

Arts Entrepreneurship 12

Foundational Outcomes

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The NS Arts Education Curricula offer discipline-specific courses that provide a grounding in the language, behaviours, and experiences unique to each of those disciplines. Creative and artistic pursuits are foundational to these courses. Learners will focus on the creative process, respond to their works and the works of others, learn the language of the discipline, make connections between theory and practice, pursue opportunities to engage with artists in the community, and more. To support learners in arts courses, foundational outcomes were selected with an emphasis on maintaining the integrity of each of the four modules. Teachers should exercise professional judgement in relation to the suggested foundational outcomes to ensure that learning opportunities are responsive to the needs of their learners.

Module 1: The Culture Business (25–30 hours)

- 1.1 investigate dimensions of cultural industries in a 21st-century creative economy
- 1.2 demonstrate an understanding of the role of arts and culture as generators of wealth
- 1.3 investigate roles that creativity, innovation, and cultural diversity play in economic development and quality of life and place
- 1.4 investigate the Nova Scotia government support for the creative economy through its cultural policy and commitments to arts, cultural industries, and heritage
- 1.5 inquire critically about the range of governmental and non-governmental funding sources for the cultural industries in urban and rural areas
- 1.6 make personal connections within their area(s) of interest and identify career opportunities

Module 2: The Artist within Me (25–35 hours)

- 2.1 create artwork in a core arts discipline that expresses personal response to an issue(s) of people, place, or environment
- 2.2 demonstrate understanding of the steps in the creative process, including risk taking and critical reflection
- 2.3 compile a portfolio that documents all aspects of the creative process, from initial exploration to finished product

Module 3: The Mini-venture (25–30 hours)

- 3.1 investigate dimensions of entrepreneurship, including 21st-century entrepreneurial skills, as they apply to cultural industries
- 3.4 analyze the multi-faceted role that technology plays in the cultural industries
- 3.5 imagine, plan, implement, and evaluate an innovative cultural mini-venture
- 3.6 assess, individually and in collaboration with others, lessons learned for the future

Module 4: The Arts Entrepreneurship Project (30–40 hours)

- 4.1 develop a plan for an arts entrepreneurship project identifying options, components, resources, risks, and timelines, working with an entrepreneurship mentor (possible to accomplish virtually)
- 4.3 demonstrate 21st-century entrepreneurial skills, including critical thinking, problem solving, risk taking, innovation, flexibility, and accountability
- 4.4 evaluate the project, individually and in collaboration with others, identifying lessons learned