All Stars Character Education Logic Model

Underlying Belief/Theory	Strategies/ Activities	Immediate Outcomes	Intermediate Outcomes	Long-Term Outcomes
Character Having positive character is inconsistent with risky behaviors.	All Stars Character Education helps students learn about good character through fun stories, games, and art projects.	Students think about character traits they wish to develop and behaviors that fit with good character. They feel engaged and trust the teacher.	substance use	→
Social Norms At-risk youth have few skills for getting along with peers and do not understand standards of conventional social behavior.	All Stars Character Education establishes and reinforces lists of behaviors that help youth get along with each other.	Group activities reveal positive norms about how to get along with peers.	Youth believe unconventional behaviors are unacceptable to the peer group.	Reductions among problem behaviors that are early predictors of adolescent substance use and delinquency, ultimately leading to reduced alcohol
Bonding Feeling a part of a positive social group protects against risky behaviors.	Group activities and interaction helps build positive relationships among youth and a their peers.	Children feel part of the group. →	Youth have increased feelings of acceptance within their community group.	use, binge drinking, smoking, smokeless tobacco use, marijuana use, inhalant use, and delinquency among teens.
Parental Attentiveness Having a parent or caring adult who attends to social and moral development is protective.	All Stars Character Education is designed to increase attention from parents or guardians through home assignments.	Youth will experience support and reinforcement for participating in positive behaviors and avoiding risky behaviors.	Youth will have increased involvement in moral issues with parents or other caring adults.	→