## Logic Models

A helpful step in the PREPARE phase of an evaluation design process is to use all the information you have gathered about the program to formulate a conceptual framework that will form the foundation for your evaluation—really a graphic depiction or picture of what your program or project is intended to do. (This is sometimes referred to as a **logic model** or **theory of change**. Don't get confused when different terms are used!) This model will enable you to collect information about the various components of the program and the links among them—as well as the outcomes—to determine what processes are leading to the desired results—or preventing them from happening!

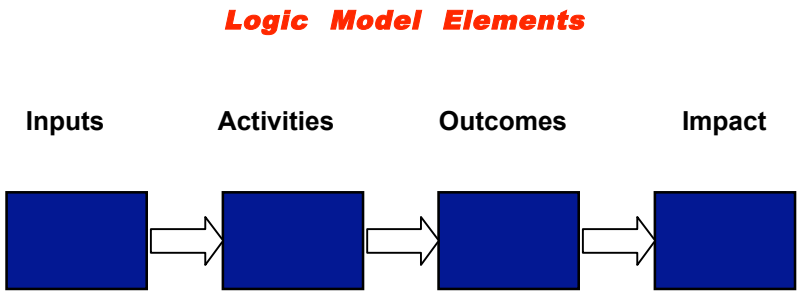
**What is a logic model?**

A Logic Model is a graphic, with text-filled boxes and connecting arrows, that visually links a program's resources, activities, intended outcomes, and performance measures. Logic models come in a variety of shapes, sizes and styles.

**Why is a logic model useful?**

- A logic model serves as an evaluation framework. It makes it possible to identify appropriate evaluation questions and relevant data that are needed.
- A logic model promotes communication. It creates a simple communication piece useful in portraying your program.
- Logic models help program staff reach a common understanding of the intended outcomes of a program and the assumptions about how program activities will lead to those outcomes.
- Logic models facilitate ongoing evaluation of programs by allowing program staff to identify particular parts of the model that may or may not be working as planned. Information gathered can be regularly fed back into the program to improve it.

A simple depiction of a logic model or conceptual framework looks like this:




Get a global view of your project and its various components and strategies.

**Think about the Details,**
**And Get the Big Picture**

Using a flow chart or illustration to depict the logic model or conceptual framework of your project can be very useful. It helps clarify your project's components, their interrelationships, and the factors that affect them. Best of all, such a graphic gives you a 360-degree view of your project.

Often, this flow chart will contain the "theory of change" or "theory of action" that the designers had in mind when they began the project. Developing a flow chart and sharing it with program designers has several advantages for both parties. It can:

- Help program designers achieve a clear understanding of the project
- Clarify the logic of the program components and their relationships so they can be examined and tested
- Provide information to evaluators from designers who give specific feedback on the "portrait" of their project

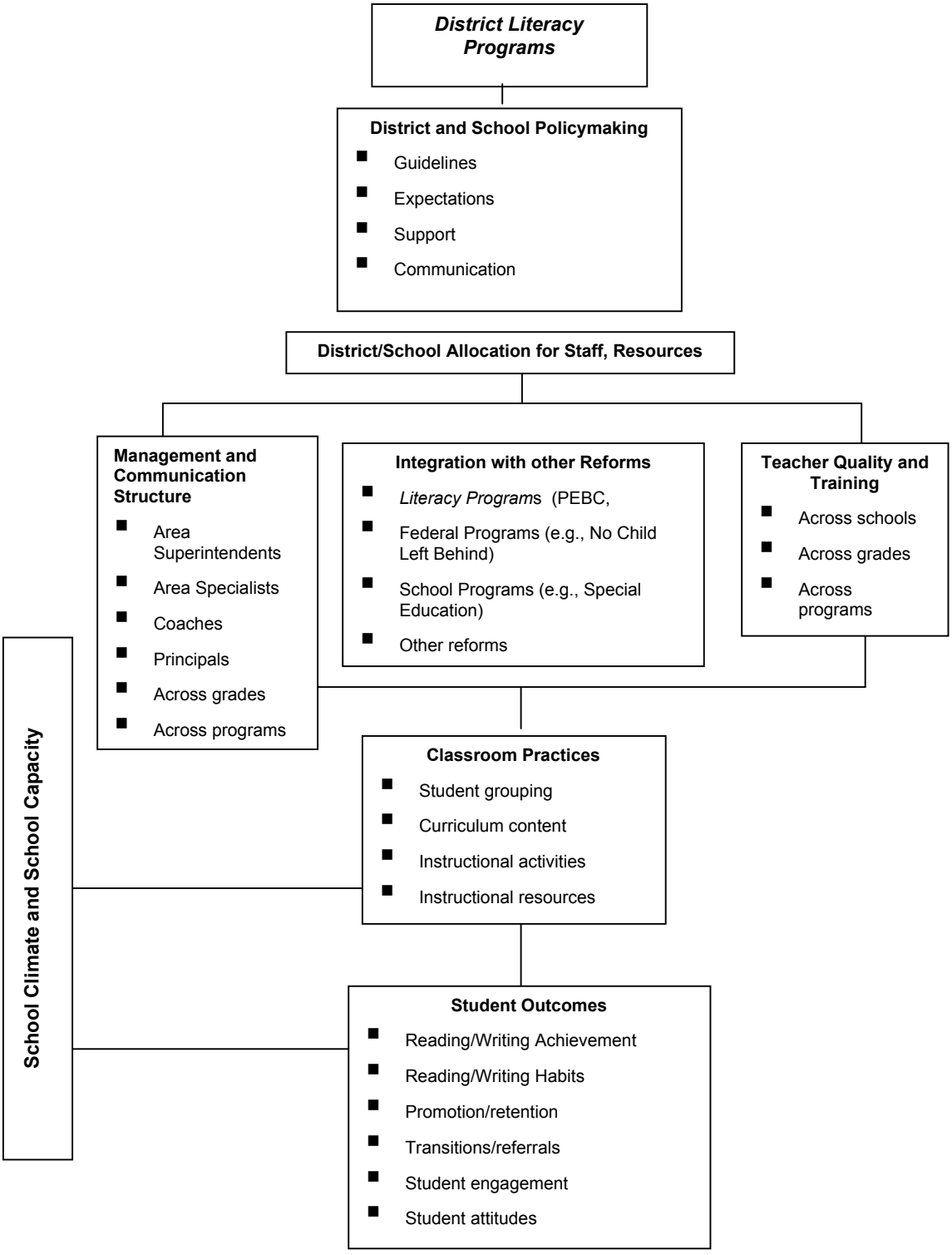
The conceptual framework should be reviewed and revised until all those involved think it represents the intended program design.

**Logic Model (or Conceptual Framework) at a Glance: Examples**

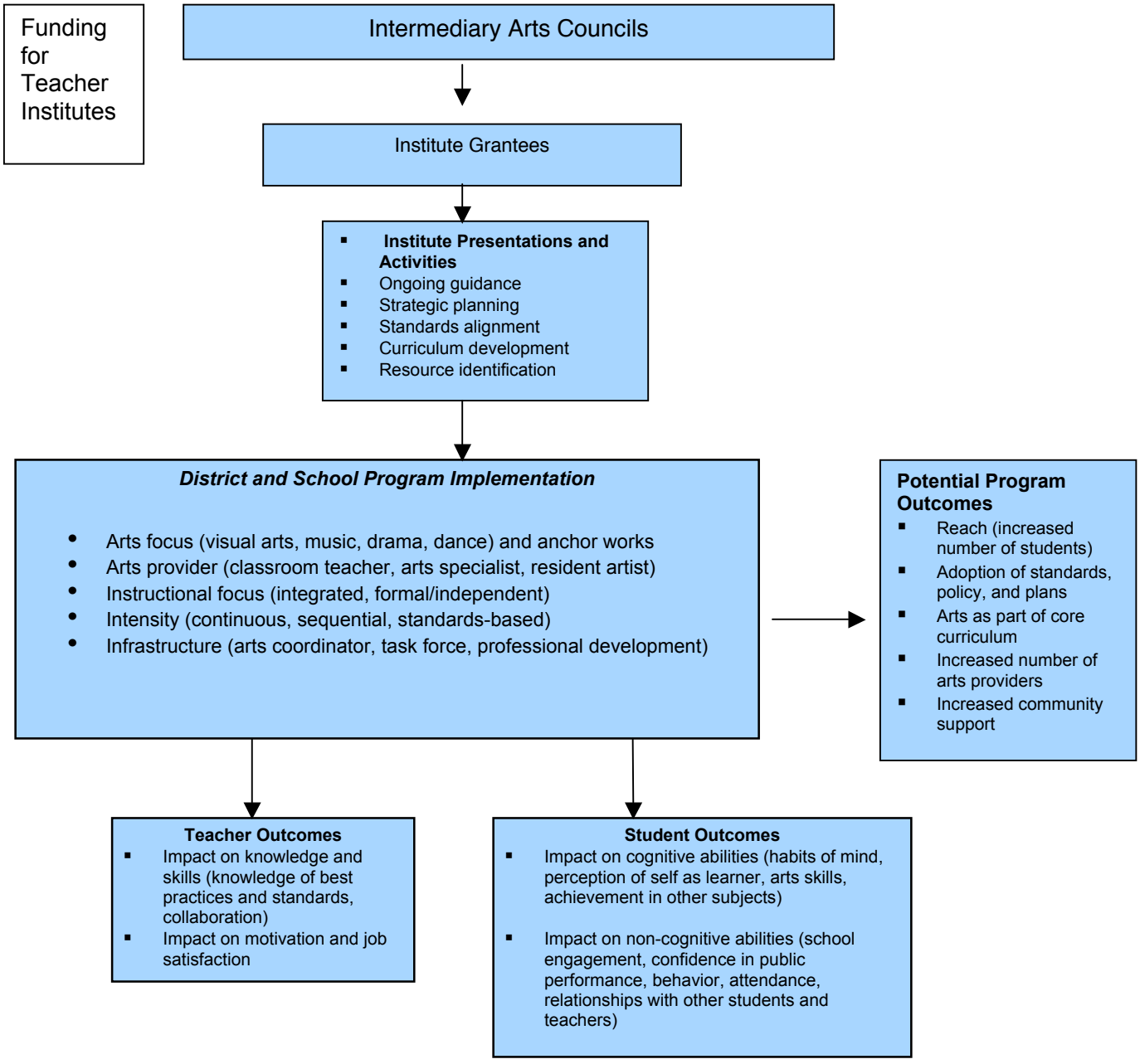
While there are many ways to depict your project's conceptual framework, the examples attached to the links below are just two that can help guide your efforts. In both examples, designers and evaluators can quickly see the program's components and the factors that influence them. The use of a conceptual framework can help your team match their objectives to the design and enhance their collaborative efforts—dramatically.

**For examples of logic models, see below.**

## School Reform Logic Model



# Regional Art Program



**Logic Model for Virtual Spanish Program**

| PROGRAM INPUTS | PROGRAM DESIGN | IMPLEMENTATION | INSTRUCTIONAL OUTCOMES | STUDENT INTERMEDIATE OUTCOMES | STUDENT LONG-TERM OUTCOMES |
|---|---|---|---|---|---|
| **State Mandates and policies**<br>• Academic standards<br>• Foreign language mandates<br><br>**Federal Guidelines**<br>• Scientifically-based research guidelines<br>• NCLB<br><br>**Virtual Program**<br>• Design<br>• Curriculum<br>• Support | **Instructional Team**<br>• Lead Teacher<br>• Adjunct<br>• Facilitator<br><br>**Curriculum Materials**<br>• Activities<br>• Lessons<br>• Supporting Materials<br><br>**Technology Platform**<br><br>**Administrative Policies and Procedures**<br>• Enrollment criteria | **Team Community and Collaboration**<br><br>**Classroom Characteristics**<br>• Observed Activities<br>• Levels of interaction<br>• Student composition<br>• Physical Spa<br><br>**Instructional Supports**<br>• Feedback<br>• Communication<br>• Promote classroom community<br>• Teacher use of language (modeling) | **Students' Experience of Support for Learning**<br>• Support from facilitators/ teachers<br>• Experience with learning activities<br><br>**Student Collaboration and Community**<br><br>**Student Technology Use and Competence** | **Student Engagement**<br>• Motivation<br>• Challenge<br>• Participation in Learning<br>• Responsibility<br><br>**Student Use of Language**<br><br>**Valuing of foreign language** | **Spanish Learning**<br><br>**Enrollment and succes in high school foreign language**<br><br>**Improved Language A performance**<br><br>**Other potential outcomes** |