

# PROTECTED AREAS LEARNING AND RESEARCH COLLABORATION

## OPEN STANDARDS SHORT COURSE

### EXERCISE: THREATS ASSESSMENT

**SUMMARY:** This exercise is about keeping it simple and minimizing the number of steps to get to the completion of a rough first cut of a targets and threats table – bit like speed dating for targets and threats.

**OBJECTIVE(S):** To identify and prioritise the threats affecting the Targets (Things we care about)

**INSTRUCTIONS:** In this exercise operate in groups and develop and rank the threats to your targets to complete the threats table for your project area.

1. For **each target** brainstorm the **problems** that might impact on the health of the target. Use cards or flip charts (cards are easier to move around)

**HINT:** Problems will be things that are closely linked to the indicators of health eg loss of population, reduced water quality, damage to sites

2. For each target, then brainstorm the **causes** of the **problems**. The causes are then your **threats**.

**HINT:** Causes are the direct things that make the problem happen eg feral animals cause a loss of water quality; cats cause a loss of population of native animals

3. Put the threats and the targets into a table like this one.

	Targets					
Threats	1	2	3	4	etc	
1 <sup>st</sup> threat or cause						
2 <sup>nd</sup> threat or cause						
etc						

4. Once you have the threats and targets rank the threats using the following tables to decide: Amount of damage /How badly damaged / Fixable scores – start with the first threat and target and simply work through each cell using your best judgment.

5. By now you should have a “**rough**” set of scores or ranks for each cell in your threats/targets table. This gives you a powerful starting point for discussion with the community.

- ☐ Do we have everything?
- ☐ Are there any major gaps?
- ☐ Do we think our ranks are correct?
- ☐ Do we think the priorities that we have developed here are correct?

- Use the Ranking Guidelines to assign a category (Very High, High Medium & Low) to each of the individual rankings, and average the threat scores across the targets to come up with an overall threat rank.

## Ranking Guidelines

**Amount of Damage** – *how much of the target will be damaged in the next 10 years if things don't change (Scope of damage)*

Very High	4- The threat is likely to be <b>very widespread</b> , and affect the target <b>wherever it is</b> in the project area
High	3- The threat is likely be <b>widespread</b> , and affect the target at <b>many places</b> in the project area
Medium	2 - The threat is likely to be <b>more local</b> , and affect the target at <b>some places</b> in the project area
Low	1- The threat is likely to e <b>very local</b> , and only affect the target at a <b>very few places</b> in the project area

**How Badly Damaged** – *how much damage will happen in the next 10 years if things don't change (Severity of damage)*

Very High	4- The threat is likely to <b>destroy or eliminate</b> some part of the target in the project area
High	3- The threat is likely to <b>seriously damage</b> some part of the target in the project area
Medium	2 - The threat is likely to <b>moderately harm</b> some part of the target in the project area
Low	1- The threat is likely to <b>only slightly harm</b> some part of the target in the project area

**Fixable** – *Can the problem this cuase creates be fixed? (Degree of irreversibility)*

Very High	4- - The cause produces a problem that is <b>not fixable</b> (e.g. wetland converted to shopping center)
High	3- The cause produces a problem that is <b>fixable, but really expensive</b> (e.g. wetland converted to agriculture)
Medium	2 - The cause produces a problem that is <b>fixable with a reasonable commitment</b> of additional resources (e.g. ditching and draining of wetland)
Low	1- The cause produces a problem that is <b>easily fixable</b> at relatively low cost (e.g. recreational vehicles trespassing in wetland)

## Ranking/Scoring guidelines

Rank	Score
Very High	37 - 64
High	25 – 36
Medium	13 – 24
Low	1 – 12



# HEALTHY COUNTRY PLANNING

## Example for Northern Australia Savanna in the Northern Territory – Step 1

	Targets								
Threats	Monsoon vine thicket	Savanna Woodland	Limestone springs	Wetlands	Bush Foods (plants)	Bush Foods (Animals)	Threatened Animals	Cultural sites	Average
1. Wild Fire	4 x 4 x 3	4 x 4 x 3			4 x 4 x 3	3 x 4 x 3	2 x 4 x 3	2 x 4 x 3	
2. Large feral herbivores (Buffalo, cattle, horses, donkeys)	3 x 4 x 2	3 x 4 x 2	3 x 4 x 3	4 x 4 x 3	4 x 4 x 3	1 x 4 x 3	2 x 4 x 3		
3. Smaller feral animals (pigs)	2 x 4 x 2	2 x 4 x 2	2 x 4 x 2	2 x 4 x 2	3 x 4 x 2	3 x 4 x 2	2 x 4 x 2		
4. Cane toads			2 x 4 x 4	2 x 4 x 4		3 x 4 x 4	1 x 4 x 4		
5. Cats									
6. Invasive grassy weeds	2 x 4 x 2	2 x 4 x 2	2 x 4 x 2	2 x 4 x 2	3 x 4 x 2				
7. Mining	1 x 4 x 4	1 x 4 x 4			1 x 4 x 4				
8. Roading	1 x 4 x 4	1 x 4 x 4							
9. Pig Shooters								2 x 4 x 4	
10. Toursim								2 x 4 x 4	

## Example for Northern Australia Savanna in the Northern Territory – Step 2

	Targets										RANK
Threats	Monsoon vine thicket	Savanna Woodland	Limestone springs	Wetlands	Bush Foods (plants)	Bush Foods (Animals)	Threatened Animals	Cultural sites	Average		
1. Wild Fire	48	48			48	36	24	24	38		VERY HIGH
4. Cane toads			32	32		48	16		32		HIGH
9. Pig Shooters								32	32		HIGH
10. Toursim								32	32		HIGH
2. Large feral herbivores (Buffalo, cattle, horses, donkeys)	24	24	36	48	48	12	24		31		HIGH
3. Smaller feral animals (pigs)	16	16	16	16	24	24	16		18		MEDIUM
6. Invasive grassy weeds	16	16	16	16	24				18		MEDIUM
7. Mining	16	16			16				16		MEDIUM
8. Roading	16	16							16		MEDIUM
5. Cats											