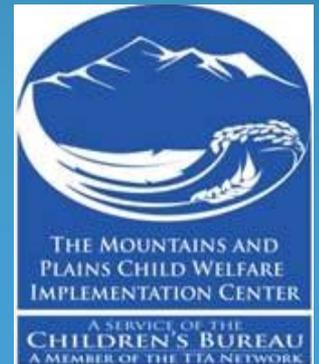


# Using Logic Models for Project Design

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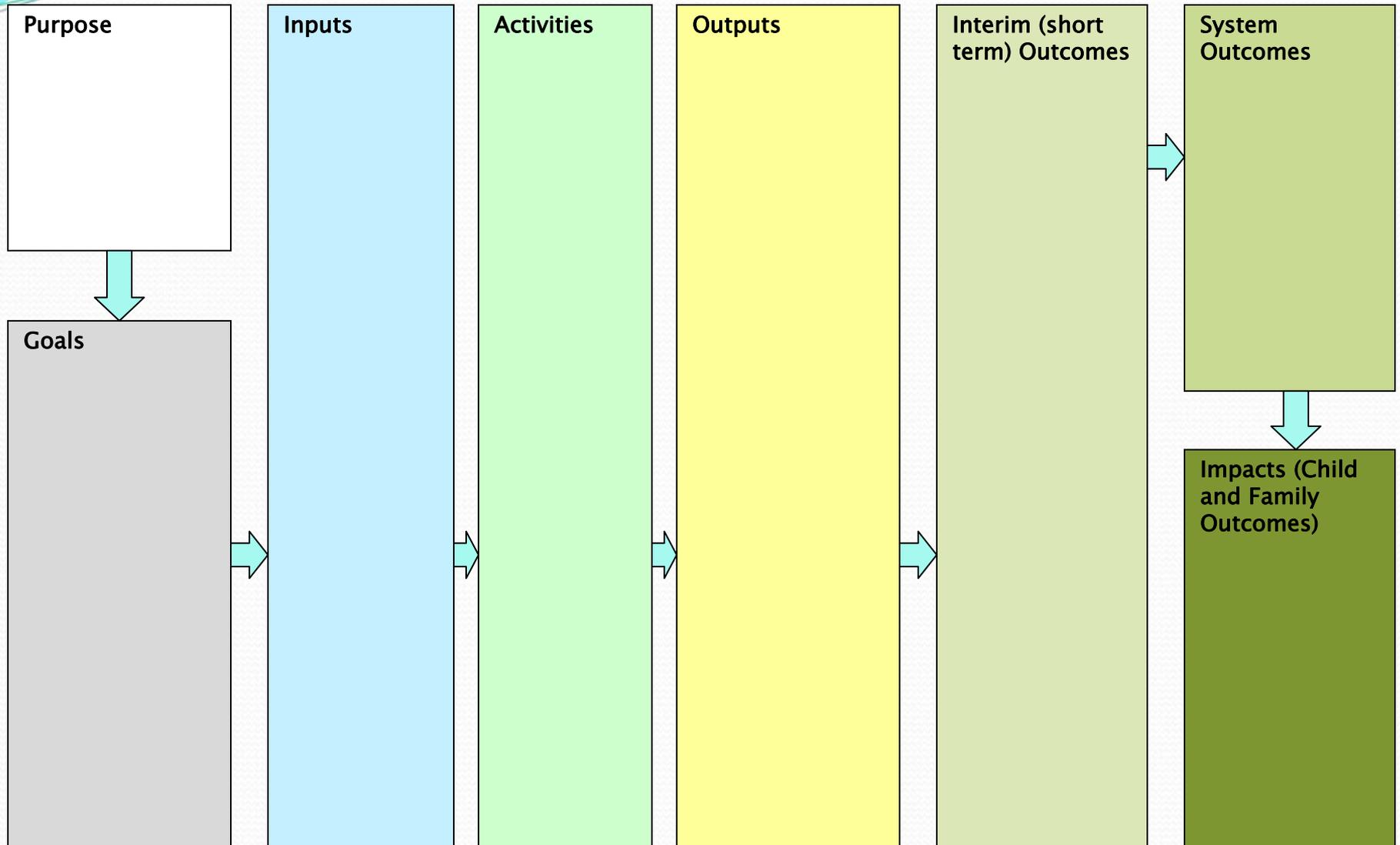


# What is a Logic Model?

- A visual display of information:
  - Presents the conceptual framework for a proposed project.
  - Explains the linkages between program elements.
- Describes a program:
  - The expectations.
  - Organization of work.
  - Evaluation of the program.

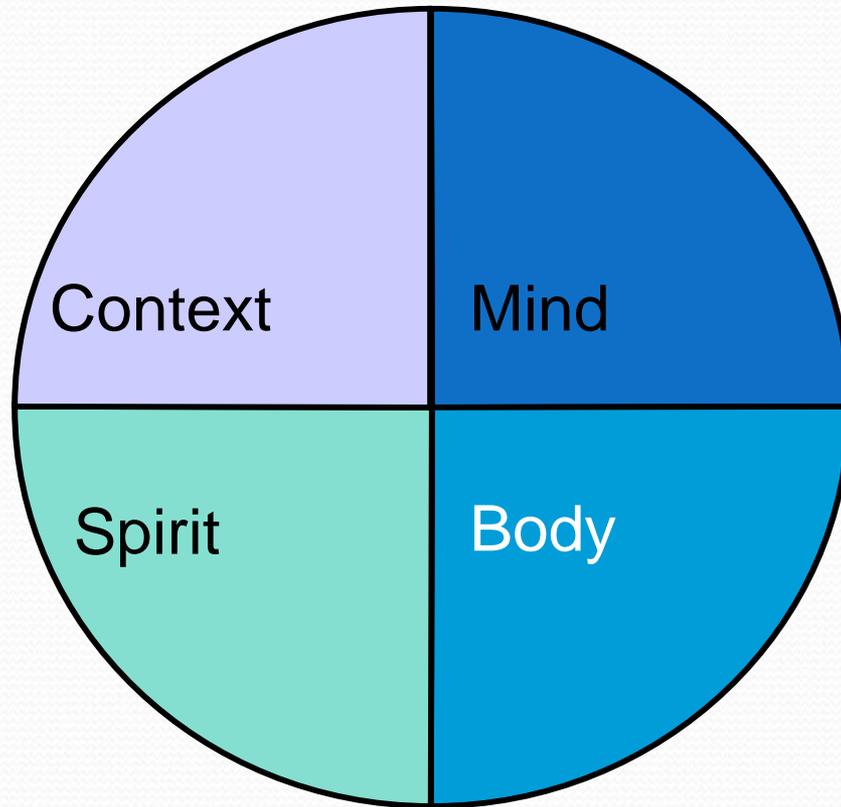


# Logic Model Example



# Relational Worldview

## Native and Tribal Thought



**Balance**

BALANCE

# Components of a Logic Model

- **Purpose:** Generally a broad statement of need.
- **Goals:** Express the changes you're going to produce through your program.
  - Broad in scope.
  - Concise and simple.
  - Not necessarily expressed as measurable.
- **Often include:**
  - Who will be affected?
  - What will change as a result?



# Examples of Goals

- Improved collaboration among child welfare and other service systems on family case planning.
- Greater long-term retention of quality child welfare staff.
- Improved understanding of agency practice model standards for child welfare staff.
- Improved child and family services patterns for minority clients.



# Components of a Logic Model

- **Inputs:** Resources & challenges that will influence change on the proposed project.
  - Human, financial, community or organizational resources to direct toward project.
  - Lack of these resources.
  - Risk or protective factors.
- **Examples of Inputs:**
  - Lack of structure for collaborative work.
  - Community commitment to collaboration.
  - Existing collaborative partnerships.



# Components of a Logic Model

- **Activities:** Explicit statements about what work will be done.
  - Processes: *conduct needs assessment; disseminate results.*
  - Products: *develop training curricula.*
  - Services: *provide workforce training.*
  - Actions: *provide technical assistance.*
  - Infrastructure: *develop collaborative relationships.*



# Components of a Logic Model

- **Outputs:** The direct products of program activities; the intended change that results from your program.
  - Often expressed as changes in knowledge, skill, attitudes, behavior, motivation, decisions, policies, and conditions.
  - They occur among individuals, communities, organizations, or systems.
  - They should be specific, realistic and measurable.



# Examples of Outputs

- Number of staff attending workforce trainings.
- Number of collaboration trainings conducted.
- Number of family conferences held.
- Number of staff indicating increased knowledge of practice model standards.



# Components of a Logic Model

- **Short-term Outcomes:**
  - What results will the work produce in the short term?
  - Less than 12 months.
- **System Outcomes:**
  - What results will the project activities produce that will benefit children & families in the long-term?
  - Longer than 12 month time frame.



# Examples of Outcomes

- Increase in timely achievement of permanency goal.
- Decreases in the recurrence of maltreatment.
- Increased family, child & youth participation in case planning.
- Increased staff knowledge of the advantages of collaboration among service agencies.
- Increased knowledge of agency practice model standards among child welfare staff.

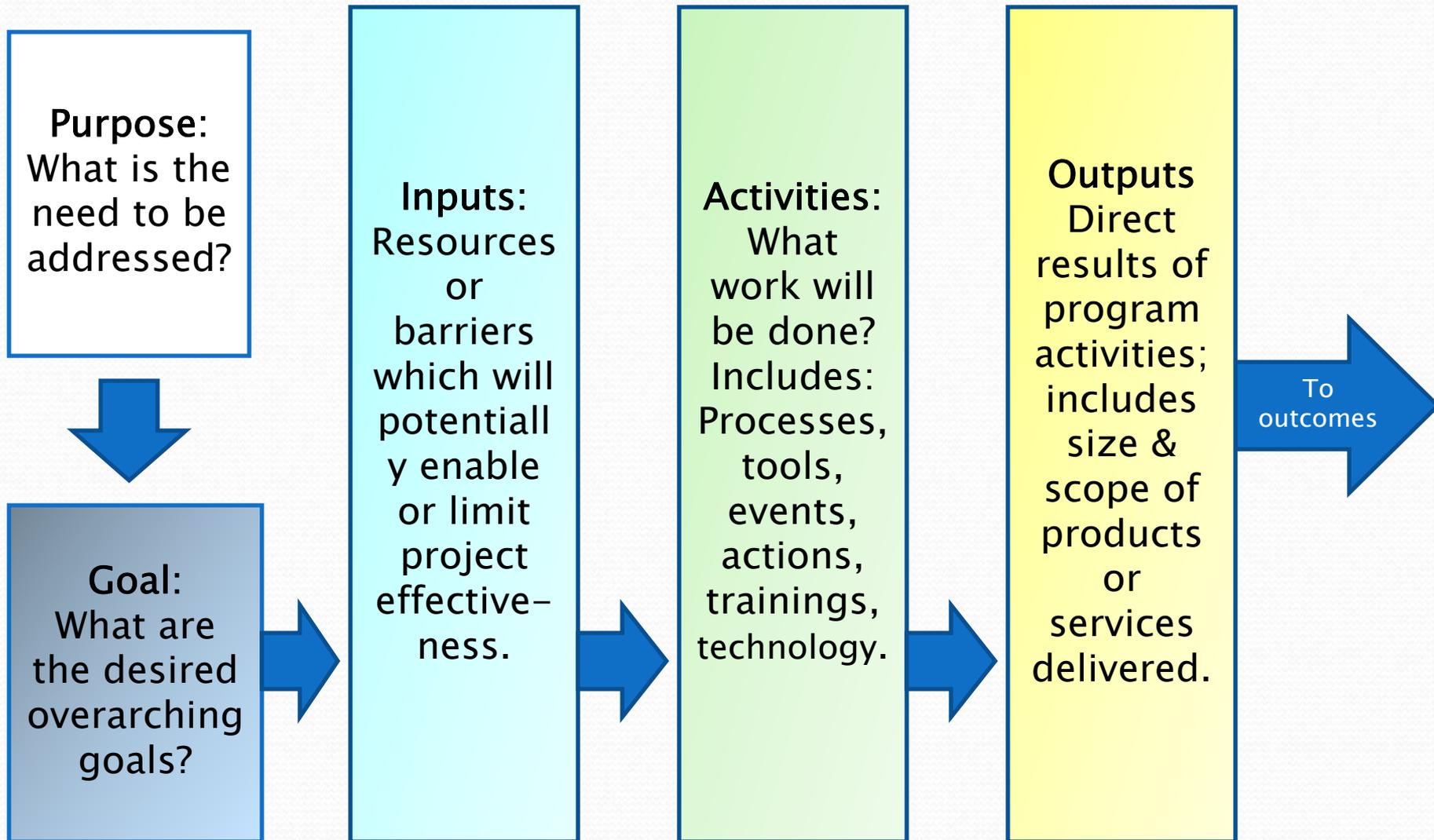


# Components of a Logic Model

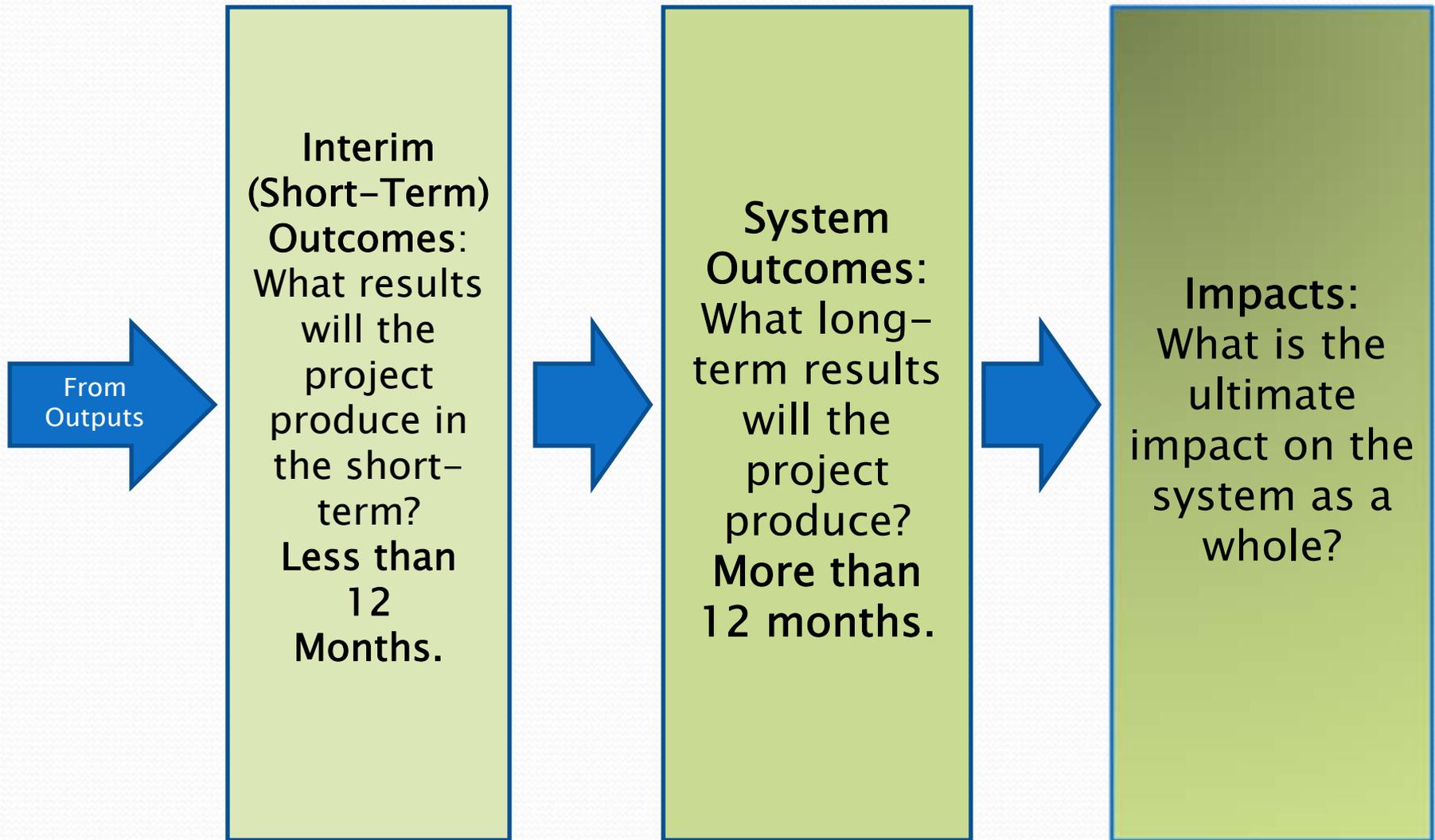
- **Impacts:** Organizational, community, and/or system level changes expected to result from program activities.
  - Improved collaborative infrastructure.
  - Increased staff capacity.
  - Improved community partnerships.
  - Improved organizational capacity to address racial disparities in child welfare.



# Logic Model Example



# Logic Model Example



# Logic Model Activity

Let's develop our own Logic Models

