Culture, Arts, and Community

The City of Sioux Falls supports the enhancement of its cultural landscape by investing in arts and community programs that enrich public life. Funded initiatives must demonstrate measurable outcomes that promote cultural vitality.

Organizations submitting an application are **encouraged to PARTNER** with each other to provide the full scope of service prescribed for each of the following initiatives.

Culture, Arts, and Community Programming—Initiative 1

Scope of Work: Accessible Wellness and Recreation Programming

A. Program Description

This initiative will activate **indoor and outdoor publicly accessible spaces**—including parks, libraries, recreation, school-based community centers, and other municipal locations—with **accessible wellness and recreation programming** that promotes physical health, mental well-being, social connection, and lifelong learning.

The program will **prioritize services for youth and seniors**, addressing barriers to access such as transportation, affordability, cultural relevance, and accommodations for individuals with disabilities.

Programming may include but is not limited to:

- Adult fitness and wellness programs
- Outdoor games, nature walks, and adventure-based activities
- Senior movement classes, arts programs, and social clubs
- Intergenerational events and cultural experiences

B. Program Goals

- Activate public facilities to serve residents
- Promote wellness and reduce isolation among youth and seniors
- Increase participation in free or low-cost community programming
- Support long-term health equity through inclusive recreation access
- Partner with community-based organizations to promote and co-design culturally relevant programming
- Provide supervised open gym access that's available to the public on Saturdays and Sundays from 1 p.m. to 5 p.m. during the Sioux Falls School District academic school year. Locations for the open gym shall be on the east and west sides of Sioux Falls.

- Provide educational learning on wellness to the community

C. Quarterly Metrics and Reporting Requirements

To ensure impact and track engagement, the following data must be collected and reported monthly:

1. **Number of Programs Held**
   - Count of wellness or recreational programs activated

2. **Location of Activation Sites**
   - List and map of indoor/outdoor spaces used each month

3. **Participant Totals**
   - Total number of unique participants served, separated by age group
   - Total number of repeated or returning participants served, separated by age group

4. **Demographic Breakdown**

5. **Program Type Offered**
   - Categorize programming by type (e.g., physical activity, creative arts, education, intergenerational)

6. **Satisfaction/Feedback Scores** (if applicable)
   - Results from brief surveys or feedback forms (quantitative or anecdotal)

Respondents are encouraged to propose additional or alternative metrics for the City's consideration.

D. Deliverables

- Deliver wellness/recreation programs per month across multiple public locations
- Summarize efforts to target programs towards youth and seniors
- Submit quarterly reports detailing metrics, stories of impact, and any challenges or gaps identified

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Culture, Arts, and Community Programming—Initiative 2

Scope of Work: Accessible Arts Programming in Public Facilities and Spaces

A. Program Description

This program will activate **public indoor and outdoor facilities**—including parks, libraries, community centers, and other civic spaces—with **accessible, inclusive arts programming** designed to foster creative expression, cultural engagement, and community building. The initiative prioritizes youth and underserved populations, aiming to reduce barriers to participation in the arts.

Program offerings may include:

- Visual arts workshops and public art projects

- Performing arts residencies and pop-up performances

- Cultural storytelling, music, and dance programs

- Youth-focused arts education and mentorship opportunities

- Interdisciplinary and intergenerational creative activities

- Community-led or co-designed arts initiatives

- Neighborhood-based event activation

A key goal of this initiative is to support local artists by creating meaningful, paid opportunities for them to present work, lead workshops, engage with youth, and collaborate with communities in accessible public venues. Artists will be central to both the delivery and design of programming, and organizations are encouraged to engage creatives from a wide range of disciplines, cultural backgrounds, and lived experiences.

The initiative prioritizes youth and underserved populations and aims to reduce barriers to participation in the arts while simultaneously building a stronger, more visible platform for Sioux Falls-based artists.

B. Program Goals

- Broaden access to high-quality arts programming across public spaces

- Elevate the voices and experiences of youth and underserved communities

- Increase use of public facilities as creative community hubs

- Promote cultural inclusion, education, and artistic career exploration

- Create paid, visible, and community-connected opportunities for Sioux Falls artists and creatives

- Facilitate relationship-building between creatives and community members through collaborative programming

C. Monthly Metrics and Reporting Requirements

To ensure transparency and continuous improvement, the following metrics will be collected and reported monthly:

1. **Number of Arts Programs Delivered**

   o   Total number of arts-focused events, workshops, or performances

2. **Public Facilities and Spaces Activated**

   o   Names and locations of public indoor and outdoor spaces used

3. **Total Participants** (unduplicated)

   o   Unique individuals served, broken down by program

4. **Type of Artistic Programming**

   o   Categorize offerings: visual arts, performing arts, literary arts, interdisciplinary, etc.

5. **Participant Feedback or Evaluation**

   o   Summary of surveys or informal input (optional but encouraged)

Respondents are encouraged to propose additional or alternative metrics for the City's consideration.

D. Deliverables

- Deliver robust activation of public spaces across the community on a regular basis

- Engage local artists, cultural workers, or arts organizations

- Submit quarterly reports with detailed metrics and a narrative summary of impact, challenges, and success stories

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Culture, Arts, and Community Programming—Initiative 3

Scope of Work: Accessible Literacy Programming in City-Owned Facilities

A. Program Description

This program will activate **public indoor and outdoor facilities**—such as libraries, parks, and community centers—with **accessible literacy programming** aimed at improving reading, writing, digital, and information literacy among residents. The program will **prioritize disadvantaged youth and underserved populations**, recognizing literacy as a foundational element for academic success, economic opportunity, and civic engagement.

Program offerings may include:

- Youth reading clubs and summer literacy programming
- ESL and adult literacy classes
- Family-based early literacy events
- Early literacy and read-aloud programs in parks or public spaces
- Digital literacy workshops and device training
- Community storytelling, writing workshops, and book exchanges

Programming will be culturally relevant, age-appropriate, and delivered in accessible formats with bilingual or translation support as needed.

B. Program Goals

- Expand access to high-quality, literacy-based programming in public spaces
- Address literacy gaps in disadvantaged and under-resourced communities
- Increase engagement with City libraries and public facilities as educational resources
- Support lifelong learning and academic readiness through inclusive programming

C. Quarterly Metrics and Reporting Requirements

To monitor program reach and outcomes, the following data will be collected and reported monthly:

1. **Total Literacy Programs Delivered**
   - Number of events, classes, or sessions held

2. **City Facilities Activated**
   - List of libraries, parks, and community spaces used each month

3. **Total Participants** (unduplicated)
   - Number of unique individuals who participated

4. **Demographic Breakdown** (if possible)

5. **Priority Population Reach**
   - Number of participants identified as disadvantaged youth, or English learners

6. **Type of Literacy Programming**
   - Categorize as early literacy, family literacy, digital literacy, adult literacy, or other

7. **Partnerships with Educators or Literacy Providers (if applicable)**

- o Track collaborations with schools, tutors, or literacy nonprofits

8. **Participant Feedback or Evaluation Results**
   - o Summary of engagement surveys or participant testimonials (optional)

Respondents are encouraged to propose additional or alternative metrics for the City's consideration.

D. Deliverables

- Offer literacy programs across City facilities
- Summarize efforts to target disadvantaged youth or underserved populations
- Activate at least four unique City facilities over the program period. Submit quarterly reports capturing all required metrics and narrative summaries highlighting challenges, successes, and community impact

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Culture, Arts, and Community Programming—Initiative 4

Scope of Work: Public Art Experiences for Cultural Tourism and Community Engagement

A. Program Description

This initiative will support the development and presentation of public art experiences that enhance the cultural landscape of Sioux Falls while fostering deeper engagement from both residents and visitors. Projects may include sculptures, murals, interactive installations, temporary or rotating works, and artist-designed amenities (e.g., benches, bus stops, or signage).

Artist selection will create opportunities for **local and diverse creatives**, and projects will engage the public throughout planning, design, and unveiling.

This initiative supports the City of Sioux Falls' vision to be a vibrant cultural destination by leveraging public art as a driver of civic pride, tourism appeal, and inclusive creative opportunity.

B. Program Goals

- Enrich the visual landscape and cultural fabric of public spaces
- Drive tourism through destination-worthy artistic landmarks
- Foster civic engagement, public art education, community storytelling
- Support artists and creative economy development

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C. Monthly Metrics and Reporting Requirements

To track progress and community impact, the following data will be collected and reported monthly (or as appropriate to the project timeline):

1. **Number and Type of Public Art Experiences Completed**
   - Include location and medium of each work

2. **Community Engagement Activities Held**
   - Workshops, surveys, or input sessions conducted during planning

3. **Estimated Reach**
   - Approximate foot traffic or audience impressions for each installed piece

4. **Tourism and Marketing Metrics** (as applicable)
   - Use of installations in tourism materials, social media shares, or guided tours

5. **Public Feedback** (optional)
   - Collect comments or testimonials from residents or visitors

Respondents are encouraged to propose additional or alternative metrics for the City's consideration.

D. Deliverables

- Install public artworks in strategic public or civic locations
- Engage community members in the planning or unveiling process
- Partner with tourism and economic development agencies to promote installations
- Submit quarterly progress reports including photos, artist bios, installation updates, and engagement outcomes
- Support the City in delivering successful public art projects and calls for art
- Provide support for artists navigating public projects

Culture, Arts, and Community Programming—Initiative 5

Scope of Work: Promotion and Implementation of New Accessible Public Events

A. Program Description

This initiative supports the **promotion and launch of accessible public events** that foster a sense of community, enrich cultural life, and enhance the well-being of

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residents. Emphasis will be placed on **new or first-time events** in the community—particularly those focused on **wellness, arts, culture, and the humanities**—that are free or low-cost, inclusive, and designed to attract diverse audiences.

Events may include:

- Outdoor concerts, film screenings, or art walks
- Wellness festivals, mindfulness pop-ups, and fitness-in-the-park
- Community storytelling or heritage celebrations
- Interactive humanities-based learning events (e.g., local history days, public lectures)
- Multicultural showcases or intergenerational activities

Events will be hosted in **City-owned or community-accessible spaces**, and grantees will be encouraged to design programs in partnership with neighborhood groups, cultural organizations, and artists.

B. Program Goals

- Support creation and promotion of inclusive, high-quality public events
- Increase cultural and wellness-based opportunities for residents in under-served areas
- Encourage innovation and experimentation in community-based programming
- Enhance civic engagement, social cohesion, and quality of life

C. Monthly or Post-Event Metrics and Reporting Requirements

The following data must be collected for each funded event and submitted within the reporting cycle:

1. **Event Description and Category**
   - Name, type (wellness, arts, culture, humanities), location, and purpose

2. **Attendance Figures** (estimated and/or actual)
   - Total number of attendees; break out by age group where feasible

3. **Demographics of Attendees** (when available)
   - Age, gender, race/ethnicity, neighborhood or zip code

4. **Accessibility Features Provided**
   - ADA access, translation/interpretation, low-sensory formats, etc.

5. **Partnerships Formed**

- Community or organizational collaborators involved in event planning or delivery

6. **Marketing and Outreach Methods Used**

   - Social media, flyers, school partnerships, community organizations, etc.

7. **Public or Participant Feedback**

   - Testimonials, evaluations, or informal feedback from attendees or partners

8. **Newness of the Event**

   - Confirmation that the event has not previously occurred in the community or is substantially different in scope or location

Respondents are encouraged to propose additional or alternative metrics for the City's consideration.

D. Deliverables

- Host new public events during the program period

- Ensure events are free or low-cost and accessible to underserved audiences

- Activate public or neighborhood-based spaces as event venues

- Engage local artists, cultural workers, or health practitioners

- Submit post-event reports with required metrics and narrative outcomes, including lessons learned and opportunities for sustainability or expansion