

**Appendix B**  
**Logic Model Template for Typical Student Affairs Department Programs**

**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.

**MISSION**

**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.

**GOALS**

**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.

**PROGRAMS**

**INPUTS**

**ACTIVITIES**

**OPERATIONAL/BU  
SINESS  
OUTCOMES**

**LEARNING  
OUTCOMES**

**Resources dedicated to the program:** e.g.,

- Money
- Staff
- Time
- Equipment

**Constraints on the program:** e.g.,

- Laws
- Regulations

**Activities that are done to deliver the program:** e.g.,

- Provide workshops
- Advise students
- Distribute brochures
- Develop handbook
- Teach classes
- Provide training
- Give tests

**Products from the activities:** e.g.,

- Number of workshops
- Number of people advised
- Types of brochures produced
- % served
- % satisfied
- Amount of money collected

**Benefits for participants:** e.g.,

- Gained new knowledge
- Increased skill
- Modified behavior
- Improved their condition
- Positively altered their status