Arts and Culture

Arts Education Decision-Making Framework

The Arts and Culture program uses the following criteria to assess a project's alignment with this strategy.

Arts Education Practice

ABSENT
Instructors not teaching artists and/or no hands-on art making for youth.

EMERGENT
Limited opportunities for youth to make art, led by novice teaching artists, and/or using untested lesson plans.

DEVELOPING
Youth producing some original work with support from teaching artists.

STRONG
Program is a "community of creators" where youth make art with active, well-structured mentorship from experienced teaching artists.

"STRONG" REQUIRED

Knowledge of How to Engage Youth Participants

ABSENT
No understanding of youth it seeks to benefit, history of working with them, or models for learning about them.

EMERGENT
Limited to some exposure to, or history of, working with youth it seeks to benefit.

DEVELOPING
Has experience (at least two years of past programming) and a tested model for learning about the young people it seeks to engage and benefit to shape program's relevance for them.

STRONG
All aspects of program design reflect experience (at least five years of programming) and deep understanding of the young people it seeks to engage and benefit.

"DEVELOPING" OR "STRONG" REQUIRED

Orientation to Racial Equity and Economic Inclusion

ABSENT
Lacks plan for how to actively reach students of color or economically disadvantaged students.

EMERGENT
Has limited plans for how to engage students of color or economically disadvantaged students.

DEVELOPING
Making substantial or transformational change for how it reaches and supports students of color and economically disadvantaged students.

STRONG
Embedded practices throughout the program that enable meaningful connection to, and supports for, students of color and economically disadvantaged students.

"DEVELOPING" OR "STRONG" REQUIRED

Youth-Centered Practice

ABSENT
No evidence of program design giving students any sense of agency.

EMERGENT
Engages with youth for input on only a few pre-determined activities.

DEVELOPING
Youth participants are asked to give input on multiple elements and activities throughout program.

STRONG
Program is youth-informed or deeply youth-centered, imparting agency to youth as active drivers of the program's learning and outcomes.

"DEVELOPING" OR "STRONG" REQUIRED