This resource will support you to build a logic model for a project, program or initiative from any aspect of your 2015-2017 School Plan

OR

to plan a key element of your 2018-20 School Plan.

Developing a logic model is important preparation for planning an evaluation

It allows you to:

- Clarify the original reason for the project
- Plot the intended causal pathway from inputs and activities to intended outcomes
- Identify possible barriers and enablers to achieving the outcomes, which you can look for in the evaluation.

It will also assist you to:

- Identify assumptions that you can test in the evaluation
- Identify possible indicators of success and data you might need for the evaluation
- Think about what questions you might want to ask in your evaluation.

Ideally, a logic model is used at the start of planning a program to ensure alignment between the purpose of the program, the inputs, the activities and the intended outcomes.

The diagram below shows a simple logic model that plots how needs influence the choice of inputs, how the inputs are used in activities and how the activities lead to the intended outcomes.
This resource assumes you are developing a logic model for an existing project. You start by looking at the activities that were a part of the project, and then work it through from there.

If you were developing a completely new project, you would start your logic model thinking about the needs or the reasons you are considering this project.

Watch this video for a short overview of logic modelling

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What you will need:

- the evaluation team leader and team members
- approximately two hours
- a blank sheet of butchers paper
- a big table to work on, or a wall
- sticky notes of four different colours
- pens/markers
- a computer with sound, so you can watch the video of the Robotics logic model demonstration

There are eight steps to work through as a team:

**Step 1:** Note the project’s activities
**Step 2:** Note the inputs
**Step 3:** Note the intended outcomes
**Step 4:** Reorder into cause and effect chain
**Step 5:** Note the needs
**Step 6:** Troubleshoot your model
**Step 7:** Write down any assumptions
**Step 8:** Tidy up your model

Watch this video for a live demonstration of building a logic model (Stage 2 robotics program)

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**Step 1: Note the project’s activities**

- Think about the activities involved in your project.
- Write down each activity on a separate sticky note using one colour only.
- Space these notes out vertically down the middle of a landscape sheet of butchers paper.
### Step 2: Note the resources used
- Write the inputs (resources) used in each of the activities, such as funds, time, space, training, release, class time.
- Write each input on its own sticky note.
- Place the sticky notes to the left of the corresponding activity.

### Step 3: Note the intended outcomes
- Think about the intended outcomes for **EACH** of the activities.
- Write each outcome on its own sticky note. Use a different colour from the inputs and activities.
- Place these sticky notes directly to the right of the corresponding activity or input.

### Step 4: Reorder into cause and effect chain
- Think about the interaction between different activities, inputs and outcomes.
- Consider which comes first, which are dependent on others, where there are feedback loops and so on.
- Reorder the sticky notes to show the order of events with a flow from left to right.
- You may find you need to split some sticky notes and add some new ones.

### Step 5: Note the needs
- Think about why you started this project.
- Consider each of the activities individually and write down what need was being addressed or what problem you were trying to solve.
- What was driving the approach in choosing the activities?
- Write each of the needs on a sticky note of a fourth colour.
- Place these sticky notes on the left most side.
Step 6: Troubleshoot your model

In this process, reorder, add and change words if necessary.

Focus on the following three aspects:

1 **Look at the needs**: What else is being done, if anything, that specifically targets these needs? How does this set of activities relate to that other work?
   - **Why do this?** To identify points of interaction between different initiatives that share similar objectives.

2 **Look at the link between the needs and outcomes**: Are the two sides of the model ‘symmetrical’ or are there needs that aren’t being addressed?
   - **Why do this?** To test whether the project has been distracted from its original goals, and is now working to achieve outcomes that don’t reflect the reasons for going down this path.

3 **Are there any missing links** between our activities and the intended outcomes? How plausible is the chain of cause and effect? Are there any ‘miracle moments’ or leaps of logic?
   - **Why do this?** To help identify assumptions, as well as possible enablers and barriers that might influence capacity to achieve outcomes. You can then look for these in the evaluation.

Step 7: Write down any assumptions

- As you troubleshoot your model, write down any assumptions that you made when you originally planned the project you are going to evaluate.
- Particularly, try to identify assumptions that the project relies on and points where, if an assumption doesn’t hold true, the activities might lead to nil or negative outcomes.
- For each assumption, write a number on the sticky note (or arrow) that it relates to.
- Write the assumption on the bottom or side of the butchers paper.

Step 8: Tidy up your model

- Re-write sticky notes that have become too crowded or messy.
- Lay it out as best you can with a logical flow from left to right.
- Draw arrows on the paper or whiteboard, showing the flow of cause and effect.
- Take a photo of your model.
- To create a digital version of your model that you can edit, use PowerPoint or another program designed for laying out diagrams.