SPACE AND EQUIPMENT NEEDS FOR ARTS PROGRAMS



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This resource provides program, school, and district leaders:

an overview of the ideal spaces and equipment for successful programs in different arts disciplines

Each arts program has different space and equipment needs. These investments ensure safe and healthy learning environments for students in arts programs. In addition to these recommendations, arts educators and teaching artists can also provide guidance for needed resources and equipment for specific programs.

Arts Program Space and Equipment Needs Vary

This resource presents the ideal equipment and spaces for learning in various arts disciplines. Some spaces and purchases may be out of reach for a beginning program, and some may not be needed for elementary programs or smaller programs. Pay close attention to suggestions that impact student safety (air quality, safe movement) and ensure that at minimum, those primary needs are addressed.

GENERAL PERFORMANCE SPACES

- Formal production stage, including an orchestra pit, stage lighting, drapes, and a sound system
- Lighting and tech board with a dedicated room for operating stage lighting and sound
- Box office, lobby, and accessible audience seating
- Ticketing system or service
- Dressing room(s) and make-up room with mirrors and lighting
- Scenery construction and production storage space
- Equipment, lighting, and costume storage space
- Concession stand
- Green room
- Office space
- Laundry facilities

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DANCE

- Large, well-lit, open space with uncarpeted floors preferably sprung floors for ease of movement on joints
 - Linoleum floors can be dangerous due to slipping; concrete floors can be hard on joints
- Ballet bars and mirrors
- Props and costumes as needed
- Sound, lighting, and projector for practice space
- Performance Space (see <u>General Performance Spaces</u>)

MEDIA ARTS

- Up to date computers with a 1:1 student ratio for each course.
 - Consider looking at area universities¹ for computer requirements in related courses for a guide to computer specifications.
- Accessible outlets
- Up to-date design software for disciplines offered
- Strong wireless signal for tablets and devices; hard wired ethernet connections for desktop computing
- Audio equipment and projector
- Digital cameras, video cameras, tablets, 2D color and 3D printers, recording equipment, lighting equipment, wireless microphones, and/ or additional technology purchases may be necessary depending on program offerings
- Consider a Learning Management System (LMS) structure for media arts courses as much of the work will be done digitally
- Space to display and install media works

^{1 &}lt;u>University of Oregon, Student Computer Purchasing Guide</u>





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MUSIC

- Band room and choir room with steps or risers
- Sound and projector for practice spaces
- Temperature controlled instrument storage room
- Carpeted floors or rugs
- Sheet music and folders
- Instruments for loan suited to choice of program area (e.g. orchestra, jazz, marching band) and instrument spare parts (reeds, etc.)
- Cleaning and maintenance tools for instruments; established contractor for instrument repair
- Uniforms appropriate for performances in chosen program
- Acoustic paneling
- Quality sound system, audio equipment and projector
- Risers and/or chairs
- Music stands
- Recording studio and practice room(s)
- Tuned piano or keyboard
- Performance Space (see <u>General Performance Spaces</u>)

THEATRE

- Clear and open practice spaces that provide enough room for movement;
 e.g. black box space
- Flexible seating options
- Theatrical texts and scripts
- Props and costumes
- Sound, lighting, and projector for practice space
- Performance Space (see <u>General Performance Spaces</u>)



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VISUAL ARTS

- General Studio
 - Spacious, well-lit work area
 - Several sinks to accommodate wet media
 - Accessible outlets
 - Sturdy tables and stools
 - Uncarpeted floors that are easy to clean
 - Flat storage files
 - Ample storage space to accommodate both 2D and 3D art materials and student project storage
 - Drying racks
 - Display boards
 - Projector and screen
 - Easels floor or table
 - Office space

- Ceramics Studios
 - Kiln, preferably in a dedicated kiln room
 - Pottery wheels
 - Air filtration system and proper ventilation, including a kiln hood
 - Sturdy tables
 - Clay and sculpting tools
 - Canvas board, tables, or tablecloths for handbuilding with clay
 - Large, deep sink(s) plumbed with a clay capture system
- Sculpture Studios
 - Shop space with equipment appropriate to the 3D program; e.g. woodworking tools, metalsmithing tools
 - Safety equipment including masks, goggles, and gloves
 - Proper ventilation system
 - Equipment and spaces listed in General Studio section

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