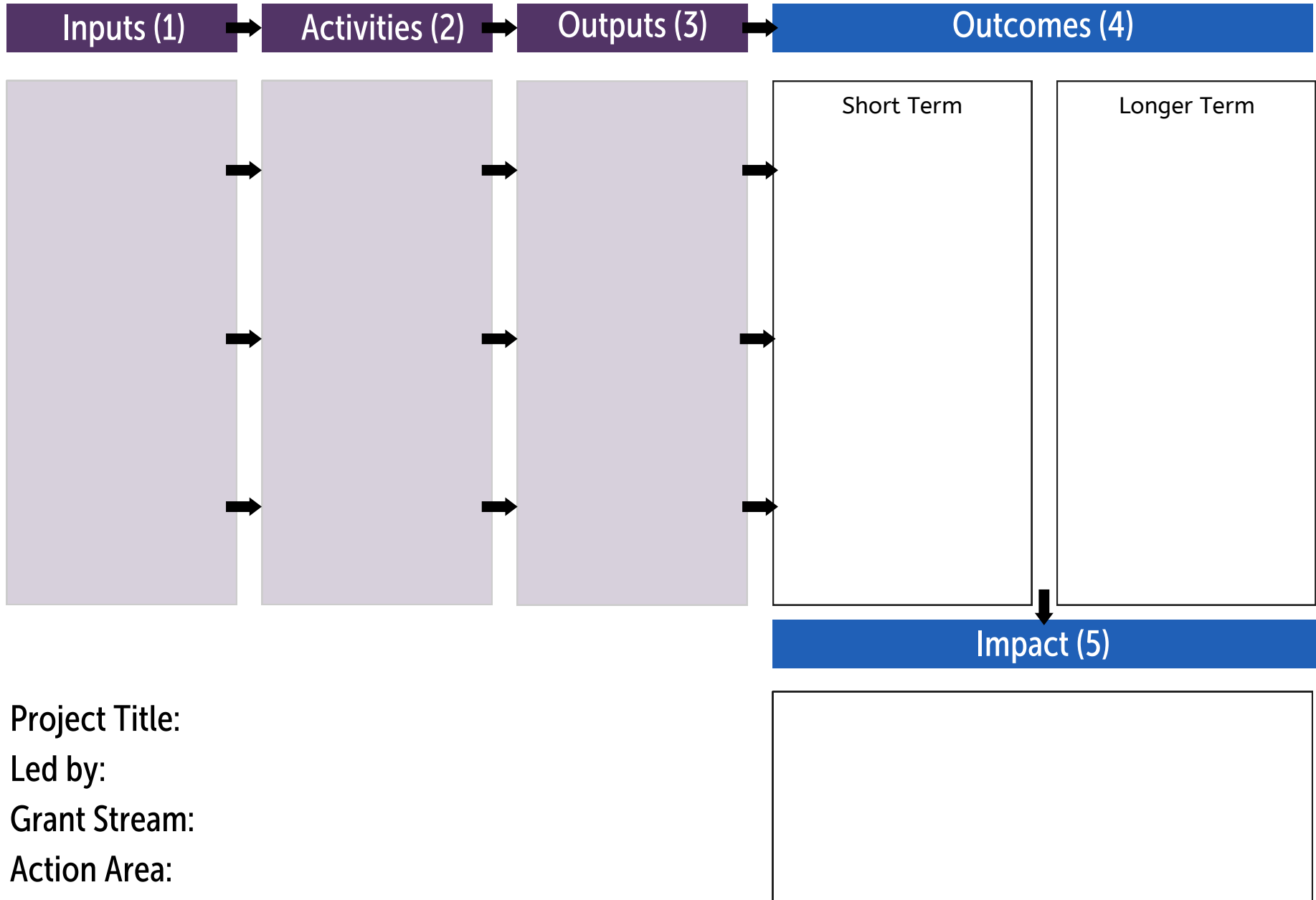


Logic Model

This Model is a learning tool. Please feel free to use it in a way that is helpful to you and your planning process.



A Logic Model is a program planning tool that allows you to define the inputs, outputs, and outcomes of a program to help explain the thinking behind program design and show how specific program activities lead to desired results. It's a group's "theory of change."

1. **Inputs** are the resources needed, including the human, financial, organizational, and community resources a program has available to direct toward doing the work.
2. **Activities** are what your program does with the resources. Activities are the processes, tools, events, technology, and actions that are an intentional part of the program implementation. These activities are used to bring about the intended program changes or results.
3. **Outputs** are the direct products of program activities and may include types, levels and targets of services to be delivered by the program.
4. **Outcomes** are the specific changes in program participants' knowledge, skills, behaviour, status and level of functioning. Short-term outcomes should be attainable within 1 to 3 years, while longer-term outcomes should be achievable within a 4 to 6-year timeframe.
5. **Impact** is the fundamental intended or unintended change occurring in individuals or communities as a result from achieved short and long-term outcomes.

When "read" from left to right, logic models describe program basics over time from planning through to results.