	1			Arts														
	Danc		Creativ	Educati					NRG									
		Theat		on					Creatively			RWJ						
	Lear			Scholar		Perf.		Creative	Green/STE			Jump						
TIMUNO	n	Learn	tant	ship	AIE	(Sold)	(Sold)	Beginnings	AM	School	Now	W Jill						
TIMING Pre	v	v	v					v				~						
During (Mid Way)	x	x	x		x			^				^						
Post (right after)	х	х	х	x	х	х	x	x	x	x	x	х						
1 month after																		
3 months after																		
6 months	х																	
Over 6 months Other	x																	
AREAS ADDRESSED																		
Previous Experience/Needs	х	х	х		х			x										
Feedback on Program Quality	х	х	x	х	х	х	х	х		х	х	х						
Non Arts Curriculum or Goals		х	x		х			x	x		x	х						
Arts Curriculum or Goals	х	х	x		х			х	х									
21st Century Skills Impact on School Culture	x	x	x		x x				v									
Cultural Understanding	Â	^	^		x				^		x	x						
Student Engagement	х	х	x	x	х	х	х	x	x	х	x	х						
Teacher Efficacy		х	х		х			х										
Other																		
TOOLS USED		~	~	~	~	~	u l	~				~						
Online Surveys Written Surveys	x x	x	x	x	x	×	x	x		^	*	×						<u> </u>
Group Discussion	x	x	x		x			x							-			
1:1 Discussion or Interviews	L	x	x		L			x										
Informal/Spontaneous Methods		x	x															
Participant Work Samples	x	х	х		х	ļ		x	x									
Participant Journals/Reflections	,	~			,													
Photos/Videos	x	x	v		x x			v	v			x						
Narrative Written Reflection	x	x	x		x			x	x									
Rubrics	х																	
Exit Tickets	х							х										
Other	х																	
INDIVIDUALS INVOLVED																		
Teachers Students	x	x	x	x	x x	x	x	x	x	x	x	x						
PTA/PTO Representatives	^	^	^	x	^	x	x		~	x	x	x						
School Administrators	х	х	х	х	х	х	х	х	х	x	x	х						
Parents/Family Members of																		
Students Involved					х				x									
Teaching Artists Other	x	х	x		х			x	x									
MOTIVATIONS	^																	
Quality Control (We need to																		
know what happens when we're																		
not there)	x	х	x		x			x			x	x						
Descent Design Improvement																		
Program Design Improvement Artist Improvement	x	x	x	v	x	v	v	x	x	v	x	x						
Funder Requirement	x	x	x	^	x	Â	^	x	x	~	x	x						
Used for PR	x	x		х	х	x	х	x	x	x	x	x						
Used for Grantwriting &																		
Fundraising	х	x	х		х			x	x		x	x						
Measure Impact of Program Reflect Learning Back to	x	х		х		x	х	x	x	x	x	x						<u> </u>
Participant	x	x	x		x			x										
Encourage Unified and/or Shared	ľ				Ľ.													
Practices	x	х	x		x			х	x		x	x						
Capture Progress Overtime	x	х	х		х			x			x	x						
Other	<u> </u>														L	L		
If applicable, please note any histo		ssocre	ent in a	narticula	r proi	ect ever	h if we are	a not currently	/ assessing in	in the co-	me 14/21/							<u> </u>
in applicable, please note any fiste	Jiy Ol a	5362221	ienc in a	particula	proj	eet, ever	in we alt	. not currently	assessing II	in the sal	ne way.							
Name of Project:	Notes																	
AaS, Arts Ed Scholarships	For pe	erforma	ances on															
Arts Ed Scholarships							or this ye					Ļ						
Dance to Llearn								riculum, Curre				s & Co	mpany imp	ementatio	n, Compani	es use stud	ent learning	g tools
Creativity Consultant Project Creativity Consultant Project				strator su e Wiggio				urned, no con	sistancy with	n distribut	ion							
creativity consultant Project	rievio	Jusiy Us	eu onilh	e wiggio	nowl	using GO	ogie DOC											
	1																	
*EACH is not occuring in 16-17 Sch	nool ye	ar due	to loss o	f funding														
															-	-		<u> </u>
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