

Examples of Logic Model Components for Out-of-School Time (OST) Programs

ELEMENTS OF THE MODEL "The Program"	AS MEASURED BY "The Outcomes"	EVALUATION AND LEARNING
<p>❶ DESIRED RESULTS</p> <p>Improve the physical, social, and emotional well-being of children.</p> <p>Improve children's academic development and performance.</p>	<p>❸ INDICATORS</p> <p><i>Ultimate Indicators</i></p> <ul style="list-style-type: none"> ▪ Reduced substance use rates among teens ▪ Reduced teen pregnancy rates ▪ Reduced #s of violent acts among adolescents and teens ▪ Reduced dropout rates ▪ Increased percentage graduating from high school ▪ Increased percentage attending college <p><i>Interim Indicators</i></p> <ul style="list-style-type: none"> ▪ Improved test scores in reading, math, or science ▪ Reduced #s of anti-social behaviors or behavior problems ▪ Decreased student suspensions ▪ Improved grades <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; display: flex; align-items: center; justify-content: center; margin: 10px auto;"> <p style="text-align: center; margin: 0;">Require community -wide effort to affect</p> </div>	<p>❷ DATA SOURCES & METHODS</p> <ul style="list-style-type: none"> ▪ Standardized tests ▪ State/local government databases ▪ Surveys ▪ Focus groups ▪ Interviews
<p>❷ MOTIVATING CONDITIONS & CAUSES</p> <ul style="list-style-type: none"> ▪ Many parents working outside of the home ▪ Children with unstructured and unsupervised time after school ▪ Low academic performance among low-income children ▪ Lack of positive adult-youth relationships ▪ Youth at more risk for crime and substance abuse after school 	<p>❸ PERFORMANCE MEASURES</p> <p><i>Measures of Effect</i></p> <ul style="list-style-type: none"> ▪ Development of emotionally supportive relationships with adults ▪ Higher self-esteem ▪ Improved study habits ▪ Improved peer relationships ▪ Improved attitudes toward school ▪ Improved school attendance <p><i>Measures of Effort</i></p> <ul style="list-style-type: none"> ▪ # of children served in the OST program and participant demographics ▪ # of classes/sessions/trainings ▪ # and type of products developed ▪ Measures of program cost-effectiveness ▪ Parent and child satisfaction rates with the OST program <div style="border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; display: flex; align-items: center; justify-content: center; margin: 10px auto;"> <p style="text-align: center; margin: 0;">Can be affected by the OST program</p> </div>	<p>❹ EVALUATION QUESTIONS</p> <ul style="list-style-type: none"> ▪ Has the program achieved its intended measures of effort? ▪ Have the measures of effect changed as anticipated? ▪ If the measures of effect have changed, are the indicators moving? ▪ If the measures or indicators are not moving, does that mean the OST program needs to be modified?
<p>❸ PROGRAM STRATEGIES</p> <ul style="list-style-type: none"> ▪ Youth development and leadership ▪ Academic enrichment ▪ Curriculum development and enrichment ▪ Collaboration 	<p>❹ STAKEHOLDERS</p> <ul style="list-style-type: none"> ▪ Program staff ▪ Collaborators/partners ▪ Program participants ▪ Parents ▪ Program funders ▪ Board members ▪ Community members 	<p>❺ MECHANISMS FOR LEARNING</p> <ul style="list-style-type: none"> ▪ Regular evaluation reports (in different and accessible formats for different stakeholders) ▪ Designated periodic "learning meetings" to talk about evaluation results with stakeholders ▪ Staff meetings ▪ Strategic retreats
<p>❹ PROGRAM ACTIVITIES</p> <ul style="list-style-type: none"> ▪ Homework help and tutoring ▪ Mentoring ▪ Rap sessions ▪ Arts activities ▪ Recreation activities ▪ Technology training ▪ Literacy activities ▪ Career counseling and development ▪ Community service or work projects ▪ Intergenerational activities ▪ Conflict resolution training 		

Diagram from: Coffman, J. Logic models in out-of-school time. *The Evaluation Exchange*, 9(1), 22–23. Cambridge, MA: Harvard Family Research Project. Available at www.gse.harvard.edu/hfrp/eval/issue21/spotlight.html.