

Logic Model Activity

Activity: Youth-Led Logic Model

Youth should create a logic model to organize their thoughts around the identified issue, goals for project impact, steps to implement, required inputs and any external factors or assumptions. There is no absolute right way to create a logic model for any type of work. Encourage conversation and discussion amongst the team about what is the best logic model for the planned youth-led action.

Learning objectives:

- Youth will apply what they have learned about logic models to turn visions of youth-led work into concrete prototypes of the project.
- Youth will specify expectations of all group members and unify project teams around shared logic paths for action on the identified issue.
- Youth will apply outcomes of Storyboarding and Relational Mapping Activities to determine outcomes, outputs, and inputs.

Supplies

- [Logic Model Template](#)

Activity Instructions:

1. Define the situation statement
2. Based on the situation statement, specify long-term outcomes.
3. List medium- and short-term outcomes that may be intermediaries or separate from long-term outcomes.
4. Decide what participants and activities will be necessary to accomplish all outcomes.
5. Determine what inputs are required to implement activities and facilitate participation.

Reflection Questions:

- Was there any disagreement amongst team members in the development of the logic model?
- After creating the logic model, does the team feel differently about the scope of the identified issue and the action planned to address the issue? Why or why not?



Extension

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