LOGIC MODEL by

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MATH GRANT FOR SYRACUSE FOR K-12 SCHOOLS

RESOURCES/INPUTS

People involved:
- Teachers
- Researchers
- Administrator
- Students
- Aides
- Evaluators
- Game creators
- Program management
- Possibly parents as well

Funding to pay for:
- Salaries
- Equipment
  - Computers
  - Mobile devices
  - Office supplies
- Utilities (internet, electricity)
- Meeting/planning/ space- facility rentals(s)
- Miscellaneous expenses that arise

Data
- Gathered data helps researchers make accurate, helpful, timely adjustments and determine overall effectiveness

ACTIVITIES

Develop **gamified mathematics** mobile application

Recruit and survey participants to **get feedback** needed to improve

Conduct focus groups for **initial and ongoing input** in the app development and creation

Analyze and use the gathered data to **make improvements** of the app and/or overall process

OUTPUTS

Middle school students (high poverty)

Teachers/ Faculty

Researchers (experienced and incoming)

Gaming developers

Local community

Broader Society

Gamified mobile app

SHORT-TERM OUTCOMES

At least 75% of participating students **improve in targeted math skills/tasks** by the first data collection date and determined by administering the same pre and post assessments

100% of participating students will **increase their level of engagement in math** by the end of the semester by volunteering to answer at least two math related questions per class as recorded by the course observers

100% of the students will **demonstrate improved self-regulation** by the end of the school year as determined by independent observers using the same Likert Scales

LONG-TERM OUTCOMES

The **performance gap** between traditional income students and students from poverty **will narrow significantly**

There will be **growth in higher education enrollment and acceptance** for participants as measured against previous years' student application and acceptance rates- especially for STEM based career fields

Increased community involvement in school functions

The **addition of several more apps** that improve students' abilities further, perhaps rolled out into other topic areas as well

This logic model is a visual representation of the various tools, people, activities, outputs, and outcomes (short and long) we estimate will be required to create, implement, monitor/administer, and evaluate your project, based on all information we were provided with and gathered ourselves.