

CAMPUS ACTIVITIES

IMPACT STATEMENT

Promotes a sense of community and citizenship, while serving to enhance the social, intellectual and developmental growth of students while engaging with the university community.

INPUTS

- Budget
- Officers
- Staff
- Graduate assistants
- Campus and external partners
- Physical space
- Supplies
- Technology

ACTIVITIES

- Earth Fest
- Founder's Day
- Homecoming
- Mean Green Blowout
- Mean Green Fling
- Mean Green Spring Fling
- University Day

OUTPUTS

- Number of events
- Event attendance tracking
- Number of campus partners
- Number of community partners

OUTCOMES

FOUNDATIONAL

- Articulate importance of a sense of community
- Develop professionalism
- Develop social skills
- Develop effective oral communication skills

INTERMEDIATE

- Able to describe the value of a sense of community
- Demonstrate ability to seek new opportunities and resources
- Students can describe the impact campus activities have on belonging
- Students learn how to advocate for their needs and wishes

ADVANCED

- Students demonstrate knowledge of how to organize and share with campus
- Students demonstrate ability to facilitate partnerships
- Students actively advocating for and organizing campus resources

WELLNESS WHEEL

- Financial
- Occupational
- Intellectual
- Emotional
- Social

MARKETABLE SKILLS

- Career and Self-Development
- Communication
- Leadership
- Professionalism
- Teamwork

THEORETICAL FRAMEWORK

- Blooms Taxonomy
- Tuckman's Theory of Team Dynamics



THE LOGIC MODEL

A ROADMAP FOR IMPACT



WHAT IS A LOGIC MODEL?

A logic model is a planning and evaluation tool that visualizes data and tracks program evaluation plans. Logic models show linear connections between program activities and their intended student learning outcomes.

COMPONENTS

Inputs are the resources that go into a program or intervention—**what we invest**.

Activities are events undertaken by the program or partners to produce desired outcomes—**what we do**.

Outputs are the direct, tangible results of activities—**what we get**.

Outcomes are the desired results of the program—**what we achieve**. They are categorized as Foundational, Intermediate and Advanced based on the level, intensity and/or skill achievement needed to master the learning outcome.

DIVISION-WIDE THEORETICAL FRAMEWORKS

Each department within the Division of Student Affairs utilizes the following values and frameworks when teaching and measuring student learning outcomes.

UNT SYSTEM VALUES



To learn more, scan the QR code or visit untsystem.edu/about-us/values.

NACE CAREER COMPETENCIES/MARKETABLE SKILLS

The National Association of Colleges and Employers created a list of eight marketable skills employers want to see if new employees. The eight career competencies they created are:

Career and Self-Development

Critical Thinking

Communication

Diversity and Inclusion

Leadership

Professionalism

Teamwork

Technology

UNT WELLNESS WHEEL



Focusing on the physical, social and mental wellbeing of our university community is a top priority. Now, more than ever, it is important to take time to care for yourselves and each other.



To learn more, scan the QR code or visit wellness.unt.edu.