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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Open Standards language** | **HCP Language** | | **Meaning** | | | **Example – Natural Value** | **Example – Cultural Value** |
| Vision | Dream | | Your 10 year dream | | | Our country is healthy | Proper stories known and told |
| Scope | Area | | Country | | | Country? | Dreaming? |
| Target | Important thing | | Most important things to look after | | | Wetlands | Cultural Sites |
| Viability | Health | | Health of our targets | | | Good | Fair |
| Attribute | Attribute | | How we see health | | | Wet at end of dry season | Appropriate visits |
| Indicator | Indicator | | What I measure | | | Water level | Disturbance |
| Health indicator  rating | Poor | Fair | | Good | Very good | Not enough water | Too much disturbance |
| Stress | Problem | | Thing that makes target unhealthy | | | Water not there | Graffiti / Rubbish |
| Source | Cause | | Thing causing the problem | | | Upstream dam | Uncontrolled visitor access |
| Scope | Amount | | How big is the cause of the problem? | | | Impacts the whole wetland | Impacts one of many sites |
| Severity | How bad | | How bad is the cause of the problem? | | | Will dry the wetland | It’s a very significant site |
| Irreversibility | Fixable | | How hard is it to fix? | | | Once dry it can’t come back | Stop rubbish, all good |
| Threat ranking | Very high | High | | Medium | Low | Not enough water | Too much disturbance |
| Goal | Goal | | What you want the targets to be like | | | Healthy wetlands | Sites respected |
| Objective | Objective | | Things you can measure to see if your actions are working | | | Water let put of upstream dam | Fewer stupid visitors |
| Strategy | Strategy | | Way to achieve goals | | | Stop dams | Visitor Education |
| Action | Action | | Steps to achieve strategies | | | Ring Minister | Put up signage |

Situation diagram / Conceptual Model

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| --- | --- | --- | --- | --- |
| **Open Standards language** | **HCP Language** | **Meaning** | **Example – Natural Value** | **Example – Cultural Value** |
| Target | Important thing | The most important things to look after | Wetlands | Cultural Sites |
| Stress | Problem | Thing that makes target unhealthy | Water not there | Graffiti / Rubbish |
| Source | Cause | Thing causing the problem | Upstream dam | Uncontrolled visitor access |
| Strategy | Strategy | Way to achieve goals | Stop dams | Visitor Education |
| Action | Action | Steps to achieve strategies | Ring Minister | Put up signage |

Results chain

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Strategy | Strategy | Way to achieve goals | Stop dams | Visitor Education |
| Action | Action | Steps to achieve strategies | Ring Minister | Put up signage |
| Result | Result | What happened after we did stuff | Upstream dam letting out water | Fewer stupid visitors |
| Objective | Objective | Things you can measure after stuff was done | Amount of water let out of dam | Number of visitors |
| Indicator | Indicator | What I measure | Water level | Disturbance |
| Threat reduction result |  | Cause of problem reduced | Wetland water level restored to original height | Cultural sites only visited respectfully |
| Target | Important thing | The most important things to look after | Wetlands | Cultural Sites |
| Goal | Goal | What you want the important things to be like | Healthy wetlands | Sites respected |