## Logic model template - example

**Last revised September 2018**

### Challenge:
A description of the problem that the programme seeks to solve.
*E.g.* Many low-income women lack the confidence or know-how to obtain employment and be self-sufficient.

### Goal:
The intended aim or impact over the life of a programme.
*E.g.* Participating women achieve economic self-sufficiency through training, work placement and support.

<table>
<thead>
<tr>
<th>Inputs</th>
<th>Activities</th>
<th>Outputs</th>
<th>Outcomes</th>
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</thead>
</table>
| People, time, resources, to be consumed by the programme.  
*For example:*  
- Teachers  
- Meeting space  
- Office supplies  
- Grant funds  
- Counsellors | The actions a programme takes to achieve its desired results.  
*For example:*  
- Deliver trainings  
- Run work placements  
- Run counselling sessions | The tangible, direct products of the programme activities.  
*For example:*  
- X training sessions delivered  
- X work placements run  
- X counselling sessions delivered | The changes expected to result from a programme – among clients, systems, organisations, communities.  
*For example:*  
- Participants improve job skills  
- Participants obtain full-time paid employment  
- Participants improve self-confidence and wellbeing |

### Assumptions
The underlying beliefs about how a project will work, the people involved and the context. These are sometimes implicit in a logic model or theory of change, but it can be useful to state them explicitly.
*E.g.* Participants are able to access living wage jobs near where they live.

### External factors
Other influences on programme results, circumstances beyond programme control - the context in which you work — social, cultural, economic and political factors, laws, regulations, and working with other organisations.
*E.g.* Trusting relationships between participants and organisation staff.  
Participants are willing to partake in the programme.