

**United Way Logic Model
After-School Options for Kids**

Planning

Problem Statement: Students are not successfully completing high school.				
Goal: Increase enrichment opportunities for youth to improve their academic achievement.				
<u>Your Planned Work</u>		<u>Your Intended Results</u>		
Inputs: (What we put in, eg. resources, money, staff time, etc.)	Activities: (What we do)	Stakeholders: (Who we reach)	Outputs: (Changes we expect to see next; tangible, countable items)	Long-term Impacts: (Changes we hope to see over time)
Safe location	Recruit students	Students	Students attend their school programming and learn new technical skills	Increased student achievement
Peer support	Provide tutoring	Peers	Students receive additional academic support where needed	Students graduate from high school
Volunteers, teachers	Operate academically focused and study skills programs	Volunteers	Students have improved study habits and learn leadership skills	
Curriculum	Operate Leadership Academy		Increase in student mastery and sense of self-efficacy	
Funding	Record progress		Increase in student engagement in school and increase in school attendance	
Assumptions: Building a good curriculum, recruitment plan and establishing parental involvement will improve attendance in after school program.		External Factors: Distance to program, transportation, parental support and facilitation.		

Outcomes/Results

<u>Your Planned Work</u>		<u>Your Intended Results</u>		
Inputs: (What we put in, eg. resources)	Activities: (What we do)	Short-term: (Changes we expect to see in the short-term)	Long-term: (Changes we hope to see over time)	Community Outcomes: (Changes we want to track in our community)
\$25,000 operating budget	Recruit 10 students	Students attend after-school programming and learn new technical skills	Increased student achievement	Students graduate from high school
2 High school teachers	Provide tutoring to 10 students	Students have improved study habits and learn leadership skills	Rates of high school dropouts decrease	
10 volunteers	10 study skills workshops with 5 participants each	Students receive additional academic support		
2 peer educators	Deliver educational interventions to 3 students	Students increase mastery and sense of self-efficacy		
Classroom in the high school	Make referrals for 2 students	Student engagement and attendance increase in school		