

Strategy Chart – Arts Learning

Problem Statement:

Children in low-income urban neighborhoods have limited opportunities to participate in quality arts learning experiences. This is true both in public schools where we have seen a general decline in the availability of arts instruction, and in disadvantaged communities where such programs have always been scarce.

Due to tight budgets and academic priorities, this is unlikely to improve in the near future, with the result that too many students are deprived of benefits that arts can bring them, whether in or out of school. These can range from using the arts to reinforce learning in core subjects to providing other benefits, such as the development of persistence and teamwork, enhancement of the ability to “learn how to learn” and, importantly, the strengthening of empathy and imagination.

Goal: Re-imagine ways in which to engage more young people in quality arts learning experiences.

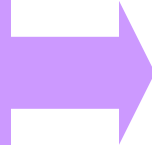
Wallace will support arts learning:

Resulting in:

As measured by:

1. Through school districts

Help school districts to find effective ways to re-invigorate arts learning opportunities so that they become a core/substantial part of students' educational experience.

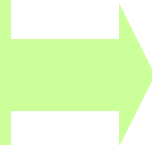


- A quality curriculum in at least two arts disciplines – at a minimum aligned with state standards – is equitably implemented as a core district offering to all students.

- Number of arts classes derived from the arts curriculum
- Number of participating students
- Evidence of more equitable distribution of arts offerings
- Youth outcomes measures around arts skills, persistence and /or critical thinking

2. Through youth-serving organizations (YSOs)

Work with national organizations that represent YSOs across the country to address shortfalls in arts learning opportunities in disadvantaged neighborhoods during non-school hours.

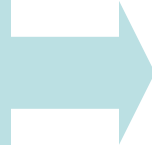


- Broad array of high-quality arts programs for use in local sites
- Greater availability of arts programming in local sites
- Increased participation in arts programs

- Increased number of arts programs offered to local sites
- Increased number of sites offering arts programs and/or increased number of arts programs offered
- Enrollment and attendance data, by site
- Youth outcomes measures around arts skills, persistence and/or critical thinking

3. Through technology

Reach teens in their world with a set of digital options – using mobile applications, social networks and gaming techniques – for the making and doing of art.



- Greater availability of high-quality, digital arts options for teens
- Utilization by teens

- Increased number of digital arts options meeting quality criteria
- User satisfaction