

DAY After School Pathways:

The DAY after school program offers a more holistic approach: creating learning environments where art and technology is used to foster 21st century skills and providing opportunities to explore youth leadership, with caring adults, to help youth engage in activities that allow them to become more engaged in their community. We feel participants will not only get more out of the program but also participate longer.

Digital Art (and Media)			Youth (Development)		
Still: Imaging	Dynamic: Video and Animation	Dynamic: Music and Sound	Interactive	Leadership/ Teambuilding	Community Building
Digital (still) Imaging	Digital Video Production	Digital Audio Production	Imaging & Design	Defining Leadership	Interviewing & Organizing
Visual Literacy	Animation Media Literacy	Media Literacy	Interface Design Web Design	Youth-Led Discussions	
Process: Still Media Workflow	Process: Dynamic Media Workflow	Process: Digital Audio Workflow	Process: Interactive Media Workflow	Team-building Art & Activism	Community Action Media/Tech Strategies
Other Activities: Careers in Media Arts and Technology Job Training/Readiness Peer Mentoring College Prep./Portfolio					

Still Art and Media – Refers to creating a static, digital image on one screen that does not move. This is also means digital imaging. Applications such as Adobe Photoshop or Photoshop Elements, Corel Painter, and other image editing programs are use to create still images.

Dynamic Art and Media – Refers to digital projects that are self-playing, requiring the element of time to be viewed or heard and does not require input from the viewer. This is also means digital video, audio and animation. Applications such as Adobe Premiere, iMovie or Final Cut Express, Soundtrack or Pro Tools and other editing and music scoring programs are use to create dynamic projects.

Interactive Art and Media – Refers to creating or authoring multimedia content for Web, CD/DVD and other technologies. Interactive projects require input from the viewer using a mouse, remote control, personal digital assistant (PDA) or other devices. Applications such as Macromedia Dreamweaver or Flash, iDVD or DVD Studio Pro are used to create interactive projects.

Youth Development – Refers to activities that incorporate leadership, teambuilding, activism, etc. into DAY program activities to address core youth needs.