THE ARTS + FACT SHEET

YOUTH ARTS EDUCATION COMMUNITY IMPACT

A fact sheet on the impact of the art education on young people and in turn their impact on our community.

IMPACT POINTS

20% more community satisfaction with the arts.

The arts drive trust, and trust drives community satisfaction. Levels of civic engagement predict the quality of community life and residents' happiness better than education or income. In the communities with the highest trust, 52% gave their community a top rating as a place to live; in the communities with the lowest levels of social trust, only 31% felt positively.

900% savings by funding after school programs.

For every $1 spent on after school programs, a community can save up to $9 on reduced costs for welfare and crime prevention.

Students who participate in the arts are 5x less likely to drop out.

Students excited by school stay in school. Low-income students who participate in the arts, both in school and after school have a drop out rate of just 4%--5x lower than their peers.

The arts improve your critical thinking by up to 18%.

Just looking at art improves your ability to think critically. Students from high-poverty schools, according to one study, experience an 18% effect-size improvement in critical thinking about art after a 1 hour tour of a museum.

Arts-engaged kids average 100 points higher on their SAT.

Students who take four years of arts and music classes average almost 100 points better on their SAT scores than students with only a half-year or less.

Available after school arts programs cause neighborhood crime to drop up to 5%.

Arts programs reduce crime levels. Participation in afterschool arts programs causes juvenile crime to fall by 4.2% on average, and slightly more (5.4%) in lower-income cities.

EXAMPLES OF PRACTICE

THE UNITY PROJECT

Portland

The Unity Project is a large-scale public arts projects in which 24 artists were paired with foster children in Portland Oregon. The pairs worked together to create large art panels to be displayed on the building of a program called Color Outside the

ARTLAB

Cumberland

ArtLab is a mobile arts education and enrichment platform which allows the Arts Council to bring the power of creativity to the community. The ArtLab has offered free STEAM programming to students all across Allegany County, visited public libraries,
THE ALTERNATIVE ART SCHOOL

New York

The mission of The Alternative Art School founded by Nato Thompson is to provide an affordable program that provides a visionary faculty and intimate class sizes.

URBAN ARTWORKS

Seattle

Urban ArtWorks is a program that provides arts-based employment for teens who face barriers to the arts, education, employment, or who are in the juvenile justice system. Their values include connection, expression, belonging, integrity, and anti-

READING LIST

Educator Companion - Aesthetic Perspectives: Attributes of Excellence in Arts for Change

Leonard, Bob; Korza, Pam

Publication Year: 2017

The Educator Companion to Animating Democracy’s framework, Aesthetic Perspectives: Attributes of Excellence in Arts for Change, offers ideas and insights to help educators and students apply the framework in curriculum... Show More development, faculty/

Show Less ▼

The Arts and Achievement in At-Risk Youth: Findings from Four Longitudinal Studies
This report examines arts-related variables from four large datasets -- three maintained by the U.S. Department of Education and one by the Department of Labor -- to understand the relationship between arts engagement and positive academic and social outcomes.

**Arts Facts: Advantages of Arts Learning Continues Over Time (2017)**

Americans for the Arts, 2017

**Publication Year:** 2017

This Arts Facts one pager provide data to support the connections between high involvement in the arts learning and general academic success.

**ORGANIZATIONS**

**NATIONAL ENDOWMENT FOR THE ARTS**

Established by Congress in 1965, the NEA is the independent federal agency whose funding and support gives Americans the opportunity to participate in the arts, exercise their imaginations, and develop their creative capacities.

**NATIONAL GUILD FOR COMMUNITY ARTS EDUCATION**

Works to ensure that all people have opportunities to maximize their creative potential. It is increasingly focusing on creative aging and lifelong learning.

**STEM TO STEAM**

Championed by the Rhode Island School of Design (RISD) with support from teachers, researchers, policy makers, students, and business people, a team of student research assistants works to apply their firsthand knowledge of Art + Design education to exploring new avenues for STEM to STEAM.

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