

## 5x3 Youth Led Community Design

A.W.E. will pair a facilitator and professional artists with a group of teens to identify and address a neighborhood issue through large scale public artwork. Each team of youth will spend up to 10 hours with a facilitator, researching and understanding their neighborhood, learning from community development experts and building consensus among their group on what issue they would like to address. Youth have the opportunity choose what artistic medium they are most interested in using to express their idea, and will inform the selection of the professional artist they'll be working with. The planning process will model inclusion and work to align youth driven planning with broader community goals. Each project will be individualized to reflect the values and perceptions of neighborhood beautification, or tell a story about a pertinent community issue through a public artwork.

Once an issue has been selected, youth will choose a professional artist to work with for up to 45 hours. Once the design has been approved, they will work alongside a professional and emerging artist to create and install the artwork. Youth will gain an understanding of the public art process, learn from and talk to key decision makers in their neighborhood, and present their ideas to the wider community. Additional experts in the fields of natural science, architecture, graphic design and urban planning may be utilized based on the scope and scale of each project.

Projects are collaborative giving young people the opportunity to create something bigger than themselves. They are able to share their work with their family and neighbors through a final celebration, and the public nature of each project gives youth the ability to interact with the project they have created on a regular basis.



## Learning Goals:

1. Expand knowledge of what public art is and what art can be
2. Develop curiosity for new knowledge
3. Increase ability to work as members of a team
4. Engage in flexible thinking and problem solving
5. Once an issue is identified by the youth team an additional outcome will be developed, so youth can measure if their project was successful