Program Action – Logic Model

**Inputs**
- What we invest
  - Staff Time
  - Volunteer hours
  - Planning Time
  - Money
  - Knowledge base
  - Expertise
  - Materials
  - Equipment
  - Space
  - Technology
  - Partners

- Who we reach
  - Existing Contributors
  - New Contributors
  - Clients
  - Educators
  - GLAMS
  - Decision-makers
  - Consumers

- What we do
  - Develop products, curriculum, resources
  - Deliver content and services
  - Conduct workshops, and meetings
  - Train
  - Counsel/Advise
  - Facilitate
  - Partner
  - Disseminate/Work with media

- What we create
  - Plans
  - Event Documents
  - Topic Areas
  - Pages
  - Articles
  - Templates
  - Satisfaction
  - Fun
  - Community Networks

**Outputs**
- Activities
- Direct Products

**Outcomes - Impact**
- Results in terms of Learning
  - Awareness
  - Knowledge
  - Attitudes
  - Skills
  - Interest
  - Opinions
  - Aspirations
  - Intentions
  - Motivations

- Results in terms of changing Action
  - Behavior (i.e., participation, retention)
  - Practice/Contributions (i.e., articles, pictures, bytes, edits, etc.)
  - Decision-making (i.e., program planning, gap analysis, next steps)
  - Policies
  - Social Action

- Results in terms of change to the Conditions
  - Social (i.e., Reach, Participation, Diversity)
  - Economic (i.e., more funding for programs, more cost effective programs)
  - Civic (i.e., Reach, Community engagement)
  - Environmental (i.e., Article and Photo Quality, Expanses of Content)

**Evaluation**
- Identification – Design – Implementation – Completion/Follow-up