Creating new educational materials– Logic Model

INPUTS

OUTPUTS
Participants - Activities - Direct Products

OUTCOMES - IMPACT
Short term - Intermediate - Long-Term
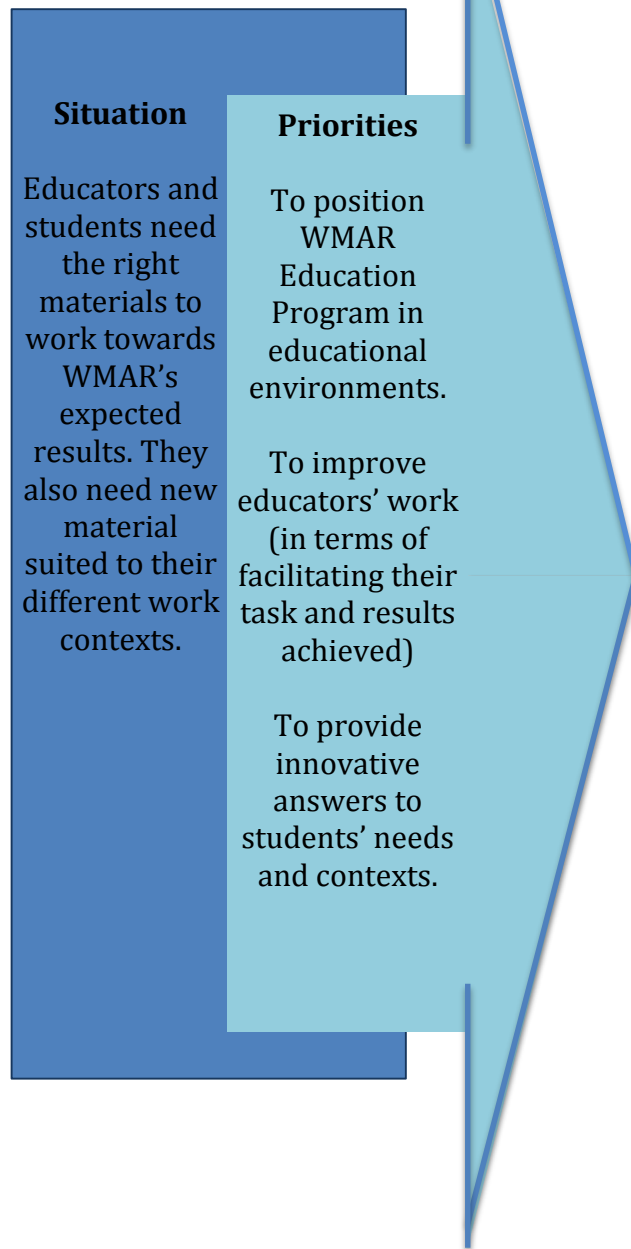
Situation

Educators and students need the right materials to work towards WMAR's expected results. They also need new material suited to their different work contexts.

Priorities

To position WMAR Education Program in educational environments.

To improve educators' work (in terms of facilitating their task and results achieved)

To provide innovative answers to students' needs and contexts.

What we invest

Staff time.

Volunteers' time.

Technical educational resources.

Designer resources.

Programmer resources.

Who we reach

Educators.

Students.

Educational portals.

Schools and educational institutions.

Regional and global Wikimedia communities.

What we do

Design new educational guides covering WMAR's Educational Program.

Design new material suited to students' needs.

Share experiences and best practices with global and regional Wikimedia communities.

What we create

Education itineraries as manuals to adapt WMAR's educational proposal to different contexts.

New gamified proposals for students.

A new educational platform that belong solely to Wikimedia Argentina

Learning patterns to share with the global community

Results in terms of Learning

A gamified proposal designed and ready to be use by the students.

Learning experiences, achievements and failures shared with the Wikimedia community through the creation of educational itineraries.

All posted in a new designed educational platform

Results in terms of changing Action

Educators implement new projects by using WMAR's new educational portal and resources.

Students improve their knowledge of Wikimedia projects by using the new gamified resources.

Appropriations of WMAR's proposals by the local, regional and global community

Results in terms of change to the Conditions

Improvement of quality in educational projects.

Improvement of the results and impact of educators' proposals.

New users and editors gained.

Scaling up proposals, mainly within the Iberocoop network.

New partners reached and involved.

Assumptions

External Factors

Evaluation
Identification – Design – Implementation – Completion/Follow-up

Logic Model adapted and modified from UW Extension (2003). Program Development and Evaluation Logic Model. Available at: http://www.uwex.edu/ces/pdande/evaluation/pdf/LMfront.pdf (Retrieved 6/22/2013)