

# Creating your Logic Models

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# Learning objectives

- Understand what a logic model is and why it's so useful
- Distinguish between outputs and outcomes

# Disclaimer

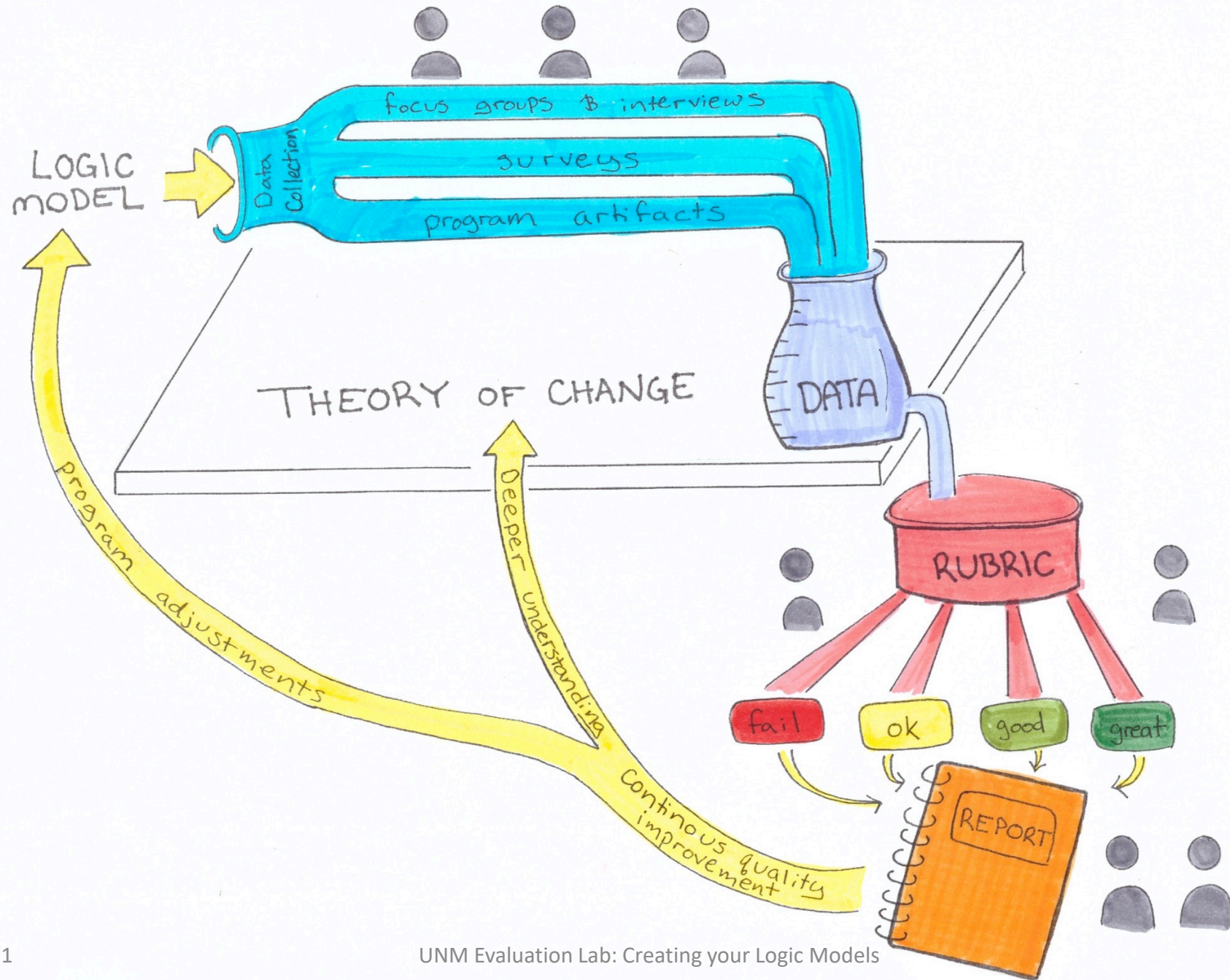
- Some may already have a logic model
- Encourage you to take a second look at it
- Talk about how you are using it with your organization
- Stay tuned for now – getting everyone on the page
- When we break for individual time, you can work on something else
- But please come to small group and share about your logic models

# What is a Logic Model?

- a one-page description of your program that shows the connection between day-to-day activities/resources and your outcomes (mission).
- can be a chart, illustration or table.
- **a living document!**

# Why is it so great to have a Logic Model?

- If developed or reviewed regularly by stakeholders, it gets everyone on the same page, and working together.
- It provides a roadmap for designing evaluation activities that can help you assess your progress and success and provides guidance for becoming (even more) effective.
- It helps you figure out if your program makes sense!





# Logic Model Definitions

A logic model will highlight and link:

Resources and inputs

Activities

Outputs

Short- and long-term outcomes

and articulate:

Assumptions – beliefs

External Factors – barriers



## Goal: Host a birthday party for a dear friend/family member.

Resources	Activities	Outputs	Short-Term Outcomes	Long-Term Outcomes
Host Birthday Person Venue/space Food & cake Tables & chairs Decorations Games Guestlist Funding Music Piñata & candy	Eating Singing "happy birthday" and cutting the cake Opening gifts Beating the Piñata Dancing Playing games	# of guests who attend # of gifts (maybe) # of games available to guests # of people dancing, playing games % of food and cake eaten vs. left-over Fun-ness of the atmosphere (does it look/feel like folks are enjoying themselves?) Positivity of guests (are people saying good things?)	The birthday person feels special & happy  Attendees have a good time	The birthday person has a positive memory of your party  The party makes a positive impact on guests – people use your party for ideas for their own parties
<p><b>Assumptions:</b>            Culture – it's culturally appropriate to celebrate the way you've planned</p> <p>The birthday person <b>WANTS</b> to be celebrated (and celebrated in the way you've planned/organized)</p> <p>The resources you have and activities you've planned meet the preferences and needs of the guests</p>			<p><b>External Factors:</b>            COVID</p> <p>Food allergies/restrictions</p> <p>Maybe the day you've chosen is popular and there are several other events happening – guests will have to choose between your event and others</p> <p>Funding/space limitations or availability</p>	



# Logic Model Definitions, continued

## Outcomes =

Changes in participants' behavior,  
Knowledge,  
Skills,  
Level of functioning, Outlook,  
Life trajectories.

*Outcomes are the evidence that your program is having the desired success in making a difference.*

# Logic Model Definitions, continued



## Short-term Outcomes:

- What you want to see for a participant on the day he or she completes your program

## Long-term Outcomes:

- What you hope participants take with them into the future.

## Short-term Outcomes:

- The birthday person feels special & happy
- Attendees have a good time

## Long-term Outcomes:

- The birthday person has a positive memory of your party
- The party makes a positive impact on guests – people use your party for ideas for their own parties

# Logic Model Definitions, continued

## Resources =

The things and people that you need to operate your program:

- Space – for staff meetings, client meetings, storage, group activities, etc.
- Grants and donations – Funding sources.
- Dedicated staff – Administrative, operations, legal
- Training – for new staff, certifications, licensing
- Etc.


- 
- Host
  - Birthday Person
  - Venue/space
  - Food & cake
  - Tables & chairs
  - Decorations
  - Games
  - Guestlist
  - Funding
  - Music
  - Piñata & candy

# Logic Model Definitions, continued

## Activities =

What you are doing when your program is happening:


- Classes
- Counseling
- Home visits
- Events
- Etc.

- 
- Eating
  - Singing "happy birthday" and cutting the cake after blowing out the candles
  - Opening gifts
  - Beating the Piñata
  - Dancing
  - Playing games (yard games, board games, etc.)

# Logic Model Definitions, continued

## Outputs =

- the things that the activities produce:
  - # of participants
  - # of events
  - # of meals served
  - Participants are engaged
  - Trust built



# of guests who attend  
# of gifts (maybe)  
# of games available to guests  
# of people dancing, playing games  
(not just sitting silently on their phones)  
% of food and cake eaten vs. left-over  
Fun-ness of the atmosphere (does it look/feel like folks are enjoying themselves?)  
Positivity of guests (are people saying good things?)

*Outputs are the evidence that you are doing what you planned to do.*

# Outputs versus outcomes

## OUTPUTS

# of guests who attend  
# of gifts (maybe)  
# of games available to guests  
# of people dancing, playing games  
(not just sitting silently on their phones)  
% of food and cake eaten vs. left-over  
Fun-ness of the atmosphere (does it look/feel like folks are enjoying themselves?)  
Positivity of guests (are people saying good things?)

## OUTCOMES

The birthday person feels special & happy  
Attendees have a good time  
The birthday person has a positive memory of your party  
The party makes a positive impact on guests – people use your party for ideas for their own parties

# Logic Model Definitions, continued

## Assumptions – Beliefs

- Beliefs you have about what will work and why

- Culture – it's culturally appropriate to celebrate the way you've planned
- The birthday person **WANTS** to be celebrated (and celebrated in the way you've planned/organized)
- The resources you have and activities you've planned meet the preferences and needs of the guests



# Logic Model Definitions, continued

## External Factors – Barriers

- What might limit or be an obstacle to success?

- COVID -> must work around new (and changing) restrictions (social distancing, no groups of more than 5, comfort level of folks in attending events)
- Maybe the birthday persons or guests have food allergies/restrictions that mean modifications or alterations to your menu
- Maybe the day you've chosen is popular and there are several other events happening – guests will have to choose between your event and others
- Funding/space limitations or availability





**Goal: Host a birthday party for a dear friend/family member.**

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# Logic model template

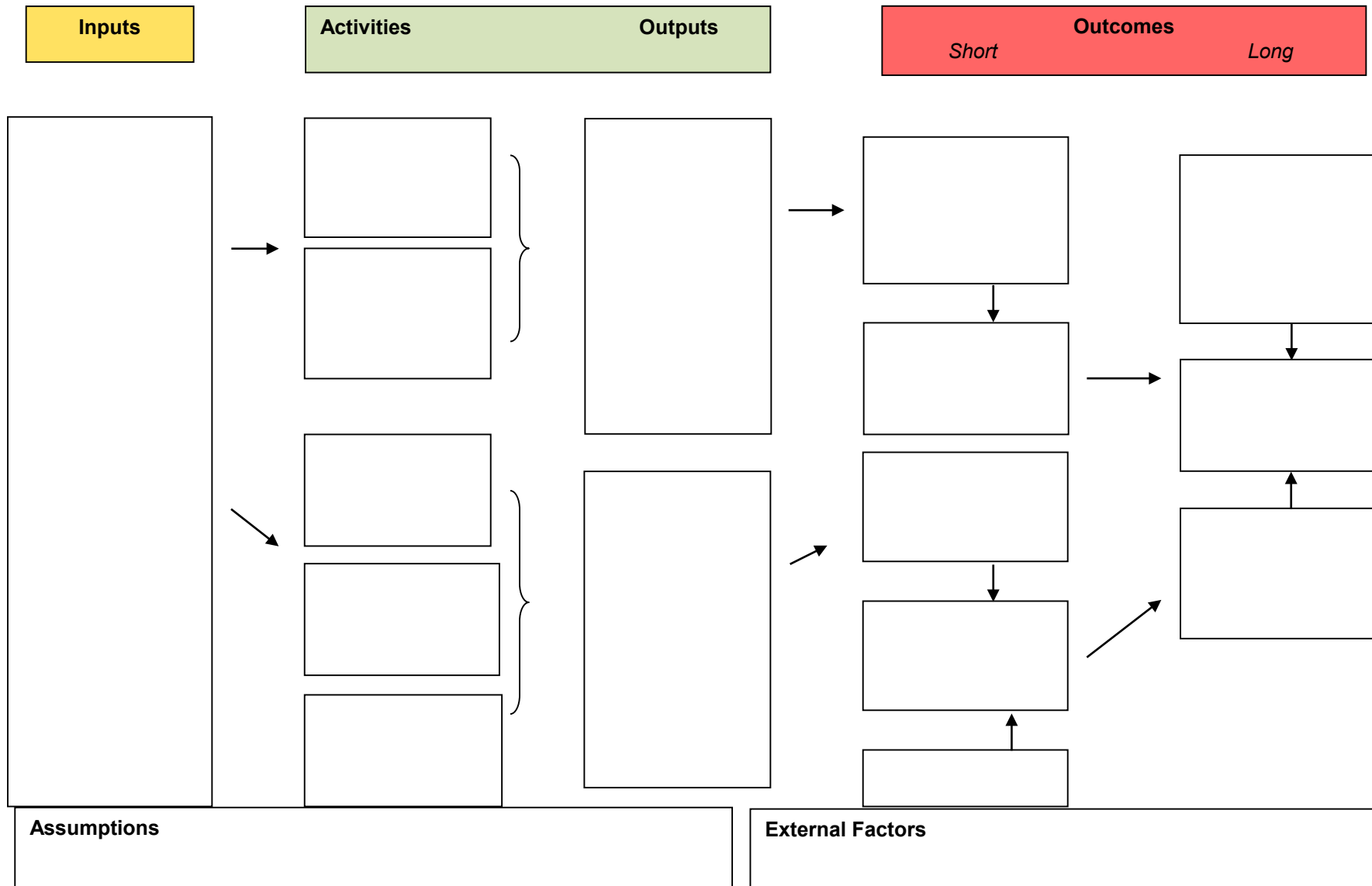
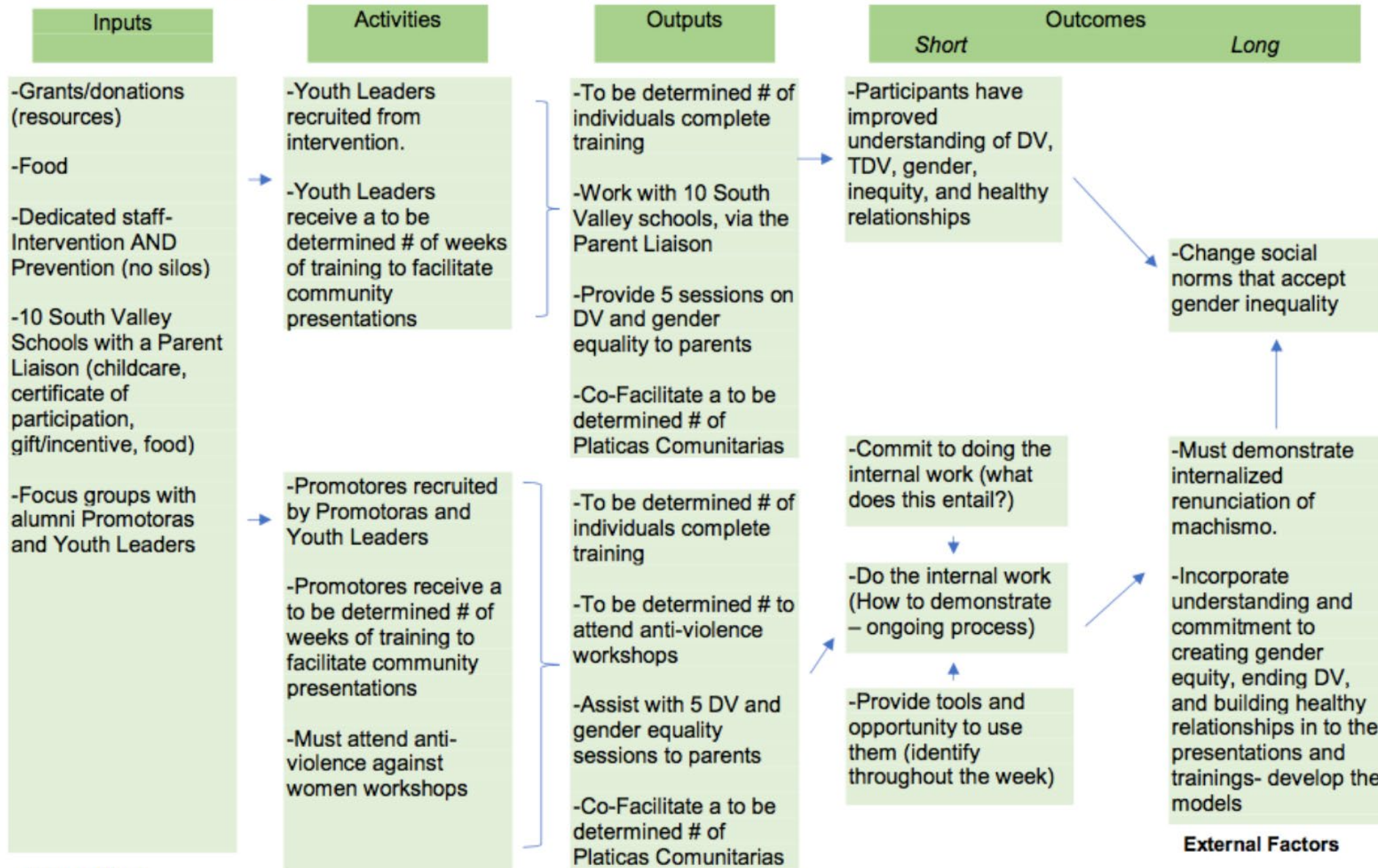


Figure 1. Logic Model for Prevention Programs



Logic Model from Enlace Comunitario

**Assumptions**

DV survivors are the best change agents to prevent future DV.  
 Survivors of Childhood Domestic Violence (CDV) ARE survivors.  
 One cannot unlearn a behavior in just one "touch"/session. Must have multiple touches/sessions (amount TBD).

# Logic model template

Resources/ Inputs	Activities	Outputs	Short-Term Outcomes	Long-Term Outcomes
Assumptions:		External Factors:		

**RESOURCES & INPUTS**

- Physical Space
- Location supported by survey data
- Furniture, Computers, Lockers. Kitchen, shower access
- Donations
- Internet Access
- Staff and Partners
- Youth Advisory Council
- School partnerships
- Bilingual staff (English & Spanish)
- Clear purpose for youth involvement
- Governmental support
- Local and national consultation
- Youth peer supports
- Peer Support paid positions & structures of support for positions
- Training resources
- Bus passes
- Community partnerships & resource coordination

**YOUTH ADVISORY COUNCIL**  
 “The voice of Youth BLAST;” advocacy, leadership, research, service development & peer support

- Youth leadership pathways
- # of youth active in the council
- Youth contributions to space, programs, policies, etc.
- # of events & meetings attended to represent YB

# YOUTH BLAST

**Safety & Basic Needs** ➔ **Relationships** ➔ **Mastery** ➔ **Empowerment**

<ul style="list-style-type: none"> <li>• Effective, youth-informed outreach</li> <li>• Non-judgmental, physically safe place; LGBTQI inclusive; no-discrimination</li> <li>• Case management</li> <li>• Distribution of basic necessities</li> <li>• Group meals</li> <li>• Bad guy/ creeper list</li> <li>• Safety planning</li> <li>• Harm reduction</li> <li>• Bus passes</li> <li>• Data tracking on youth needs</li> </ul>	<ul style="list-style-type: none"> <li>• Nurtured Heart Approach</li> <li>• Therapeutic supports</li> <li>• Promoting positive culture (safety, belonging, inclusivity)</li> <li>• Games, social activities &amp; events</li> <li>• Youth leadership opportunities</li> <li>• Trauma-informed routines &amp; communication</li> <li>• Community building &amp; engagement opportunities</li> </ul>	<ul style="list-style-type: none"> <li>• Physical &amp; artistic expression</li> <li>• life skill development</li> <li>• Resource &amp; system navigation</li> <li>• Career exploration</li> <li>• Job development</li> <li>• Life skill coaching</li> <li>• STD Counseling/ testing / referral</li> <li>• Harm reduction</li> <li>• Legal rights knowledge &amp; access to legal representation</li> <li>• Emotional literacy</li> <li>• Health &amp; wellness practices</li> </ul>	<ul style="list-style-type: none"> <li>• Youth Advisory Council</li> <li>• Paid Youth BLAST Peer Advocates</li> <li>• Internship opportunities</li> <li>• Youth BLAST representation at community meetings</li> <li>• Access to a diversity of leadership opportunities</li> <li>• Community &amp; coalition building; advocacy.</li> </ul>
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**OUTPUTS**

- # of Youth Attending
- # referred by other youth
- Positive relationship & engagement
- Supportive, inclusive & safe environment
- # of youth connected to other support services
- # participating in Youth BLAST activities
- # of formal partners
- # of monthly activities
- # of peer supports
- # of community meetings with Youth BLAST representation
- Program evaluation plan informed and facilitated by young people.

**OUTCOMES**

- Youth basic needs are met
- Decrease in youth homelessness
- Youth develop their own goals & path for future
- Youth know their rights
- Youth use their voice (strategic sharing, advocacy, peer support, language)
- Young people given space to express & celebrate themselves
- Paradigm for supporting young people is redefined
- Model for youth-driven and community collaborative initiatives
- Increase community's understanding of young people's needs
- Reduced stigma
- Increased community involvement
- Policy Change
- Create networks/ communities of support
- Improved sense of safety & belonging
- Improved connectedness to peers, adults and community supports

**ASSUMPTIONS & VALUES:** Young people have the power and capacity to be the author and hero of their own journey. A “one-stop-shop” model increases access for youth to engage in opportunities for their development. Creating a sense of safety, belonging and inclusivity lead to positive engagement and authentic relationships that are a catalyst for personal development and growth.

**Youth BLAST PARTNERS**

Shared vision; Clarity of expectations regarding partnership continuum; Mutuality & reciprocity of support; Cross training opportunities in core models, practices & knowledge; Regular Youth BLAST partnership and stakeholder meetings; Courageous conversations to keep strong/healthy partnerships; Partners represent Youth BLAST in community meetings; Processes for on-boarding new partnerships to support the collective

# Friendly Tips

- Could be for a single program or whole organization
- Start with outcomes
  - Then resources
  - Then activities & outputs
  - Then assumptions, external barriers

# On your own

- Work on your outcomes
- then whatever else you want (we recommend resources)

# Work offline – come back at **2:30** for feedback in small groups

1:55-2:20pm Define outcomes (orgs)

2:20-2:30pm BREAK

2:30-3:00pm Share work (small groups with facilitator)

3:20-3:40pm Debrief outcomes

3:20-3:30pm BREAK

3:30-4:10pm Define resources and activities (orgs)

4:10-4:50pm Share work (small groups with facilitator)

4:50pm Close / Survey