

# 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](https://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](https://wellness.unt.edu).