

S.A.F.E. Planning Design Elements for Creative Aging Programs

Creative aging programming is distinct from other community-based learning in that it ensures that the needs of older adult learners are met, their art-making skills are developed, explored, and practiced, and community is built through the experience. Please refer to this resource as a guidepost when designing your own curriculum.



Skills

- Schedule classes in a sequence
- Plan lessons to ensure that one artmaking skill builds to the next
- Make each lesson as experiential as possible

Assessment

- Continually evaluate each student's process and progress, and tailor instruction to match the expressed needs of each learner

Feedback

- Provide opportunities for students to talk about their work and the process of the artmaking and learning

Engage Socially

- Tie intentional social engagement opportunities to the artmaking