

Logic Map Elements for _____ Project

<p><i>Project Inputs</i></p>	<p>These are the various needs and resources that your project can draw upon as it sets out to accomplish its work.</p>	Empty grid for Project Inputs
<p><i>Actions (Strategies)</i></p>	<p>This is what your project intends to do to address needs and to utilize the available resources. The key word here is action. These are not your goals, but rather the actions you will carry out to ultimately accomplish your goals.</p>	Empty grid for Actions (Strategies)

(continued)

<i>Intermed. Outcomes, Goals, or Objectives</i>	Each action has an immediate result. Often these results alone are not the fulfillment of your ultimate goals, but are instead steps toward your ultimate goals. Nevertheless, it turns out that these so-called intermediate goals very much lend themselves to measurement. These are the things that you can measurably accomplish in 1 - 3 years. These outcomes are usually perceived as steps toward achieving your ultimate goals.	
<i>Vision</i>	Simply put, this is what you want to wind up with when all is said and done in your project. Here, you should shoot for describing the "big picture" of your project. It is very likely that you will not be able to "measure" whatever you place in this final "box" on your logic map. That is why it is all that much more important to create measurable intermediate goals in the previous set of boxes.	