### Logic Model

#### FRAMEWORK

**Philosophy**
- Collective impact approach.
- Equitable inclusion of all students and adults.
- Differentiated delivery.
- Data-informed continuous improvement.
- Build to sustainability.
- Iterative process.

**Content Catalysts**
- Problem-based Learning (PBL).
- 21st Century skills – communication, critical thinking, creativity, collaboration.
- STEAM concepts and content.
- Growth and persistence.
- Career connections.
- Transdisciplinary approach.

**Differentiated Impact**
- Tier 1 Inspiration.
- Tier 2 Amplification.
- Tier 3 Transformation.

**Partners**
- ICCB, IBHE, ISBE, ISAC.
- 60 x 25 Leadership Communities, LEAs.

#### PROGRAM ACTIVITIES

**STEM Outreach**
- Demonstration shows and exploration labs.
- Community STEM Cafés with STEAM professionals and their research.
- Maker Faires and other hands-on events.
- Huskie Hacks to promote computer science coding for the community good.
- STEMfest and other collective impact efforts

**STEM Read**
- STEM literature/reading skills development
- Authentic problems and applications.
- Creativity, critical thinking, communication, collaboration.

**STEAMing It Up Professional Development**
- Lesson planning and curricular resource development for PBL.
- Demonstration lessons.
- Professional learning workshops and courses.
- Professional learning team supports.
- Individualized coaching and co-teaching.
- Virtual supports, lessons and resources.
- Courses, degrees and programs.

**STEAM Ready**
- College and career pathways/endorsements.
- Dual credit in STEAM subjects.
- Transitional math and English courses.
- PaCE Framework for college and career readiness.
- Competency-based education pilots.
- Work-based learning opportunities.
- Financial literacy.

#### COMPETENCY-BASED METRICS

**K-12 Students**
Measured, demonstrated competency in our catalysts have positive results:
- Increased local and state assessment scores.
- Increased employability (soft) skills; e.g., attendance, behavior, professionalism, teamwork.
- More students attaining ESSA college and career-ready designation.
- More students graduating with early STEAM college credits.
- More students placed into credit-bearing postsecondary courses.
- More students enrolled in postsecondary STEAM programs 16 months after graduation.

**Staff**
Percent and number of participating staff with demonstrated competencies for designing and delivering curriculum, instruction and assessment that increase equity and address needs of the whole child.
- Illinois Learning Standards.
- NIU STEAM Framework.
- STEAM Career Pathways.

**Community**
- Career pathways as local pipelines into high-needs STEAM fields.
- Community leaders delivering STEAM programming.
- Community partners collaboratively delivering, programming that supports the content catalysts.

#### OUTCOMES

**SHORT TERM**
- More K-12 students meeting grade-level expectations.
- Improvement in ESSA school designations.
- Reduced achievement gaps.
- HS graduates with early college credits.
- HS graduates with industry credentials.
- HS graduates with career pathway endorsements.
- HS graduates placed into credit-bearing coursework.
- Postsecondary enrollment in STEAM fields.

**LONG TERM**
- STEAM postsecondary credentials and degrees.
- Higher-skilled local workforce.
- Increase in equity.
- Economic development.
- Reduced poverty.
- Community investment by industry partners.

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