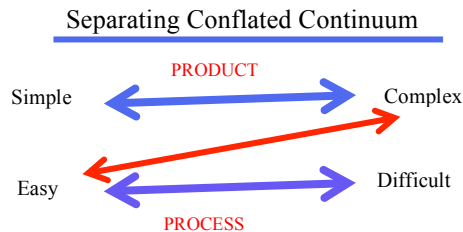


OMA METHODOLOGY/KEY PRINCIPLES

1. **Keep things complex but easy to do:**

Disentangle conflation of product (simple complex) and process (easy and difficult). Aim for complex product and easy processes.



2. **Multiple layers of processes within the same activity:**

Purpose of layering processes:

- To accommodate various levels of abilities
- To re-stimulate interest by introducing a new step in the process
- To increase complexity of the product by layering 2-4 easy to do processes.
- Examples of layered processes

3. **Give choices to promote individual expression.**

4. **Do not privilege intact cognition and fine motor skills.**

5. **Create structures to create freedom:**

- Establish rituals/routines to create process predictability
- Minimize interruptions, delays, visual & audio “clutter”
- Fixed partners

6. **Be creative yourself and use artist grade materials.**

7. **Support their independence.**

8. **Maximize “FLOW” Experiences (Csikszentmihalyi, 2008):**

- Clarity of minute-by-minute goals.
- Immediate feedback from the activity itself.
- Task matches skills.
- Being in control.

9. **Celebrate their creativity, on the spot (be authentic) and at a larger, public event. Use art talk.**