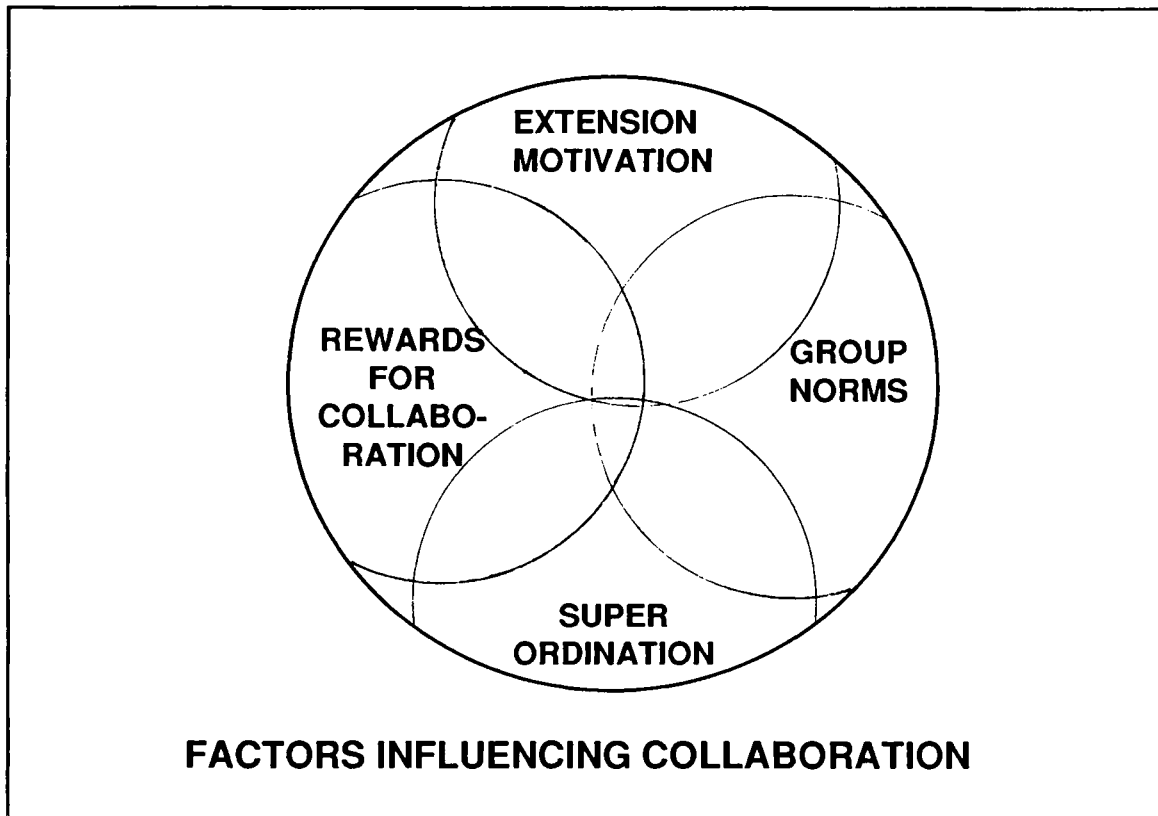
FACTORS INFLUENCING INFRASTRUCTURE DESIGN

- PROJECT OBJECTIVES AND PROJECT PLAN
- AMBIGUITIES AND UNCERTAINTIES DURING IMPLEMENTATION
- EXPECTATIONS OF DIFFERENT AGENCIES/YOUTH VOLUNTEERS/BENEFICIARIES/INTEREST GROUPS INVOLVED
- DIVISION OF RESPONSIBILITIES
- CAPABILITY AND EXPERTISE OF YOUTH VOLUNTEERS
- TIME FRAME OF PROJECT
- RESOURCE CONSTRAINTS

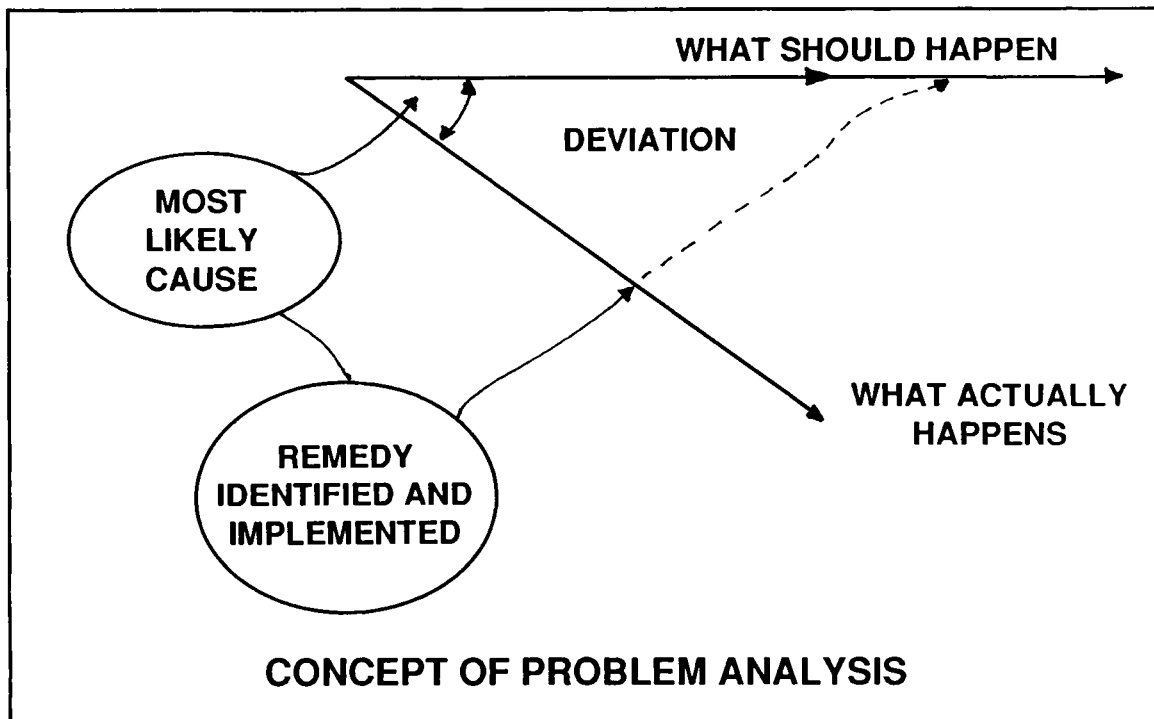
9.1

COLLABORATION MOTIVE	COMPETITION MOTIVE	INDIVIDUAL MOTIVE
 • SHARING SUCCESS WITH OTHERS • SEEKING BENEFITS • REWARDS FOR ALL • ALL WIN	 • WINNING AT THE COST OF OTHERS	 • SEEKING AN OVERCOME THAT IS BEST FOR HIMSELF, REGARDLESS OF WHETHER OTHERS ACHIEVE OR NOT

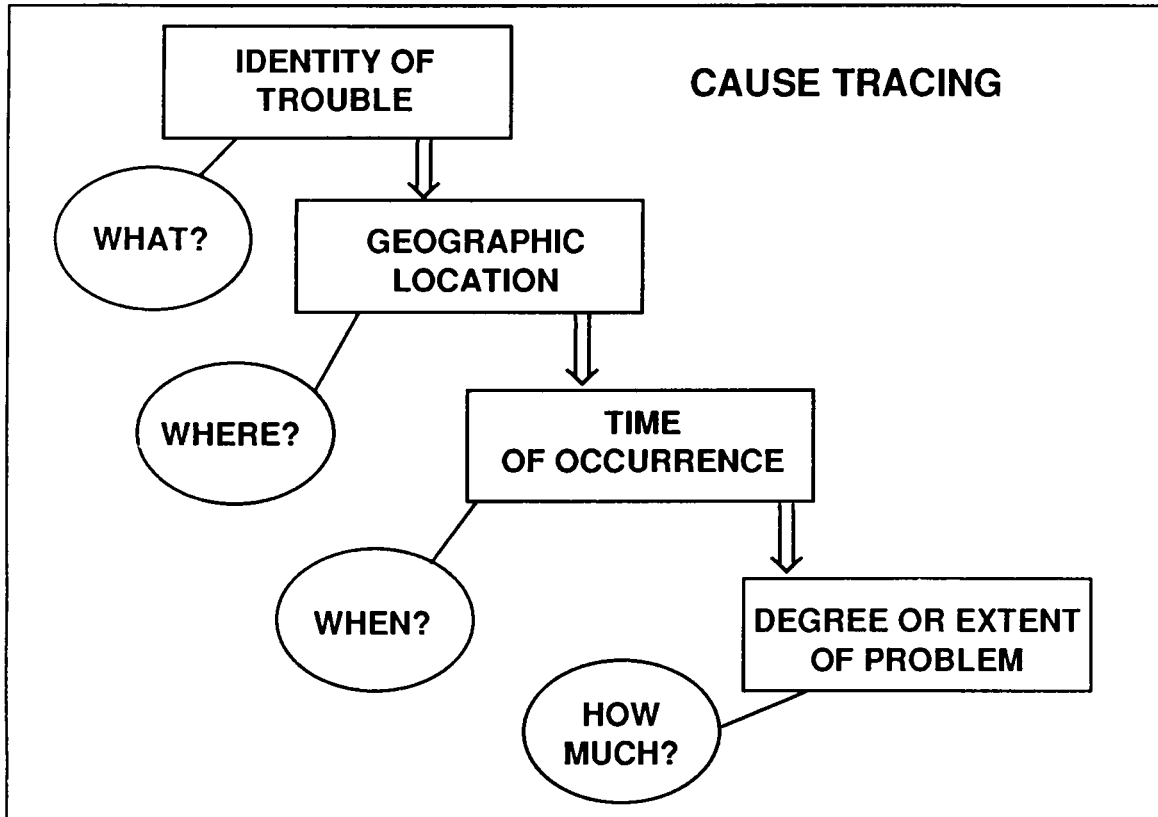
9.2



10.1



10.2



11.1

