**Secondary Actions**

**(intermediate term)**

**Project participants gain or increase:**

4.1 Knowledge, skills, awareness about sustainable ag topics, systems, principles, technologies, practices and resources

4.2 Motivations and skills to effectively educate farmers and ranchers about sustainable agriculture

**Outputs**

**SARE Logic Model – Professional Development Program**

**2. Participants**

**Project participants use information learned to:**

5.1 Conduct educational programs about sustainable ag topics, systems, principles, practices, technologies, resources

5.2 Incorporate information into products and educational tools.

5.3 Share project materials and/or SARE and other sustainable ag resources with farmers and others

5.4 Develop and/or strengthen professional collaborations and involvement in teaching, research and demonstration of sustainable ag topics, systems, principles, practices

**4. Learning**

**(short term)**

**5. Initial Actions**

**(intermediate term)**

**What’s improved: (over time)**

6.1 Market and employment opportunities in agriculture

6.2 Economic well-being for producers

6.3 Quality of life for producers and communities

6.4 Environmental quality

6.5 Efficiency of nonrenewable and on-farm resources use

6.6 Capacity of organizations (resources, staff) for programs in sustainable agriculture

**6. Conditions**

**(long term)**

5.5 Producers who learn from project leader or participants adopt sustainable systems, approaches and practices

5.6 Others who learn from project participants include acquired sustainable ag concepts in their work

**SARE provides:**

1.1 Funds for competitive grants and state grants for

train-the-trainer professional development in sustainable agriculture

1.2 Outreach information, instructions and guidance for applicants and grantees

**Who participates:**

2.1 Extension educators and specialists

2.2 NRCS and other ag professionals

2.3 State coordinators

2.4 NGOs

2.5 Farmers & ranchers

**Project leaders produce:**

Activities:

3.1 Educational events and opportunities, e.g. workshops, tours, webinars, classes, training support

Products:

3.2 Information products, e.g. fact sheets, hand books, manuals, bulletins, video, web content

3.3 Educational tools, e.g. computer programs, data bases, decision tools, curricula

**1. Inputs**

**3. Activities/Products**

**Outcomes**