

Logic Model

Logic Model  
The logic model is a tool that helps you think about the relationships between your organization's mission, its programs, and the outcomes you want to achieve. It is a visual representation of the theory of change that guides your organization's work.

**Size and Level of Detail**

The logic model should be of a size that readers can easily study the model without extensive reference and cross-comparisons between pages. Ideally, the logic model is one or at most two pages long. The level of detail should be sufficient for the reader to grasp the major items that go into an organization or program, what occurs to those inputs, the various outputs that results and the overall benefits/impacts (or outcomes) that occur and to which groups of people.

Note the content of program logic models is often more specific than models for organizations. This level of specificity is often quite useful for program planners.

**Definitions of Basic Terms**

Logic models typically depict the inputs, processes, outputs and outcomes associated with an organization and its programs. Don't be concerned about your grasping the "correct" definition of each of the following terms. It's more important to have some sense of what they mean -- and

even  
more  
important  
to be  
consistent  
in  
your  
use  
of the  
terms.

## **Inputs**

**These  
are  
materials  
that  
the  
organization  
or  
program  
takes  
in  
and  
then  
processes  
to  
produce  
the  
results  
desired  
by  
the  
organization.**

**Types  
of  
inputs  
are  
people,  
money,  
equipment,  
facilities,  
supplies,  
people's  
ideas,  
people's  
time,  
etc.**

**Inputs  
can  
also  
be  
major  
forces  
that  
influence  
the  
organization  
or  
programs.**

**For  
example,  
the  
inputs  
to a  
nonprofit  
program  
that  
provides**

training  
to  
clients  
might  
include  
learners,  
training  
materials,  
teachers,  
classrooms,  
funding,  
paper  
and  
pencils,  
etc.  
Various  
laws  
and  
regulations  
effect  
how  
the  
program  
is  
conducted,  
for  
example,  
safety  
regulations,  
Equal  
Opportunity  
Employment  
guidelines,  
etc.  
Inputs  
are  
often  
associated  
with  
a  
cost  
to  
obtain  
and  
use  
the  
item  
--  
budgets  
are  
listings  
of  
inputs  
and  
the  
costs  
to  
obtain  
and/or  
use  
them.

**Processes**  
**(or**

**Activities  
or  
Strategies  
or  
Methods)**

**Processes  
are  
used  
by  
the  
organization  
or  
program  
to  
manipulate  
and  
arrange  
items  
to  
produce  
the  
results  
desired  
by  
the  
organization  
or  
program.**

**Processes  
can  
range  
from  
putting  
a  
piece  
of  
paper  
on  
a  
desk  
to  
manufacturing  
a**

space  
shuttle.  
However,  
logic  
models  
are  
usually  
only  
concerned  
with  
the  
major  
recurring  
processes  
associated  
with  
producing  
the  
results  
desired  
by  
the  
organization  
or  
program.  
For  
example,  
the  
major  
processes  
used  
by  
a  
nonprofit  
program  
that  
provides  
training  
to  
clients  
might  
include  
recruitment  
of

learners,  
pretesting  
of  
learners,  
training,  
post-  
testing  
and  
certification.

## **Outputs**

**Outputs  
are  
usually  
the  
tangible  
results  
of  
the  
major  
processes  
in  
the  
organization.  
They  
are  
usually  
accounted  
for  
by  
their**

**number,  
for  
example,  
the  
number  
of  
students  
who  
failed  
or  
passed  
a  
test,  
courses  
taught,  
tests  
taken,  
teachers  
used,  
etc.**

**Outputs  
are  
frequently  
misunderstood  
to  
indicate  
success  
of  
an**

**organization  
or  
program.  
However,  
if  
the  
outputs  
aren't  
directly  
associated  
with  
achieving  
the  
benefits  
desired  
for  
clients,  
then  
the  
outputs  
are  
poor  
indicators  
of  
the  
success  
of  
the  
organization**



**and  
its  
programs.  
You  
can  
use  
many  
teachers,  
but  
that  
won't  
mean  
that  
many  
clients  
were  
successfully  
trained.**

**Outcomes**

**Outcomes  
are  
the  
(hopefully  
positive)**

**impacts  
on  
those  
people  
whom  
the  
organization  
wanted  
to  
benefit  
with  
its  
programs.  
Outcomes  
are  
usually  
specified  
in  
terms**

**of:**

**a)**

**learning,**

**including**

**enhancements**

**to**

**knowledge,**

**understanding/perceptions/attitudes,**

**and**

**behaviors**

**b)**

**skills**

**(behaviors**

**to**

**accomplish**

**results,**

**or**

**capabilities)**

**c)**

**conditions  
(increased  
security,  
stability,  
pride,  
etc.)**

**It's  
often  
to  
specify  
outcomes  
in  
terms  
of  
short-  
term,  
intermediate  
and  
long-**

**term.**

**From**

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