



CHAMPS Logic Model

John C. Diehl Elementary School, Pennsylvania

Topic: Increased Learning Time: Beyond the Regular School Day

Practice: Evaluate Program

A logic model is a way of articulating a theory of change for a program and describing the path to the program's goals. It lays out the resources available, activities the program will provide, and impacts it seeks to make. Program goals may include reducing achievement gaps, raising standardized test scores, or focusing on a particular skill deficiency. Districts, schools, and out-of-school program providers can use a logic model to guide selection of relevant evaluation measures and interpretation of the results of an out-of-school program evaluation.

The CHAMPS Logic Model lays out:

- Inputs (e.g., supervisory and administrative support, building space, transportation);
- Activities (e.g., academic enhancement, personal skill development, recreation);
- Outputs (e.g., program sites and number of students served);
- Program outcomes (e.g., improving student engagement); and
- Community outcomes (e.g., healthy youth development and positive parenting skills).

District administrators, site managers, and program evaluators may find this sample material useful when considering the structure and content of a logic model to guide the development and evaluation of an out-of-school program.



The School District of the City of Erie, PA

CHAMPS Afterschool Programs

Engage Enrich Educate



CHAMPS LOGIC MODEL 2009

	2007		Program	Community
Inputs	Activities	Outputs	Outcomes	Outcomes
Supervisory and	Academic	Program Sites and	Improve student	Healthy Youth
Administrative support	Enhancement	Numbers of Students	engagement in	Development
- I I I I I I I I I I I I I I I I I I I	Homework Help	Elementary Sch. Sites	school	Beveropment
Program Staff	Tutoring	• Burton (60)		Children
Program Supervisor	Study Skills	• Diehl (60)	By:	Succeeding
Program	Development	• Edison (45)	• Improving	in School
Development	Math & Reading	• Emerson-Grid. (45)	School	
Manager	Enrichment	• Harding (60)	attendance for 90% of	 Positive Parenting
 Program Facilitator 	 Technology Ed 	• Irving (45)	participating	Skills
Secretary		• Jefferson (45)	students.	
	Personal Skills	• J. Connell (45)	students.	 Decrease in Juvenile
Site Staff	<u>Development</u>	• Lincoln (45)	 Improving 	Crime
 School Site-Based 	Resiliency	• McKinley (45)	School	
Site Managers	Building	• PBurleigh (60)	Performance	• Increase in
• Teachers	 Relationships 	• Wayne (45)	(grades) for 75%	Community
	Character Ed		of regularly	Involvement
<u>Volunteers</u>	 Social Etiquette 	Middle School Sites	attending	
• Interns	• Conflict Resolution	• Wilson (60)	students	
• Volunteers	Problem Solving	• Roosevelt (30)	Reducing the	
College Students		High School Site	number of	
D.::1.1:/C:4	Recreational Activities	• Flagship Trans. (15)	suspensions by	
Building Space/Sites Classrooms	• Sports		75% among	
	• Hobbies	Days Per Week (4) Mon-Tues-Wed-Thurs	participants.	
• Gym / Hallways	• Clubs	Mon-Tues-Wed-Thurs	Improve	
• Libraries	• Arts	Hours Per Day: 3	classroom	
Computer Labs	Family Involvement	Elementary Schools	behavior, affect,	
Transportation	Family Involvement Activities	2:30—5:30 pm	and performance	
Erie School District	Quarterly Parent	Middle School	for 70% of	
• EMTA	Meetings	3:00—6:00 pm	participating	
• First Student	Parent Education	High School	students as	
• Coach USA	Workshops	3:30 – 6:30 pm	measured by	
Coach OSA	Parent/Student	Academic Enhancement	gains on teacher	
Community Partners	Education Classes	45-60 min/day	surveys.	
Community 1 without	Volunteer	H 14 0 E.	Doubling the	
Coordination of	Opportunities for	Health & Fitness	frequency of	
Community Services	Parents	30-45 minutes/day	conversations	
and Programs		Enrichment Activities	about school	
		60 minutes/day	and/or	
Funding: Program		Family Involvement	homework	
15 Sites / 720 Students		• 36 Quarterly Parent	between parents	
a:		Meetings	and their	
Funding: Site		• 9 S.T.E.P. Parent	children.	
45-60 Students		Education Workshops		
	<u> </u>	Laucation workshops	<u> </u>	L