Appendix B
Logic Model Template for Typical Student Affairs Department Programs

**MISSION**

**GOALS**

**PROGRAMS**

**INPUTS**

Resources dedicated to the program: e.g.,
- Money
- Staff
- Time
- Equipment

Constraints on the program: e.g.,
- Laws
- Regulations

**ACTIVITIES**

Activities that are done to deliver the program: e.g.,
- Provide workshops
- Advise students
- Distribute brochures
- Develop handbook
- Teach classes
- Provide training
- Give tests

**OPERATIONAL/BUSINESS OUTCOMES**

Products from the activities: e.g.,
- Number of workshops
- Number of people advised
- Types of brochures produced
- % served
- % satisfied
- Amount of money collected

**LEARNING OUTCOMES**

Benefits for participants: e.g.,
- Gained new knowledge
- Increased skill
- Modified behavior
- Improved their condition
- Positively altered their status

**Goals:** Broad general statements of what a department wants its constituents to know or do. Goals generally describe what the program is trying to accomplish. Typically only 3-5 goals for a department.

**Programs:** Sets of related activities and outcomes that consume a meaningful portion of the departmental resources (persons, dollars, time, etc.) and that are designed to support the department’s goals.

**Mission:** Describes the purpose of the organization and the constituents served. It clearly relates to the Oregon State University and the Division of Student Affairs Missions.

(Logic model adapted from United Way of America, 1996)