STUDENT ORGANIZATIONS

IMPACT STATEMENT

Promotes a sense of community, while serving to enhance the social, intellectual and developmental growth of students as individuals or as members of organizations.

INPUTS

Budget

Officers

Staff

Graduate assistants

Campus and external partners

Physical space

Supplies

Technology

ACTIVITIES

New organizational bootcamp

Involvement advising

Mean Green Fling

Project CEO

Student Org logistical support

OUTPUTS

Number of organizations

Number of students recruited to organizations

Persistance rates

Retention rates

GPA

Event attendance

OUTCOMES

FOUNDATIONAL

Articulate importance of a sense of community

Increase customer service skills

Develop professionalism

Develop social skills

Develop technology skills

Develop effective oral communication skills

INTERMEDIATE

Develop leadership skills

Self-advocacy

Develop cultural competence

Foster a sense of community

Demonstrate curiosity

Develop public speaking skills

Develop organization/management skills

Learning to balance leadership, school, and life

Develop event planning skills

ADVANCED

Help other student connect to UNT

Demonstrate ability to seek and embrace development opportunities

Peer to peer leadership skills

Apply critical thinking in problem solving

Demonstrate ability to manage risk

Effectively lead in collaboration/ teamwork

Ability to translate co-curricular experiences into marketable skills

WELLNESS WHEEL

- Financial
- Occupational
- Intellectual
- Emotional
- Social

MARKETABLE SKILLS

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

THEORETICAL FRAMEWORK

Blooms Taxonomy

Tuckman's Theory of Team Dynamics

UNT | DIVISION OF STUDENT AFFAIRS

THE LOGIC MODEL
A ROADMAP FOR IMPACT

UNT
DIVISION OF STUDENT AFFAIRS

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

Courageous Integrity

Be Curious

We Care

Better Together

Show Your Fire

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**.