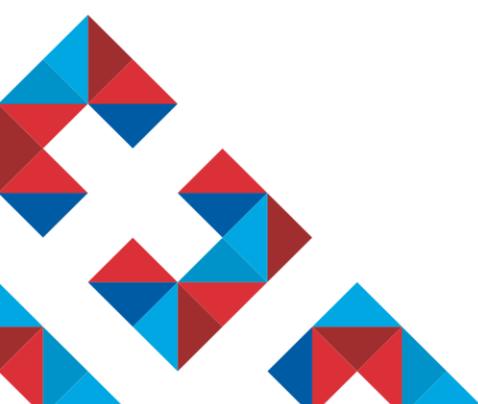


ERASMUS 

CREATING OPPORTUNITIES FOR THE UK ACROSS EUROPE

Erasmus+ United Kingdom Programme Logic Model

21 January 2019

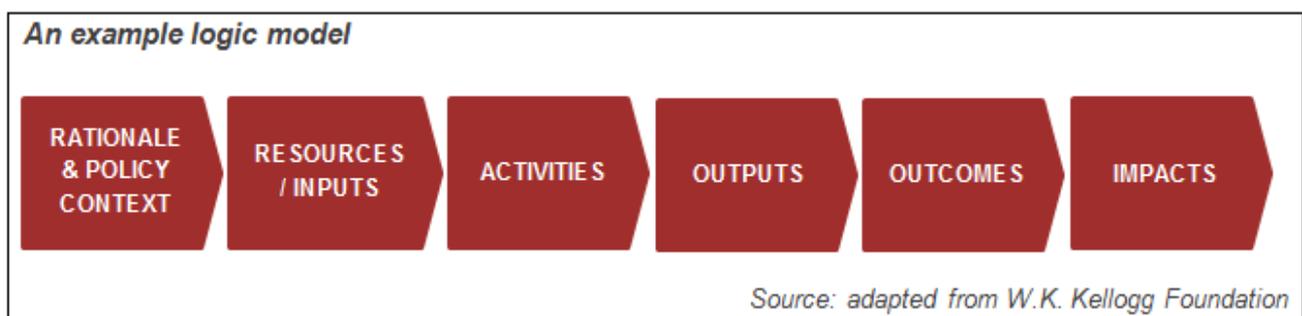


Erasmus+ is the European Union programme for education, training, youth and sport.
The Erasmus+ UK National Agency is a partnership between the British Council and Ecorys UK.

What is a logic model?

A logic model is a simple visual way of presenting the relationship between the problem you aim to solve, the resources available, the activities you plan and the changes or results you hope to achieve.

Our Erasmus+ logic model helps us to explain why the programme is needed and how it will contribute to improving provision in the UK education, training and youth sectors.



Logic model stages

Rationale & policy context

This sets out the underlying need for and assumptions behind Erasmus+ in the UK. The rationale for the UK is that a skilled and flexible workforce is needed to achieve continued employment opportunities. The assumption is that supporting international mobility and partnership projects in education, training and youth will help deliver a skilled and flexible workforce.

Resources and inputs

Certain resources are needed to implement Erasmus+ in the UK. This includes the funding available for grants to projects for their mobility and partnership activities. It also includes project co-financing and the staff inputs from the National Agency, UK government and the Devolved Administrations.

Activities are what you do with the resources or inputs you have – in Erasmus+ the majority of activities are delivered by the funded projects. The activities aim to deliver outputs that bring about the desired outcomes and impacts. In Erasmus+, project activities generally focus on:

- mobility experiences for students, learners or staff;
- cooperation projects for innovation and exchange of best practice; and
- support for policy reform and dialogue.

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Outputs

Outputs are the direct result of project activities. They are often expressed in terms of the number or quantity of services and products delivered. Examples of Erasmus+ outputs include:

- number of students, learners or staff undertaking a period of mobility;
- number of project participants gaining a qualification or having learning accredited; and
- number of organisations involved in mobility or partnership projects.

Outcomes

Outcomes are the specific changes in attitudes, behaviours, knowledge or skills that we expect to occur as a result of project activities. In Erasmus+ these could include:

- increased levels of educational attainment;
- improved key competencies (e.g., literacy, numeracy, etc);
- increased cooperation between UK and European institutions.

Impact

Impacts are longer-term changes that are expected to occur in organisations in the education, training and youth sectors or in the UK more generally. These may be entirely or partially as a result of Erasmus+ activities and may include:

- improved quality of the UK workforce;
- improved international mobility of the UK workforce; and
- improved international competitiveness of the UK education, training and youth sectors.

Figure 1: Erasmus+ UK Logic Model Overview diagram

