**PROGRAM LOGIC MODEL**

The ***Logic Model*** is a key tool linking planning and evaluation. A ***Logic Model*** shows the relationships between the resources (inputs) you have, the interventions (actions) you intend to do and the results (outcomes) you hope to achieve. A ***Logic Model*** can visually communicate your program at a high-level to key stakeholders including senior leaders and community partners. It is also a key tool to support program monitoring and evaluation.

A ***Logic Model*** should be developed in the “*Describe Program*” stage, at the very beginning of the “IMPLEMENT” phase. The ***Logic Model*** is also used in the “*Establish Key Indicators*” stage and “*Focus Evaluation*” stage. These stages are opportunities to update and/or develop your ***Logic Model***.

Instructions:

* If your program activities all focus on one population, remove the “Population” column from the logic model and identify the population for the activity within the Interventions / Components column.
* Use the “arrow drawing” feature in the Insert tab, under “Shapes” to include arrows in your logic model that link your INPUTS to ACTIONS to OUTCOMES.
* Refer to the relevant Program Standard in the *Ontario Public Health Standards, 2018* to ensure your program activities, outputs and outcomes align with the mandate.
* The ***Logic Model*** should be updated as your program evolves. Record updates to the ***Logic Model*** in the table provided and track versions in the document footer.
* Note, the body of the logic model is a SmartArt graphic. If you have made significant formatting changes to the SmartArt that you would like to undo you can reset all graphic formatting using the following steps:
  + Select the SmartArt with your curser and navigate to the “Design” tab in the ribbon.
  + Click the “reset graphic” button. This will discard all formatting changes made to the SmartArt.

**Program Logic Model Title Here**

**Assumptions:** Insert program assumptions here.

**External Factors:** Insert factors external to the program here.

**Inputs**

**Actions**

**Outcomes**