

Logic Model

Strategies	Outcomes	Goals	Mission
A. Classroom Instruction	1. Increased opportunities for participants to practice leadership development skills	I. Youth/young adults are dynamic leaders.	EOYDC develops the social and leadership capacities of East Oakland youth and young adults (ages 6 – 23) so that they are prepared for employment, higher education, and leadership opportunities.
B. Leadership Development Training	2. Increased skill level of the foundation of leadership in the workplace (C)		
	3. Increased confidence and self-expectation of youth/young adults		
	4. Increased number of participants served, engaged and retained (C, G, L)		
	5. Increased knowledge of health & wellness issues among participants (C, D, E)		
C. Subject Matter Expert Presentations	6. More youth/young adults are college ready (E)	II. Youth/young adults are prepared for post secondary education and employment.	
D. Interest and Need-based Workshops	7. Increased level of job readiness, including attitude and attire among participants	III. Youth/young adults obtain and maintain gainful employment.	
E. Content-specific Training sessions	8. Increased employment for youth/young adults		
F. Individual Assessment	9. More youth/young adults are technologically savvy	IV. Youth/young adults are computer literate and utilize computers toward academic achievement and employability.	
G. Computer-based classes and projects*	10. Increased level of support and engagement for youth/young adults' academic achievement	V. Youth transition by grade levels in their education.	
H. Progress Report Review	11. Increased sustained contact with participants (M)	VI. Youth/young adults develop strong interpersonal relationships to promote a healthy community of responsible citizens.	
I. Registration Process	12. Increased trusting relationships between adults staff and participants		
J. Incentives	13. Improved multi-generational relationships and bonding among males	VII. Youth/young adults contribute to and experience a culture of respect and openness.	
K. Group Projects	14. Increased sense of accountability among participants (H)		
L. In-House Inter-Departmental Referrals*	15. Increased character building and moral development among participants		
M. Participant Follow-up	16. EOYDC staff know and understand youth (F, R)		
N. Use of Character Pillars*	17. Improved practice of positive communication and interaction among participants and staff	VIII. Participants and visitors receive appropriate and respectful customer service.	
O. Concept repetitions whether academic or life skills	18. More youth/young adults make healthy choices	IX. Youth/young adults actively prevent violence and promote peace in the community.	
P. Staff Development Program	19. More youth have tools and support for channeling anger		
Q. Interventions	20. A safe, motivating, relaxed and fun environment	X. Participants access connections to opportunities, services and information.	
R. Onsite Security	21. Increased the number of people (particularly teens) who are aware of EOYDC offerings		
S. EOYDC Website	22. More youth/young adults are exposed to different environments		
T. Digitally-generated collateral material & media			
U. Collecting & Distributing Community Information*			
V. School Site Visits			
W. Youth Outreach	23. Increased sense of cohesiveness and morale among participants and staff	XI. Youth and their families experience an environment of creative expression.	
X. Field Trips*	24. More resourceful and financially supportive alumni network	XII. EOYDC alumni co-create a fiscally sound organization.	
Y. Recognition*			
Z. Fundraisers*			

Strategy Definitions

Strategy	Definition
A. Classroom Instruction	Formal lessons that include an instructor or teacher. Lessons are conducted on the EOYDC campus.
B. Leadership Development Training	A series of instructions both on and off campus that...
C. Subject Matter Expert Presentations	Individuals with content expertise who conduct presentations to the youth and young adult participants for the EOYDC
D. Interest and Need-based Workshops	A series of education-based instruction that increases participants awareness or understanding of a specific subject or topic based need on a participant's need or interest.
E. Content-specific Training sessions	A lesson that is conducted either on or off campus. These lessons are geared toward academic achievement, employment, social-emotional health, and wellbeing. Includes health symposiums
F. Individual Assessment	An evaluation of youth and young adult participants. Participants are measured on...
G. Computer-based classes and projects*	Hands-on lessons, individual and group projects geared toward advancing knowledge of computers and computer-related activities
H. Progress Report Review	A routine review of youth participants school progress. The review looks at progress reports, report cards, and other available school data to assess academic progress and citizenship.
I. Registration Process	Process for entering the information of all participant-age visitors
J. Incentives	A thing that motivates participants to do well academically, to achieve and retain employment, and to actively participate in EOYDC programming. Incentives include tickets to sporting events, cash, etc. Designated staff members distribute the incentives.
K. Group Projects	Focus Groups...
L. In-House Inter-Departmental Referrals*	Process and tools to inform staff about all participants
M. Participant Follow-up	A phone call and/or email to youth and young adult participants and/or their guardians. The follow-up is intended to inquire about participant progress and to share information about new offerings, events, etc.
N. Use of Character Pillars*	Structured, purposeful integration of character pillars within classroom instruction, leadership development and upon which staff are developed
O. Concept repetitions whether academic or life skills	Positive messaging that includes strategies for learning, i.e. "You teach people how to treat you", "Be the change you want to see," etc.
P. Interventions	Process and tools to mitigate crises and other issues that participants face. E.g., skits (form of drama therapy), advocacy
Q. Onsite Security	Tools and staff that serve to secure the EOYDC campus and occupants
R. Staff Development Program	A formal program by which staff are trained and assessed. The program ensures that staff have appropriate and knowledge to carry out duties. Program components include: communication, project and program management, youth development, etc.
S. EOYDC Website	EOYDC's online presence. The website is a gateway to the organization where interested individuals can learn about, engage with and donate to EOYDC.
T. Digitally-generated collateral materials (and media)	Pamphlets, brochures, email blasts and other marketing material to promote the EOYDC
U. Collecting & Distributing Community Information*	EOYDC admin collect and post information regarding community events and opportunities that can support or be of interest to participants and staff.
V. School Site Visits	EOYDC seasonal presentations to youth at Oakland Unified District schools
W. Youth Outreach	Participants and adult staff canvas the neighborhood, attend or host community events and fairs to promote EOYDC participation.
X. Field Trips*	Off-campus outings for youth and young adults. Examples include: college tours, wilderness exploration, etc.
Y. Recognition*	Designated events to mark the achievement of youth and staff
Z. Fundraisers*	Events and activities geared toward raising money for the EOYDC