Discovering PLACE: Logic Model for Place-Based Education Projects

Problem Statement ((Identifies the problem to be sol	ved):			
Goal (What you wan	t to accomplish; the solution to	your problem statement): _			
Inputs	Outputs		Shorter term	→ Outcomes	→ Longer Term
Resources What we invest (people, \$, materials, space, academic standards)	Activities What we do (curriculum plan, services provided)	Participants Who we impact Students	Awareness, Knowledge, Skills, Attitudes What they learn (the immediate results of activities, this can be measured/verified)	Behavior Change How their actions change	Societal, Environmental, Economic Impacts How these changes impact the community
Staff Time			Awareness:		
Materials			Knowledge:		
Partners' time			Skills:		
			Attitudes:		

Other