Campus Life Programming Model

The goal of campus programming is to bring the Beacon community together with a level of quality that allows for exploration, creativity, engagement, and learning. We seek to challenge and encourage students as they establish their own identity and develop competence, purpose, and integrity. Programming at Beacon is holistic in nature and addresses each of the following components:

**Community**

Creating an environment where students, faculty, and staff are encouraged to interact in a meaningful and inclusive way.

Learning Objectives:
- Students will seek new opportunities.
- Students will develop lasting relationships with people in their community.
- Students will foster professional relationships with members of the Beacon College faculty and staff.

Examples:
- Beacon After Dark (BAD) Events – pancake breakfast, late-night skate
- Super Bowl Tailgate Party
- Casino Night
- Open Bowling

**Life Skills**

Helping residents become stronger people while exploring and defining their own values, ethics, and identity.

Learning Objectives:
- Students will learn to use available campus resources to support their own learning and individual needs.
- Students will assess and build upon existing skills.

Examples:
- Budgeting and money management
- Conflict Resolution
- Assertiveness Communication
Diversity

Understanding and celebrating the complex identities of others and their backgrounds.

Learning Objective:
🎯 Students will be able to analyze how their own cultural identity impacts their experience at Beacon College and in the world around them.

Examples:
😊 Dinner around the world
😊 Gender Benders
😊 Meyers Briggs Type Indicator

Arts & Letters

Promoting various aspects of the fine and performance arts.

Learning Objective:
🎯 Students will appreciate the fine arts.

Examples:
😊 Art gallery tours
😊 Poetry slam
😊 Theater productions

Scholarship / Intellectual / Educational

Placing an emphasis on being a lifelong learner, while striving to create a love for learning and exploration.

Learning Objective:
🎯 Students will be able to connect their present collegiate experience to their future professional pursuits.

Examples:
😊 Observatory Trip
😊 Trivia Night
**Leadership and Service**

Develops a sense of social responsibility and promotes giving back to the community through volunteerism and compassion.

Learning Objective:
- Students will develop an understanding and commitment to social justice.
- Students will be able to make reflective decisions for themselves and for the community around them.

Examples:
- Food/toy drive
- Habitat for Humanity
- Random Acts of Kindness

**Balance – Health and Wellness**

Intentionally creating an atmosphere in which residents may develop a healthy and holistic balance between mind, body, and spirit.

Learning Objectives:
- Students will develop habits consistent with living a healthy lifestyle.
- Students will learn to engage in self-reflection.

Examples:
- Massage therapy
- Mocktail Socials
- Music/art therapy