

3. Program of the leader:

- A. Carry-over value. Is the quality and content of the activity program such that it will open up new channels of activity and interest now or some later date in the life of the participants?
- B. Opportunity for sociability. Does the program allow people to come together to work together in a play spirit, to solve problems together and to establish satisfying human relationships?
- C. Creative expression. Does the activity program provide opportunities for participants to utilize their experiences and put their personality into a new process or product?
- D. Suitability of activities. Does the activity adjust itself to the background, age and ability of the participating groups?
- E. Opportunity for success. Does the activity allow the participant a chance to attain the immediate goal which the participant sets up for self?
- F. Progression. Is the activity program set up in units which allow for continued advancement by levels of achievement?
- G. Meeting special needs of participants. Is the activity program flexible enough and organized such that the participants can meet their own needs?
- H. Skill development. Does the program allow the participants to acquire efficiency or mastery in the fields of endeavor?
- I. Health opportunities. Are the activities such and carried on in such conditions to allow for the physical and mental well being of the group?
- J. Variety. Is there ample range of selection and change within the program to meet the needs and desires of the group for continued participation? Does the variety offer a choice within the activity or activity program which will utilize the participant's facilities of selection?
- K. Quality-service. Is there a general tone of refinement to the program and is it performing a cultural service to the community?

4. Facilities and equipment:

- A. Adequacy of facilities and equipment. Are they adequate to carry on a successful activity program?
- B. Safety of equipment and materials. Are they devoid of all elements of danger?
- C. Attractiveness. Does the equipment, materials and general arrangement bring favorable reactions from the participants?
- D. Cleanliness. Is there freedom from dirt and filth?
- E. Sanitation. Are these conditions favorable for good participating conditions?
- F. Lighting. Is there adequate illumination for the varied activities? (If in doubt, use a candle meter)