
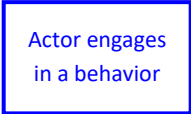
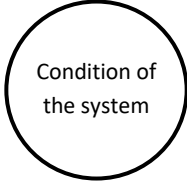





# KARAMOJA RESILIENCE MAP: THE BASIC ELEMENTS

<p><b>KEY OUTCOME</b></p> <p>A key outcome is represented as a red box.</p> 	<p><b>Definition:</b> A key outcome represents an important or desired outcome for the system. A key outcome could be any one of the basic system elements: behavior, relationship, or condition.</p> <p><b>Examples:</b></p> <ul style="list-style-type: none"> <li>• <i>Farmer is resilient to climate change</i></li> <li>• <i>Higher wholesaler/dealer profitability</i></li> </ul>
<p><b>BEHAVIOR</b></p> <p>A behavior is represented as a blue box.</p> 	<p><b>Definition:</b> A behavior is an action or approach carried out by an individual or entity. The descriptions typically contain an active or passive verb (e.g. "provides", "is aware of", "improves").</p> <p><b>Examples:</b></p> <ul style="list-style-type: none"> <li>• <i>Wholesaler/dealer stocks quality agricultural inputs</i></li> <li>• <i>Farmer purchases and uses quality agricultural inputs</i></li> <li>• <i>Farmer tells other farmers about wholesaler/dealer</i></li> </ul>
<p><b>CONDITION</b></p> <p>A condition is represented as a black circle.</p> 	<p><b>Definition:</b> Conditions are attributes of the market environment that enable a behavior, relationship, or other condition. They are aspects of the system that cannot clearly be defined as a behavior or relationship. An important kind of condition is an incentive that motivates an actor to adopt a behavior or form a relationship.</p> <p><b>Examples:</b></p> <ul style="list-style-type: none"> <li>• <i>Higher demand for quality inputs</i></li> <li>• <i>Public awareness of counterfeit inputs</i></li> <li>• <i>Incentive for processor to invest in better equipment</i></li> </ul>
<p><b>HOUSEHOLD MINDSET</b></p> <p>A household mindset is represented as an orange circle.</p> 	<p><b>Definition:</b> An opinion or perception held by the household which influences their behavior. The household mindset enables the household to engage in a particular behavior, indicating that the household sees the value in taking a particular action.</p> <p><b>Examples:</b></p> <ul style="list-style-type: none"> <li>• <i>Household has positive perception of savings groups</i></li> <li>• <i>Household understands importance of accessing trained health personnel</i></li> </ul>
<p><b>RELATIONSHIP</b></p> <p>A relationship is represented as a purple circle.</p> 	<p><b>Definition:</b> Relationships between actors are mapped where the quality of interaction between actors is important to enable behaviors or conditions. For instance, good relationships can lead to benefits such as repeated business transactions or increased information sharing.</p> <p><b>Examples:</b></p> <ul style="list-style-type: none"> <li>• <i>Relationship between a dealer and a farmer (enables repeat transactions)</i></li> <li>• <i>Relationship between farmers and collectors (strengthens farmer access to market information)</i></li> </ul>

## KARAMOJA RESILIENCE MAP: THE BASIC ELEMENTS

<p><b>GOVERNMENT BEHAVIOR</b></p> <p>A government behavior is represented as a teal box.</p> <div style="border: 1px solid teal; padding: 5px; width: fit-content; margin: 10px auto;"> <p>Government engages in a behavior</p> </div>	<p><b>Definition:</b> A behavior or activity carried out by the government. In this map, the actions taken by the government are spread throughout the system, showing how these behaviors enable other elements.</p> <p><b>Examples:</b></p> <ul style="list-style-type: none"> <li>• <i>Government provides and maintains adequate transportation infrastructure</i></li> <li>• <i>Government enforces bylaws for conservation</i></li> <li>• <i>Local officials support livestock extension service provision</i></li> </ul>
<p><b>INTERVENTION</b></p> <p>An intervention is represented as a green box.</p> <div style="border: 1px solid green; padding: 5px; width: fit-content; margin: 10px auto;"> <p>Organization X intervenes in Y</p> </div>	<p><b>Definition:</b> An intervention is a project or initiative being implemented by the development community that aims to influence the system.</p> <p><b>Examples:</b></p> <ul style="list-style-type: none"> <li>• <i>Organization X builds relationships between traders and exporters</i></li> <li>• <i>Organization Y provides financial literacy training to dealers</i></li> </ul>
<p><b>ARROW</b></p> <div style="text-align: center; margin: 10px 0;">  </div>	<p><b>Definition:</b> An arrow connecting one item to another indicates that the former enables the latter. The arrows do not necessarily represent causation – an arrow merely means that an element facilitates another element or makes it more likely to exist.</p>

### EXAMPLE

