



Logic Model: 4-H Experience

Situation: Many essential elements are needed for positive youth development, including positive relationship with a caring adult, inclusive environment, safe environment, engagement in learning, opportunity for mastery, opportunity to see oneself as an active participant in the future, opportunity for self-determination, and opportunity to value and practice service for others.

| INPUTS | OUTPUTS | | OUTCOMES – IMPACT | | |
|---|--|--|---|--|---|
| | Activities | Participation | Short-term | Medium-term | Longer-term |
| What we invest | What we do | Who is reached | What do we think participants will know, feel, or be able to do after participating in program? | How do we think participants will behave or act differently after participating in program? | What kind of impact can result if participants behave or act differently after participating in program? |
| 4-H Youth Development Educators and Specialists Adult Volunteers | Develop and deliver curriculum and instruction for youth via cumulative or long-term experiences or effects of 4-H programming | Youth in grades 4-12 Youth who identify as a 4-H member or member of a 4-H sponsored group Youth involved with 4-H or a 4-H sponsored group for a minimum of 6 hours | Youth participate in and experience 4-H essential elements <ul style="list-style-type: none"> • positive relationship with a caring adult • inclusive environment • safe environment • engagement in learning • opportunity for mastery • opportunity to see oneself as an active participant in the future • opportunity for self-determination • opportunity to value and practice service for others | Youth will use/apply knowledge and skills learned in future opportunities Youth will use/apply knowledge and skills | Youth will seek out future opportunities, activities, courses, education, degrees, jobs/work related to 4-H experience, learning, and mastery |

| Assumptions | External Factors |
|---|---|
| 1. Activities framed around eight essential elements, 4-H guiding principles & mission mandates 2. Delivery modes (club, afterschool, school enrichment and camp) 3. Experiential learning 4. Place-based education (local priorities) | 1. Funding support 2. Youth culture, trends, social norms, media 3. Other youth developing organizations 4. Political priorities, public will, environment |