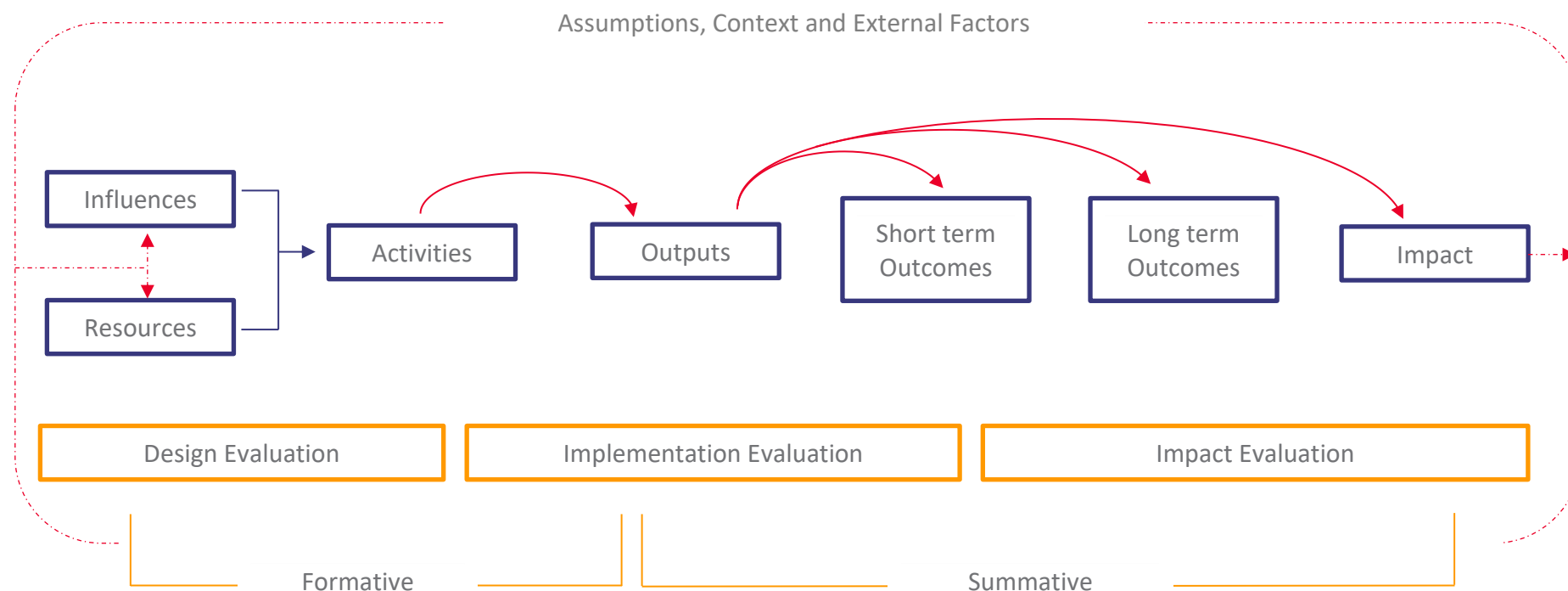


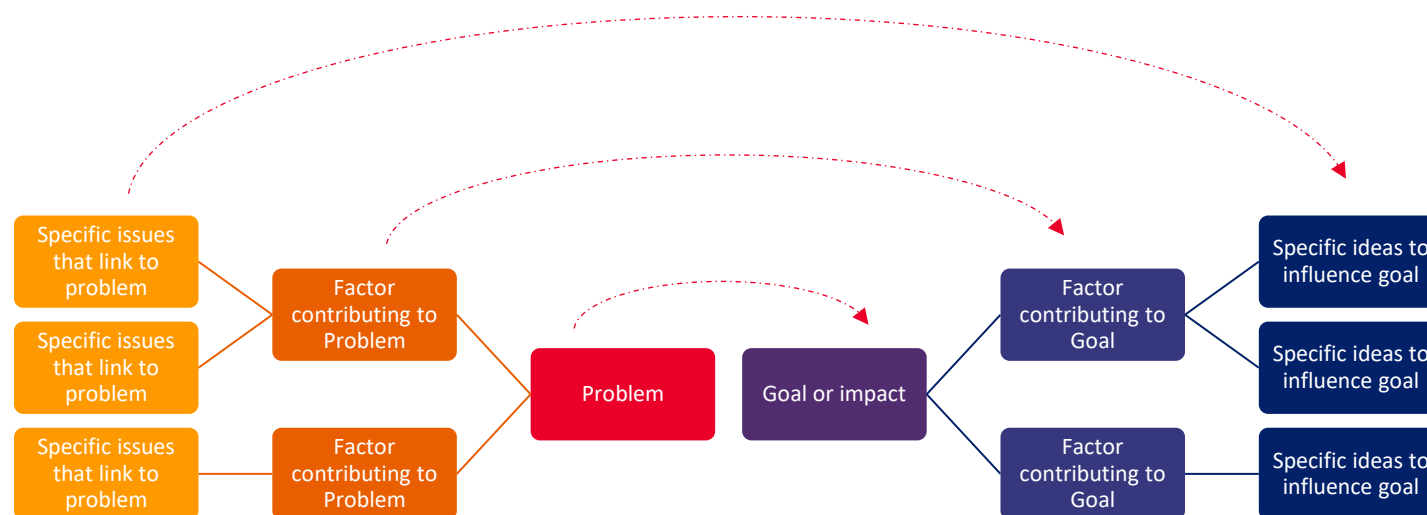
Logic Model

Remember back to the end of week 1, reflecting upon your theory of change and the logic model process. This worksheet begins to test your ideas by working through problems in detail and considering them in the context of your situational analysis.



Problem to Objective Tree

The problem tree helps to consider the issues to be addressed and the wider causes for specific problems. Once these are identified, the objective tree can be built by mirroring the problem and contributory factors but rephrasing and reframing them to become active goals and task orientated steps.



Below is a simple example of considering a problem and then turning it into an objective.



Using a problem tree helps to identify goals and potential interventions and activities. Once a number of ideas have been generated, they can be explored within your community and with your stakeholders, to consider their feasibility.



*Our Theory of Change:
Exploring the role of Sport for Development
in the prevention and desistance from crime*

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The example shown above is based on the Theory of Change developed by the Alliance of Sport for the Desistance of Crime which investigated the use of sport to tackle crime. For a detailed model of this specific Theory of Change please see the following:
[Exploring the role of Sport for Development in the prevention and desistance from crime.](#)



Further examples of how to use problem and objective trees are available on the [Grassroots Collective website](#)

Logic Model Table

Now begin to populate your Logic model, based on your own reflections and the tools already discussed. Use your Theory of Change, remembering to work backwards from Goals and Impact. Use your Situational Analysis to understand context. Use Problem and Objective trees to consider interventions and actions.

ASSUMPTIONS	RESOURCES	ACTIVITIES	OUTPUTS	OUTCOMES	IMPACT

Document Key:

Assumptions and Context: how the programme functions within the economic, social and political environment of its community.

Resources: The capacity of the programme, including budget, staff, facilities and partnerships (often referred to as 'Inputs').

Activities: The planned activities that will be undertaken as part of the project.

Outputs: The direct deliverables of the project (e.g. #persons trained).

Outcomes: The measurable results of the programme (e.g. increased knowledge).

Impact: How the programme outcomes alter the context and situation (e.g. improved health).