

In-Person Creative Aging Program Curriculum Outline: Indiana



Program Title: _____

Big Idea:

Describe your overall goal for the program in one sentence:

Learning Goals:

Identify the learning goals for the program. What will participants be able to know and/or do? Include arts techniques that participants will be learning, as well as completed project and social engagement goals.

Participants will:

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Program Description:

Provide a one paragraph program description. Include details about the themes/topics and art skills that will be taught, and community engagement benefits. This description may be used to market the program.

Please note: Lifetime Arts recommends programs of 8 sessions, each 90 minutes in duration, plus a culminating event. The budget for the *Lifelong Arts Indiana Fellowship* is \$1,000 to provide a sequential arts learning experience for a group of older adults in the community. These programs will most likely include 4-6 sequential sessions, with a culminating event highly recommended.

Session Outlines:

Session 1 Title:
Skill Building Goal:
Social Engagement Goal:
Brief Description of Class Plans:

Session 2 Title:
Skill Building Goal:
Social Engagement Goal:
Brief Description of Class Plans:

Session 3 Title:
Skill Building Goal:
Social Engagement Goal:
Brief Description of Class Plans:

Session 4 Title:

Skill Building Goal:

Social Engagement Goal:

Brief Description of Class Plans:

Session 5 Title:

Skill Building Goal:

Social Engagement Goal:

Brief Description of Class Plans:

Session 6 Title:

Skill Building Goal:

Social Engagement Goal:

Brief Description of Class Plans:

Culminating Event Description:

Describe the culminating event. Include details about the goals, social engagement opportunities for audience and students, and overall vision for the final sharing.

Remote Adaptations:

Describe how you would adapt the program if it needed to be delivered fully remotely (online, via phone, etc.):

What asynchronous elements would you include to both boost skill-building, and provide social engagement opportunities?

Asynchronous activities for Skill-Building:

Asynchronous activities for Social Engagement: