



# Grant Support

## Eligible Projects

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### Community Arts Projects (CAP)

- Arts performances and performance seasons
- Exhibitions
- Festivals (must have strong emphasis on the arts)

### Arts Education in Schools (AES)

- Arts education programming involving hands-on learning in disciplines such as dance, literary arts, media arts, music, storytelling, theater, traditional, and visual arts. Programs must assess student learning and take place during school hours.

### Arts Learning in Communities (ALC)

- Hands-on arts instruction, classes and/or workshops for participants of all ages (excluding arts education in schools). Examples include (but are not limited to) early childhood programs, summer and after-school programs for children, prevention or intervention programs for youth or adults involving the arts, arts and the military, and programs for older adults. Programs must assess arts learning.

#### OAC can fund:

- ✓ Artist fees
- ✓ Marketing expenses
- ✓ Facility/equipment/supply rental
- ✓ Project specific supplies (not to exceed 25% of the total project cost)

#### OAC cannot fund:

- ✗ General operational support (ex. utilities, insurance, rent, debt reduction, association or membership dues, etc.)
- ✗ Capital expenditures including equipment, building improvements or permanent art installations to include murals, commercial film production, and website development
- ✗ Any supplies or materials that are not consumed within the timeframe and activities of the project (this would include costumes, sets, lighting, computers, cameras, and sound equipment)
- ✗ Fundraisers or benefits
- ✗ Prizes or awards
- ✗ Projects that involve fiscal agents
- ✗ Food, drink, hospitality costs, reception fees, and/or travel per diem
- ✗ Activities that are not open to the public (CAP and ALC specifically)
- ✗ Field trips and travel outside of Oklahoma
- ✗ Religious based activities
- ✗ Reenactments or talent shows
- ✗ Activities for which college credit is given or activities associated with college credit

## Grant Support: Eligible Projects

# Application Review Considerations

### Project Information: Potential Impact and Audience Served

- Location and, if applicable, target population is clearly identified (ex. underserved, older adults, students, etc.)
- Numbers of adults & youth to benefit accurately reflect the proposed project & are not inflated
- Successful project history is demonstrated

### Budget:

- Budget is clearly presented, costs are explained, etc.
- Budget is reasonable for project size & scope
- Eligible match is adequate (ex. not other state funds)
- Community support (in-kind, donations) is evident
- In-kind excludes own facilities & staff hours & includes other eligible costs
- Narrative & line item budgets match
- Participating artists are paid (priority expense for OAC funding)
- Contracts are dually signed; no conflict of interest is identified
- OAC request is for eligible project costs only

### Project Description:

- Project is clearly presented
- Artistic quality is evident (ex. bio/resume shows expertise, OAC roster artist/s)

### Education: (for AES & ALC projects only)

- Learning goals are clearly articulated
- Learning goals demonstrate sequential arts instruction
- Learning goals are reflective of state standards for fine arts education
- Hours per students are adequate for the stated project scope, age group, setting, etc.
- Project allows for individual artwork/expression

### Evaluation:

- Evaluation is appropriate for the project & organization
- Skills testing/rubric measurement is included (AES, possible ALC)
- Audience survey (for CAP projects) is addressed
- Economic impact is measured (if appropriate)

### Marketing & Access:

- Marketing approach is appropriate for the project
- Marketing described matches the budget
- Ticket price is accessible; reduced/free tickets are available

### Community Need:

- Need is specific to project
- Need is specific to area/community

Please note: These considerations may not all apply to every project and are provided as points to examine when composing your application.