

# Putting the logic back in program logic

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The logo for ARTD CONSULTANTS features a thin blue horizontal line above the text. 'ARTD' is in blue and 'CONSULTANTS' is in green.

# Why is program logic so hard?

## 1. Trying to do too much.

Kusher 2016 '....program logic or program theory model, the basic purpose being to identify the program theory of change (ToC)—its 'logic'.

One logic, many theories, many many different ways of bringing about that conditions in a program logic for different people in different circumstances.

## 2. Fanciful. Immediate short term outcomes are generally neither necessary or sufficient for longer term outcomes.

## 3. Not being explicit about a theory of causality

Often an implicit assumption that a theory of change is based on causal chains Kusher 2016 'the logic model has allegiance to linear rationality and identifiable casual chains...' rather than causal packages.

Often end up as a shopping list of outcomes (pipeline) or a chain of outcomes that imply one causes the other (outcomes hierarchy) or at best that one is necessary before the other.

# Complete this sentence

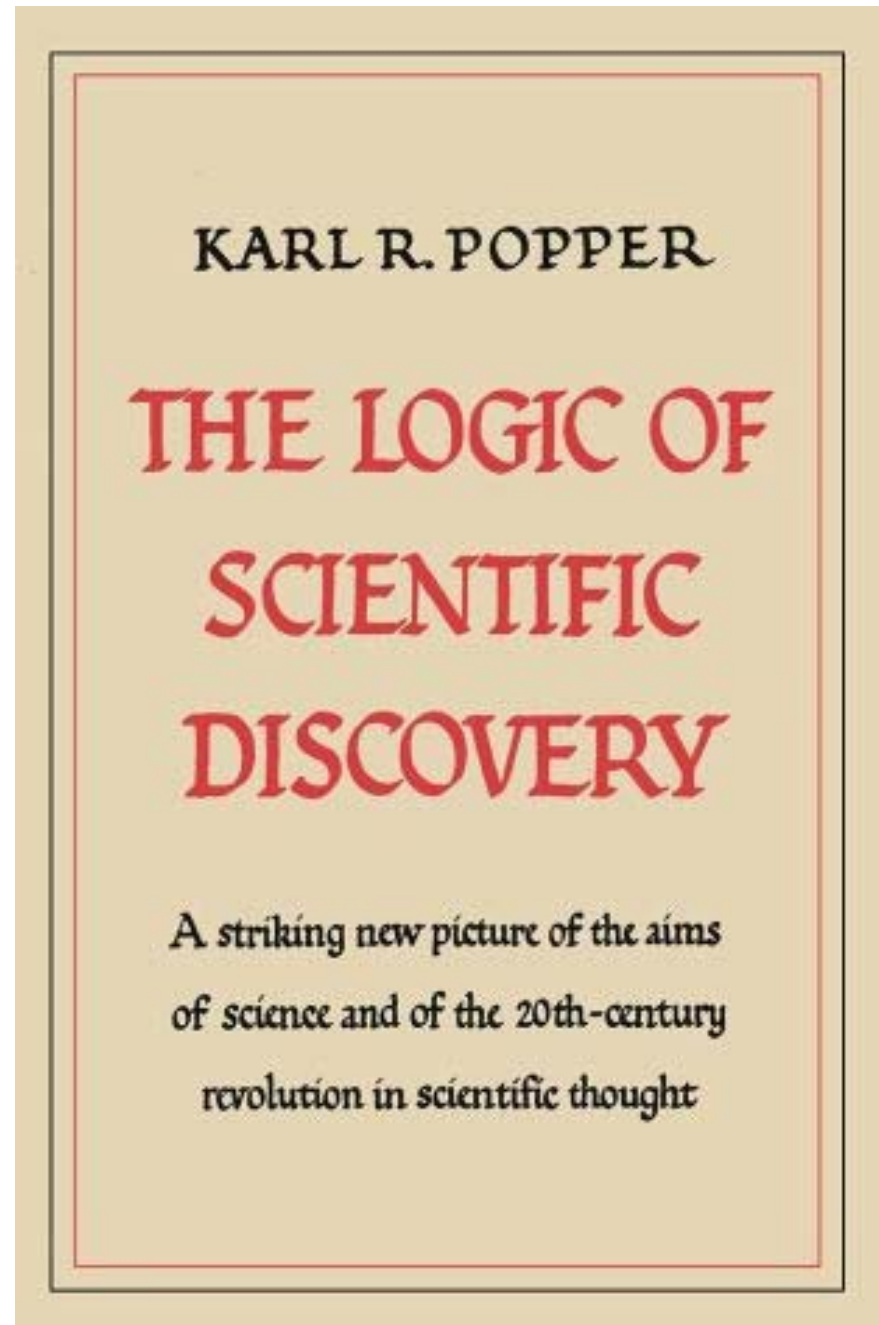
- I know, I have a theory about what we should do...
- to get a better hair cut next time...
- to meet more people at the conference...
- Did you come up with a theory or did you come up with a course of action that was, or could be, justified by a theory?

**I love theory, but...**

- A program is NOT a theory
- A program is an argument about a course of action
- A theory is a special case of 'reasons to think this is a good idea' i.e. a warrant
- A good program will be based on many theories about the way the world is
  - The nature or root causes of a problem
  - Why certain things work
  - Theory will be *everywhere*
- But IT is not a theory – IT is a course of action
- Evaluating a program is about determining the validity and well groundedness of the argument that 'if we do x we will achieve y'.

Theory provides important warrants or justifications for components of a program. But theory is subordinate to logic.

Remember, Karl Popper's book was on the logic of scientific discovery, not the science of logical discovery.



- A program logic diagram can be in the form of an argument
- Yes, many of the 'why' questions will require theory – e.g. why do we expect if mothers engage with the program they will form better relationships with their children
- But in most program logics what is often missing *is* an explicit theory of causality



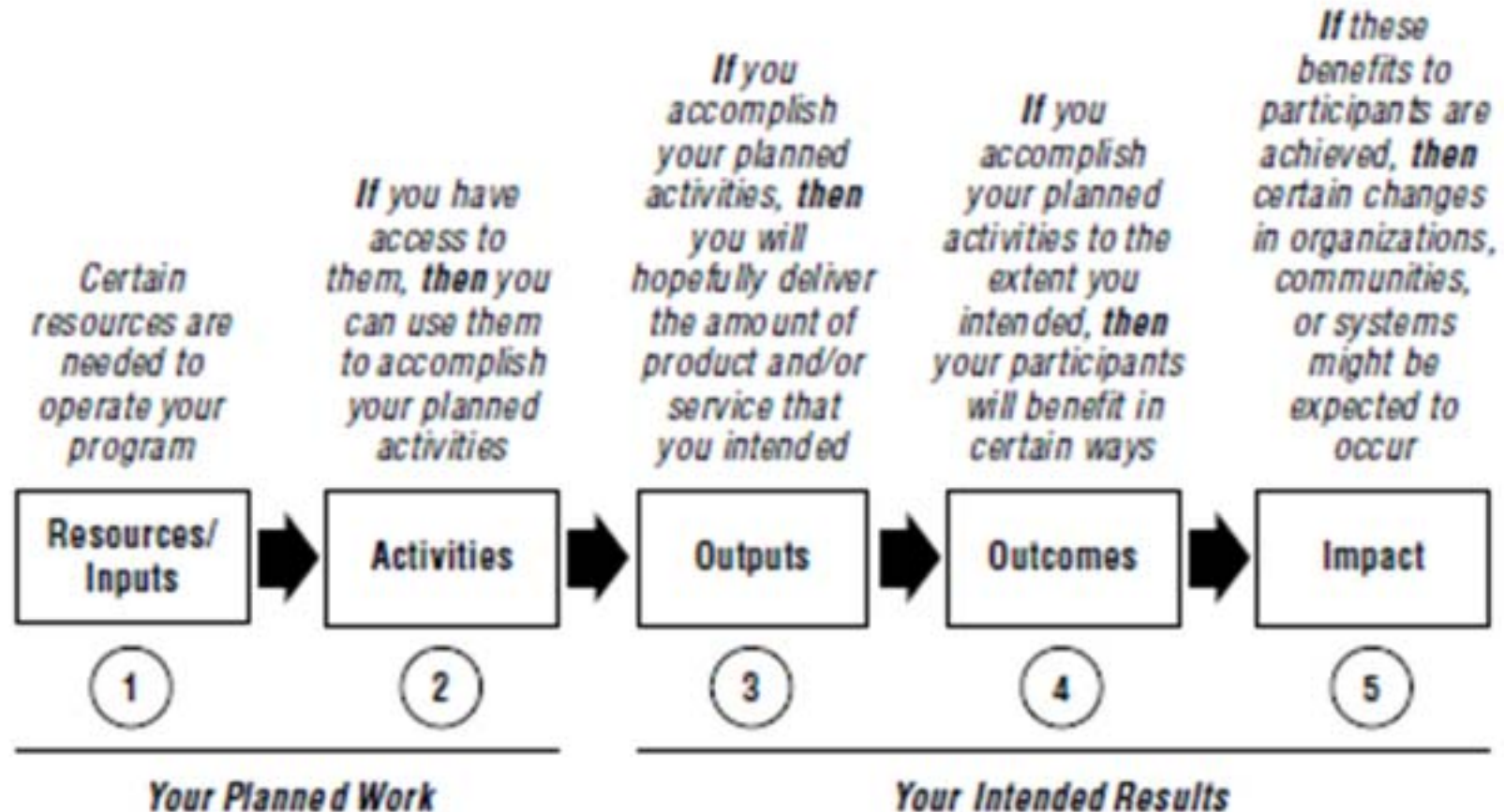
- A program logic does not display a 'casual chain' but a casual package or recipe as per Nancy Cartwright

# What do we mean by 'caused'

- The presence of something is invariably followed by the presence of something else (**successionist**) [simple change]
- The configuration of certain somethings immediately brings about a new something (**configurationalist**) [complicated change]
- The presence of something with certain latent powers in contact with the latent powers of something else creates a new something (**generative**) [complex change]



# Is this logical?



Source: Kellogg Foundation Guide to Logic Model Development

# Program components as INUS conditions

- A program is not the only way to achieve something but it must be sufficient.
- Each component (i.e. output) is an insufficient but non-redundant part of an unnecessary (i.e. there are other ways), but sufficient condition (i.e. the program)
- A program has components that we think are necessary and when all achieved are sufficient for bringing about some outcome.
- IMPORTANT: Components are written as conditions 'who or what achieves, or is in, what state'
- Remember at this 101 level we are not focusing on the 'why' of each component at this stage or 'when it works and for whom' because we are focused on the conditions, not how or why they are brought about.

# Ultimate intended outcomes

(or change we want to see)



External factors

Outputs/ Immediate Outcomes for which the intervention is  
expected to be Sufficient

Assumptions

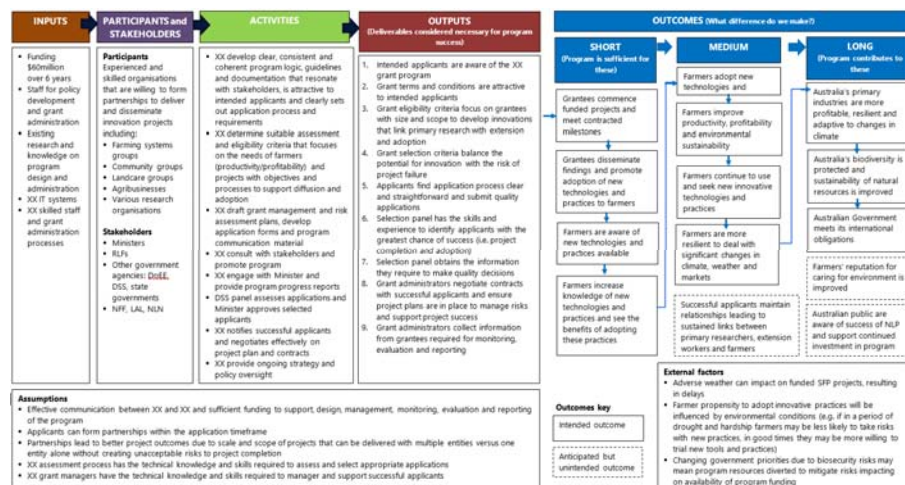
Necessary condition  
for our intervention to be  
effective

Necessary condition  
for our intervention to be  
effective

Necessary condition  
for our intervention to be  
effective

Motivating Problem, or where we are at





## OUTPUTS (Deliverables considered necessary for program success)

1. Intended applicants are aware of the XX grant program
2. Grant terms and conditions are attractive to intended applicants
3. Grant eligibility criteria focus on grantees with size and scope to develop innovations that link primary research with extension and adoption
4. Grant selection criteria balance the potential for innovation with the risk of project failure
5. Applicants find application process clear and straightforward and submit quality applications
6. Selection panel has the skills and experience to identify applicants with the greatest chance of success (i.e. project completion and adoption)
7. Selection panel obtains the information they require to make quality decisions
8. Grant administrators negotiate contracts with successful applicants and ensure project plans are in place to manage risks and support project success
9. Grant administrators collect information from grantees required for monitoring, evaluation and reporting

## SHORT (Program is sufficient for these)

Grantees commence funded projects and meet contracted milestones

Grantees disseminate findings and promote adoption of new technologies and practices to farmers

Farmers are aware of new technologies and practices available

Farmers increase knowledge of new technologies and practices and see the benefits of adopting these practices

# Translating terms

- Inputs = things we will need to get this program off the ground
- Activities = what we do, the means to an end.
- Outputs = the ends to which our means are directed AND the premises in an argument.
  - Outputs and other premises are written in the form of condition states—'who or what is in what state'
- Assumptions: implicit premises on which we are relying but not really doing anything about, at this stage
- Outcomes (immediate) = the claim i.e. that which the conditions are through to be sufficient for bringing about.
- Medium or longer term outcomes = a second claim that moves from the immediate intended outcome to include external factors. Programs will be contributory if they provide a condition which is neither necessary or sufficient. But they may provide a necessary condition or a sufficient condition.
- External factors = other parts of a casual package leading to a medium or longer term outcome in addition to the immediate intended outcome
- Theories of change = a special case of the broader class of warrants, or reasons to accept the premises (condition states) will if all brought together, lead to the outcomes.

# Evaluating a program logic

- An argument to be sound must be valid and well grounded.
- Did each condition occur (at all times and in all places?)
- Was each condition actually necessary?
- Was the combination of 'necessary' conditions sufficient for the short term outcome
- Was the short term outcome sufficient or does it contribute to longer term outcomes?



# Evaluating a program logic

- Evaluation helps us assess the adequacy of the argument structure and warrants (validity) and the truth or falsity of the premises (well-groundedness)
  - Conditions not always brought about? Failures of implementation GOTO *process evaluation* OR failures of theory (i.e. warrants do not hold in all times at all places) GOTO *Realist evaluation*.
  - Conditions are insufficient for short term outcomes? explore unfounded assumptions and contextually constrained mechanisms GOTO *Realist evaluation*.
  - Conditions might not be necessary? GOTO QCA
  - Short term outcomes not sufficient for longer term outcomes – very common, incomplete causal package and/or overpowering external factors. Construct a *second argument*.



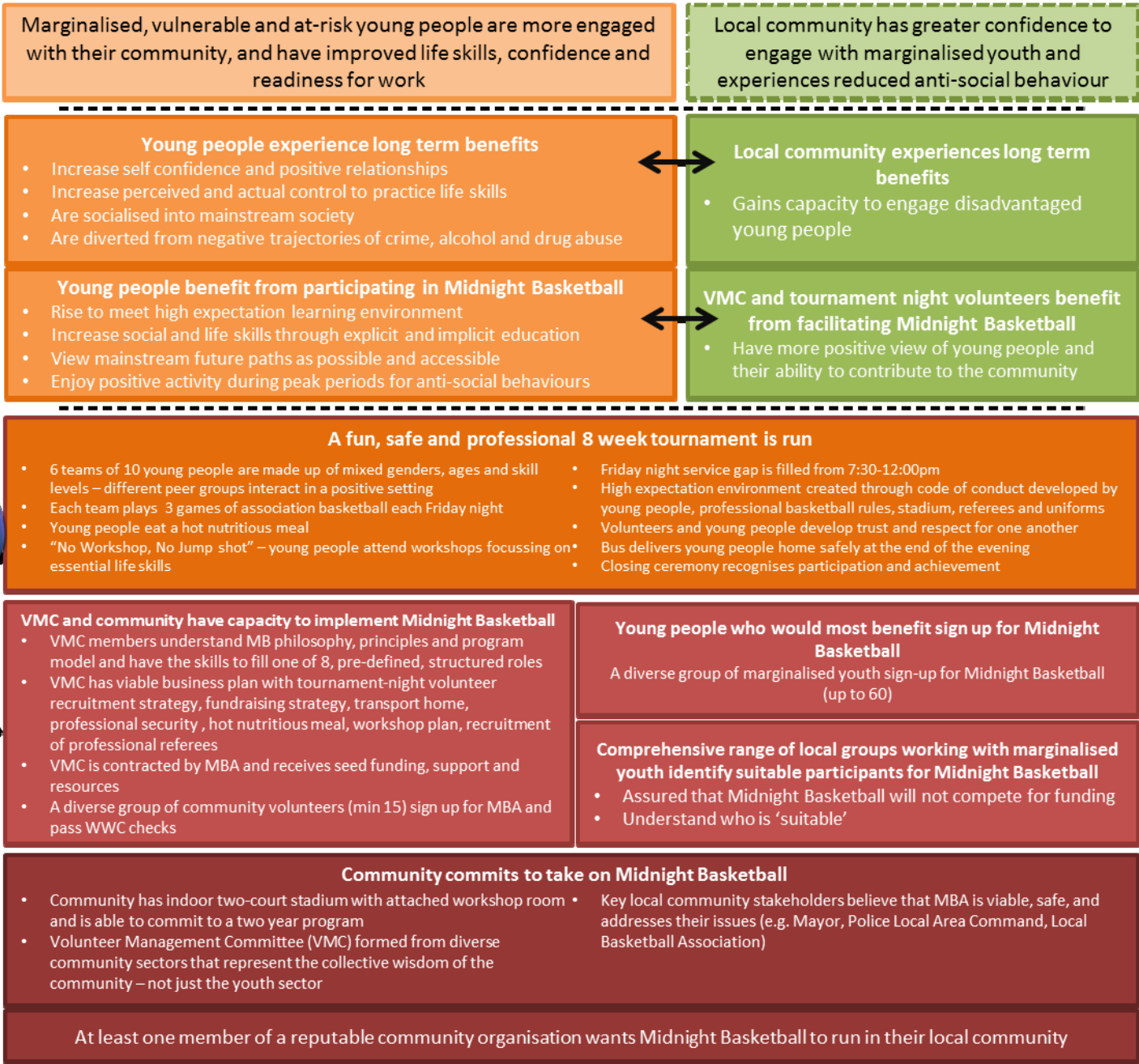
# Argument 1 – immediate outcomes



## Argument 2 – longer term outcomes

External factors include:

- Home factors do not outweigh confidence and life skills gained during Midnight Basketball
- External community tension does not outweigh opportunity to build relationships between different groups
- Community perspective on young people

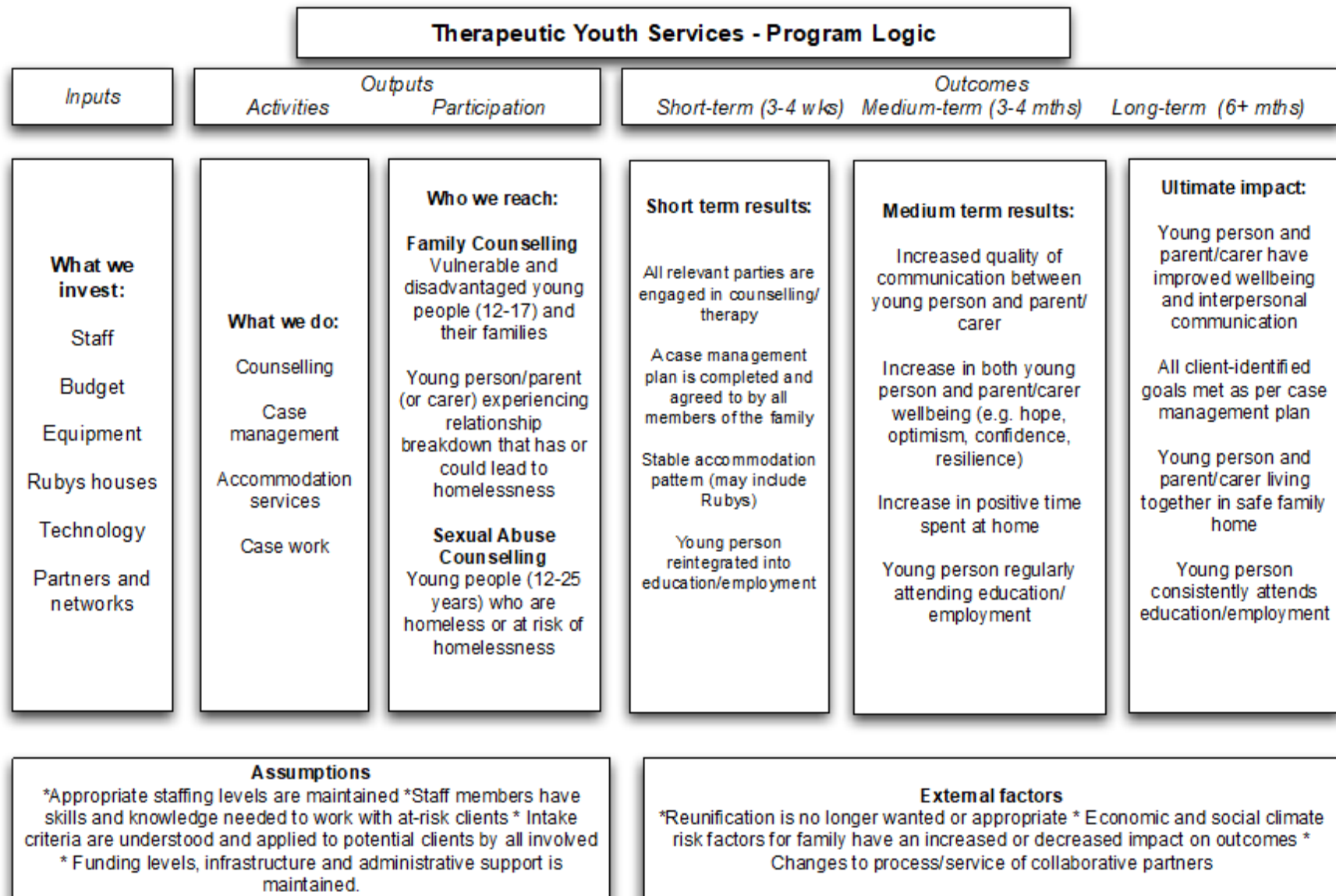


**Marginalised, vulnerable and bored ‘at-risk’ youth face barriers to learning positive behaviours and gaining opportunities that would break the cycle of disadvantage**

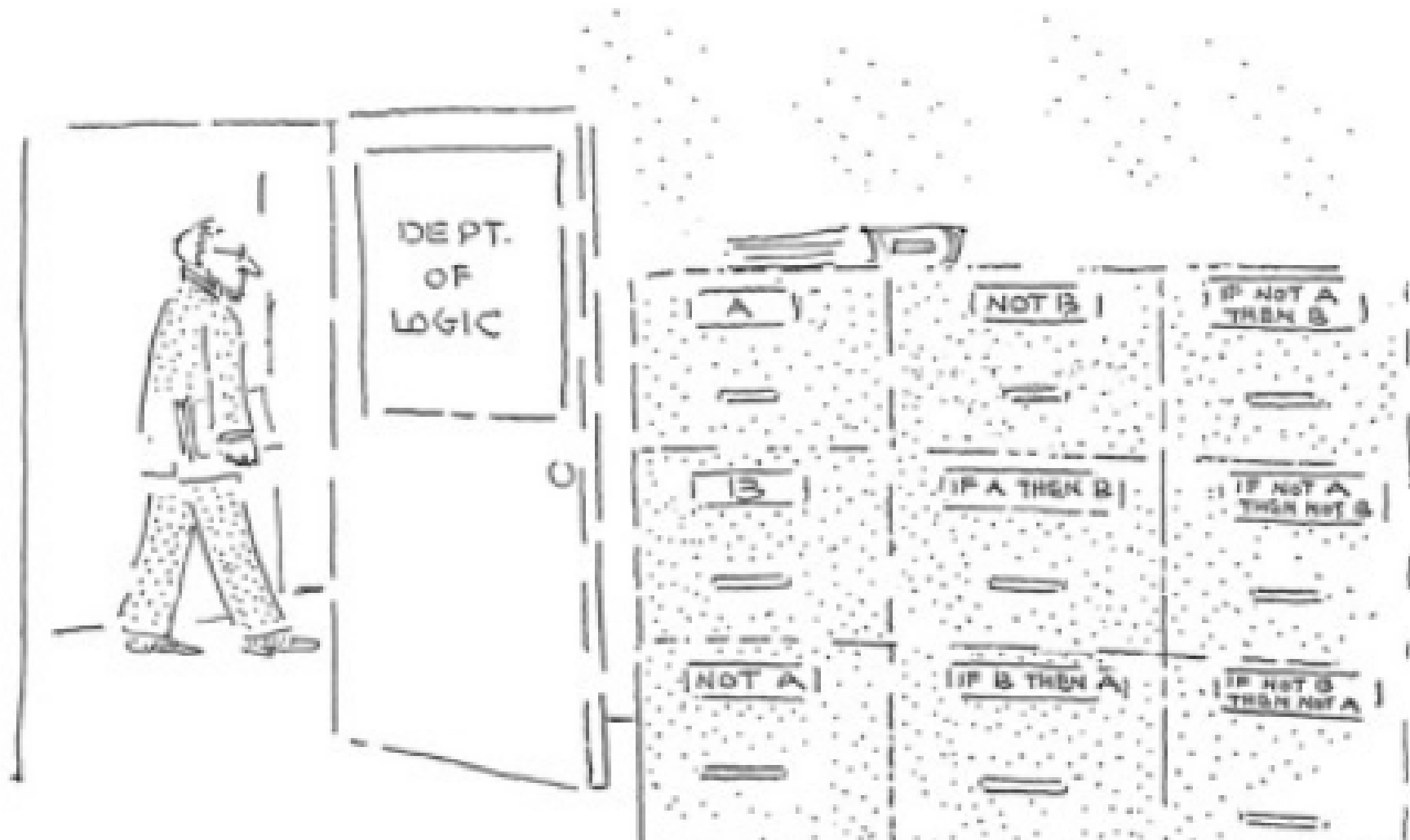
**Problem**



# Is this logical?



# Is your program logic logical?



# What is this all about

- My work is mostly with non-evaluator public servants who need an accessible approach to evaluation.
- I have struggled to find a satisfying account of program logic, program theory, theories of change, theories of action in evaluation.
- My conclusion is that while theories are a very important, programs are first and foremost *arguments* about a course of action – not theories.
- An argument consists of a claim and reasons to support that claim.
- A program is an argument that if we do x y will be achieved – this is how ministers and public servants and the general public will evaluate a policy or program. Wouldn't it be great to make public policy and programs more accessible to citizens by increasing the focus on the adequacy of the argument being made?
- These reasons are in the form of facts that become evidence for a claim because of some warrant or justification that allows us to draw the conclusion. In many cases the facts become evidence of something because they align with a certain theory.
- Theory while very important is subordinate to logic. A theory is a special case of a broader category of warrants or reasons to think something might be a good idea.
- Theories are very useful for explaining why different parts of a program are effective, why apples can address vitamin c deficiency, why placing them on people's desks increases consumption. But there is no usually one theory or a theory of change.
- Theories are best at explaining the nature of a problem, and providing justification for the efficacy of some course of action BUT the course of action itself is better understood as an argument. No need to get stuck on 'T' or 't' theory.
- A program may be understood as an argument about cause and effect. I find the most useful way of thinking about causa and effect is to use a configurationist theory of causality where the program is an INUS condition for a short term outcome.
- On this account a program logic does not display a 'casual chain' but a casual package or recipe as per Nancy Cartwright.
- A program is composed of a series of conditions or outputs that are considered necessary to constitute the program – that if all achieved will be sufficient for bringing about an immediate or short term outcome.
- A sound argument is valid and well-grounded.
- A program is valid if it is considered that if all the conditions came about the outcome would follow with some degree of certainty. We must note the many implicit premises or assumptions that we are also making.
- A program is well-grounded if these premises do come about.
- Program logic and needs analyses can help work out if the argument is valid – often drawing on theories about the way the world is or why certain things work.
- There are different forms of argument structure, in series, parallel and convergent. Program logic can handle all of these.
- Empirical data can help work out if the if the argument is well-grounded
- Analysis can help work out if all components were actually all necessary.
- If the program is sound then the short term outcomes will follow with a reasonable degree of certainty if the outputs were all achieved.
- The extent to which the short term outcomes lead to medium or longer term outcomes is another argument. Here the short term outcome is one premise, program activities may provide additional conditions. External factors will provide the other premises. Here the argument is of the form, if we generate these short term outcomes then given the external conditions we x,y, we expect the program will either contribute towards, or in the stronger sense, be sufficient to achieve Z.

# **Slides about Evidence Based Policy**

# Putting evidence in evidence-based policy

- Evidence is always evidence *for* something.
- Evidence is usually something we can observe that gives us a reason to believe something that is harder or not possible to observe
- Facts become evidence for claims through logic and argumentation
- Facts do not support a program, evidence supports a program and evidence is part of an argument for something.
- Program logic when composed of necessary and sufficient conditions provides an argument structure that can be evaluated.

