

Logic Models and Theory of Change

Worksheet to accompany video

Trainee's Proposed Project Title: _____

Name(s) of Person(s) doing this exercise: _____

Stage of project (please circle one): Existing Project Planning stages

Definition of Situation (Research and Analysis)

(Stop video at 6 minute mark to complete this part of worksheet)

1. What is the problem?

2. What causes the problem?

3. Who is affected by this problem (i.e. the clients/target audience)?

4. Who cares about whether or not this problem is solved (i.e. the "stakeholders")?

5. What do existing research and past project evaluations tell us about how to solve this problem?

Identify Outcomes:

(Stop video at 8:42 minute mark to complete this part of worksheet – please use forward or backward mapping to identify outcomes and enter below or directly into Logic Model on last page of worksheet.)

1. Long-Term outcomes
 - a.

 - b.

2. Short-term outcomes
 - a.

 - b.

 - c.

Inputs, Activities, and Outputs:

(Stop video at 9:30 minute mark to complete this part of worksheet - information can be entered below or directly into Logic Model on last page of worksheet – the format in the video has been adapted in this worksheet to reflect the Department of State version of a Logic Model.)

1. Project Inputs (e.g. types of technical assistance, training, and other resources)
 - a.
 - b.
 - c.
2. Project Activities (e.g. grant solicitations, study tours, etc.)
 - a.
 - b.
 - c.
3. Outputs – defined as the direct and tangible results of the project activities (e.g. number of technical assistance outputs; number of people trained; number of items of equipment, vehicles, or other commodities distributed; number of facilities constructed or rehabilitated, etc.).
 - a.
 - b.
 - c.

Other information to keep in mind:

(Stop video at 11 minute mark to complete this part of worksheet)

1. External Factors (things that could affect your project over which you have little control):
 - a.
 - b.
2. Assumptions (conditions or resources that are needed for the success of the project):
 - a.
 - b.

Theory of Change (describes how and why a project is expected to achieve its stated outcomes):

You can use your Logic Model to develop your Theory of Change. A Theory of Change is a statement that describes how your project will produce the outcomes you have described in your Logic Model.

If we do _____, then (X will happen) _____ because _____. (Link project to existing condition and to desired result)

Logic Model

Program/Project/Initiative/Grant Name: _____

Inputs	Activities	Outputs	Short-Term Outcomes	Long-Term Outcomes
What are the resources invested to start and maintain the program?	What activities will you implement?	What are the immediate results of those activities?	What are the intermediate results of the intervention?	What are the long-term results due to the program intervention?

External Factors:

Assumptions: