## SRPLN (FCS) Nutrition Logic Model Details

Outcomes (type: short term/learning, medium term/action, long term/condition)	Indicators (Direct, specific, useful, practical, culturally appropriate, adequate plus data collection methods) Short term: Learning
<ol> <li>Participants learn the importance of establishing healthy eating habits, incorporating physical activity in their daily lives, following recommended food safety practices and budgeting food dollars.</li> </ol>	<ul> <li>1.1 of participants learn to plan menus and choose foods around MyPyramid and Dietary Guidelines (DG)</li> <li>1.2 of participants learn to adjust recipes and/or menus to achieve certain goals, such as reduce calories, fat, sodium, etc., or increase nutrients &amp; fiber</li> <li>1.3 of participants learn to classify foods based on original source (plant or animal)</li> <li>1.4of participants indicate an intent to use MyPyramid as a basis for their healthy diet</li> <li>1.5 of participants learn the importance of physical activity</li> <li>1.6 of participants learn to make healthier food choices as they relate to ready-made foods and meal replacements</li> <li>1.8 of participants learn the importance of using food dollars wisely to eat healthy</li> </ul>
<ol> <li>Participants adopt healthy food behaviors based on the dietary guidelines and other research-based information.</li> </ol>	<ul> <li>Medium term: Action</li> <li>2.1 of participants improved life style practices based on MyPyramid &amp; Dietary Guidelines by decreasing consumption of salt, fat, sugar and calories</li> <li>2.2 of participants improved life style practices based on MyPyramid &amp; Dietary Guidelines by increasing consumption of vegetables, fruits, whole grains and low-fat milk</li> <li>2.3 of participants increased the frequency of eating breakfast</li> </ul>

3. Participants increase physical activity in their daily lives.	<ul> <li>3.1 of participants implemented a personal plan for regular physical activity which includes increased time/frequency of daily activity such as walking, hiking, or bicycling</li> <li>3.2 of participants increased participation of individual/family in games and play that involve physical activity</li> <li>3.3 of participants reduced the amount of time spent in sedentary activities (such as watching TV and playing video games)</li> </ul>
4. Participants adopt food safety practices.	<ul> <li>4.1 of participants used recommended food preparation practices</li> <li>4.2 of participants used recommended food storage practices</li> <li>4.3 of participants used recommended food serving practices</li> </ul>
<b>5.</b> Participants use food dollars wisely.	5.1 of participants provided healthy meals for their families with the food dollars available
<ol> <li>Communities and institutions develop and implement a plan to improve diet quality and promote physical activity.</li> </ol>	<ul> <li>6.1 of communities, institutions, agencies or organizations evaluated and made improvements to the quality of meals offered through their respective programs</li> <li>6.2 of communities, institutions, agencies or organizations promoted physical activity in their agency, organization or community by providing time and/or a safe environment for physical activity</li> </ul>
<ol> <li>Revision of laws, policies and practices related to the development of a healthy eating habits and lifestyles</li> </ol>	<ul><li>Long Term: Condition</li><li>7.1 Description of change in structure, policy or practice regarding healthy eating habits and lifestyles.</li></ul>

Outputs		Inputs
Activities	Participants	Resources to be invested
Individual one on one	General public	
Small group	Low income	Research-based curricula on healthy eating and physical activity
Large group	Elderly	FNP and EFNEP funding and educational materials
Series of lessons	Teens	Foundation funding
Workshops	Children	Other external funding
Health fairs	4-H Youth	State Agency funding
Radio	Parents	FCS and 4-H agents, horticulture agents
Newsletters	Communities	State specialists
Internet	Schools	Volunteers
Social Marketing	State Agencies	Technology
Seminars	Non-profit organizations	Research and Statistics
Summits	Diverse Audiences	Local Advisory Committees
Interactive activities		