Strategies BY DESIGN

THE LOGIC MODEL
An Approach To Project Development and Evaluation

EXTERNAL FACTORS

SITUATION

Resources *What we Invest*	Activities *What we do*	Outputs *Who we reach and how many*	Outcomes *How we affect outputs*	Impact *How we affect the broader community*
Staff Time Money Materials Technology Partners	Assessments Trainings Recruitment Workshops Product Development	Clients Community Participants	Change in: Learning Skills Behavior	Change in: Systems Policies Environment

UNDERLYING ASSUMPTIONS

Measurements	Measurements	Measurements	Measurements	Measurements
Examples: presence or absence of funds, volunteers, staff	Examples: production of tools, scheduling of events	Examples: log of participation, goods delivered, cost per service	Examples: survey of participants, pre- and post-test re: expectation/experiences	Examples: change in community needs, ↓ in factors indicating dysfunction