SUMMER**2020**

K-12 ARTS INTEGRATION & STEAM
ONLINE CONFERENCE

Planning Pack

The Institute
FOR ARTS INTEGRATION AND STEAM

WELCOME AND
ACCESS INFORMATION

Welcome educator!

We are thrilled you're joining us for the Summer 2020 Arts Integration and STEAM Online Conference. This year's event will be a bit different than previous conferences. Over the past 10 years, we've learned so much about what our participants need for an interactive, hands-on, creative, and engaging online learning experience.

This year, the conference sessions will stream live online over two days instead of cramming everything into one day. This gives everyone a chance to absorb all of the incredible information and community networking that's available.

Additionally, we've eliminated the traditional keynote in favor of several smaller TED-Style talks from popular artists, authors, and innovative educators. We believe these talks offer a more meaningful and inspirational recharge that's so important for us all right now. These talks are complemented by highly-actionable workshops designed by practicing educators and teaching artists.

Our hope is this new format is a great mix of inspiration and practical creative experiences that will leave you ready to use arts integration and STEAM in a whole new way. I can't wait to begin on July 16th!

Susan Riley, Founder
The Institute for Arts Integration and STEAM

ACCESS INFORMATION

All of the sessions will be available via our password-protected platform starting on July 16 at 10AM ET. Please check your email for all of the links and information about logging in.

On July 17th, the remaining sessions will stream between 10AM-2PM ET. After that, all sessions will be available to view on-demand in the platform at anytime.

Between now and then, we have curated our best sessions from the past 10 years of events. Those are available to you to view immediately as a special series on your conference dashboard.

2-DAY
SCHEDULE

DAY 1 (July 16)

10 AM | Welcome and Introduction

10:05-10:20AM | Talk #1: Josie Lewis

10:20-10:30AM | Remote Learning Session 1

10:30-10:45AM | Workshop: Arts Integrated Brain Breaks

10:45-11:00AM | Brain Break #1

11-11:10AM | Remote Learning Session 2

11:10-11:20AM | Workshop: Connecting Visual Art and Theatre

11:20-11:30AM | Remote Learning Session 3

11:30-11:50AM | Workshop: Rock the Mic – Using Podcasts as Authentic Assessments

11:50AM-12:25PM | Lunch & Creating Break

12:25-12:30PM | Afternoon Announcements

12:30-12:45PM | Talk #2: Bryan Andes

12:45-12:50PM | Remote Learning Session 4

12:50-1:10PM | Workshop: Power of Loose Parts and Open Ended Materials

1:10-1:20PM | Brain Break #2

1:20-1:40PM | Workshop: Creating a Foundation that Serves All Stakeholders

1:40PM-2PM | Talk #3: Ralph Fletcher

DAY 2 (July 17)

10 AM | Welcome Back and Announcements

10:05-10:20AM | Talk #1: Moody Black

10:20-10:30AM | Remote Learning Session 1

10:30-10:50AM | Workshop: Arts Integrated Songwriting Process

10:50-11:00AM | Brain Break #1

11-11:10AM | Remote Learning Session 2

11:10-11:25AM | Workshop: The Sights and Sounds of Poetry

11:25-11:40AM | Workshop: Using Elemenari to Encourage Writing

11:40AM-12:25PM | Lunch & Creating Break

12:25-12:30PM | Afternoon Announcements

12:30-12:50PM | Talk #2: Lauralee Chambers

12:50-1PM | Workshop: Media Arts and Journaling in the Classroom

1-1:10PM | Brain Break #2

1:10-1:30PM | Workshop: Science through Movement and Dance

1:30-1:40PM | Workshop: Going Mini with Green Screen

1:40PM-2PM | Wrap Up and Finale Event

MOODY BLACK
National Award-Winning Poet

Moody Black is a TEDx performer, a National Award-Winning Poet and Host, a Smart Arts Teaching Artist, Motivational Speaker, Spoken-Word and Visual Artist, Actor/Voice Over Artist, Chess Instructor, Story Teller, and Comedian from Spartanburg, S.C. Fusing a blend of Hip-Hop, Soul, and Poetry, this talented artist delivers a unique rhythmic message in which each new listener finds common ground. Moody Black has been a performing artist since the age of twelve, and has become a prominent force across the nation through his enthusiastic live shows and strong work ethic.

RALPH FLETCHER
Children's Book Author

Ralph Fletcher has been a mentor to teachers and young writers everywhere. He has helped hundreds of thousands of teachers understand the importance of letting go and trusting their writers. Ralph's professional books are part of this tradition.

Ralph frequently works with young writers in schools, and speaks at education conferences in the U.S. and abroad, helping teachers find wiser ways of teaching writing.

LAURALEE CHAMBERS
K-5 Art Educator

LauraLee Chambers has been teaching for over 30 years. She currently is at two different schools, one K-2 and the other 3-5, just north of New York City. Before entering the public school system, she taught at various Catholic schools, and even had a stint in the human resources department at Pepsi Cola. She received a BFA in art education/art therapy and an MA in art education both from the College of New Rochelle. Be sure to stay updated on the wonderful things happening in her art room via her inspiring Instagram account.

EXPLORE THESE
SPEAKERS & SESSIONS

JOSIE LEWIS
Artist and Author

Josie Lewis is an artist who empowers others to explore their own creativity through building a daily practice, finding a state of "flow" and navigating creative resistance. She shares her process via @josielewisart on Instagram, Facebook, Pinterest and TikTok, with over 2 million unique followers and more than 1 billion video views.

Josie received an MFA from the University of MN. She has artwork in the public collections of General Mills, UC Berkeley, and The Minneapolis/St Paul Airport.

BRYAN ANDES
Creator of the First Grade Theatre Study

Bryan Andes is the founder of the First Grade Theatre Study which brings in Broadway actors to his 1st grade class to explore theatre and literacy. He has welcomed dozens of stars such as Vanessa Redgrave, Hugh Jackman, Bernadette Peters, Rita Moreno and Elaine Page. Bryan also works hard to ensure students have the opportunity to go behind the scenes with all of the support jobs that make theater possible. They meet costumers, front of the house staff and even orchestra members.

Arts Integrated Brain Breaks

Presenter: Jamie Hipp
Target Audience: Non-Arts Teachers, Arts Teachers, Arts Integration Specialists/Coaches
Workshop Goals:
- Increase the use of arts-integrated brain breaks in classrooms
- Adapt theatre and dance brain break strategies to fit naturally with existing standards/curricula

Learning Objectives:
At the end of this workshop, participants will be able to:
1. Identify the need for (and benefits of) brain breaks
2. **Apply** theatre and dance strategies and vocabulary to brain breaks
3. **Create** their own arts-integrated brain breaks based using the base strategies provided

Using Podcasts as Authentic Assessments

Presenter: Michelle Simmons

Target Audience: Upper Elementary – High School

Workshop Goals:
- Increase the usage of Podcasts in the classroom
- Leave participants with ways that podcasts can be used as an assessment in a variety of classroom settings

Learning Objectives:
At the end of this workshop, participants will be able to:
1. List the equipment needed to produce a podcast in the classroom.
2. Identify ways to use podcasting as an assessment in the classroom.

Arts Integrated Songwriting Process

Presenter: Linda Benjamin

Target Audience: All Levels

Workshop Goals:
- Increase the application of songwriting in the classroom
- Expand the integration of songwriting as a vehicle to assist in critical thinking skills with other content

Learning Objectives:
At the end of this workshop, participants will be able to:
1. Identify the steps of the Arts Integrated Songwriting process to assist their students in understanding specific standards in other content areas and developing 21st Century Skills.
2. Recognize how the similarities between the structures found in the layers of the Earth and music composition are connected in the Arts Integrated Songwriting process.

SPEAKERS & SESSIONS

Presenter: Kelly Clancy

Target Audience: All Levels

Workshop Goals:
- In this session, participants will learn how to integrate theater in the visual art classroom. Attendees will walk away with resources and activities to incorporate Big Ideas and common themes into art instruction, while maintaining relevance to individual experience.

Learning Objectives:
At the end of this workshop, participants will be able to:
1. Identify the steps of how to access individual student experience to connect with themes learned in theater.
2. Observe and participate in a brainstorming session where they will connect a particular theme to individual experience.

Connecting Visual Art and Theatre

Presenter: Katie Ruzin

Target Audience: All Levels

Workshop Goals:
- Provide creative opportunities for students to respond to instruction
- Engage students by allowing them to personalize their understanding of poetry

Learning Objectives:
At the end of this workshop, participants will be able to:
1. Identify the figurative and expressive language in a poem and decide how to depict their personal connections through artistic means.
2. Reflect on the importance of allowing students to communicate meaning through self-expression.

The Sights and Sounds of Poetry

The Power of Loose Parts & Open Ended Materials

Presenter: Jennifer Berube

Target Audience: PK-5 Teachers

Workshop Goals:
- Increase the understanding of the benefits of providing open ended materials for guided play and creative exploration.
- Increase the use of open ended materials in academic artistic learning activities.

Learning Objectives:
At the end of this workshop, participants will be able to:
1. Identify open ended materials and observe ways these materials enrich dramatic play and artistic expression.
2. Apply their understanding of children's use of open ended materials to 21st century skills: creativity, critical thinking, communication and collaboration.
3. Respond to an open ended material, using it to sketch and construct a story
4. Relate their experience to students learning to appreciate others' perspectives, finding more than one way to solve a problem, and finding multiple meanings in expressions and multiple purposes for things.

Science through Movement and Dance

Presenter: Sesha Woodard

Target Audience: Elementary Teachers

Workshop Goals:
- Spark participants creativity and help guide them through the creation process of integrating movement and dance in their science lesson.

Learning Objectives:
At the end of this workshop, participants will be able to:
1. Learn, generate a strategy and walk through the steps related to creating movement infused science lessons.
2. Observe a culmination of movements related to a specific science lesson/ topic.

Media Arts and Journaling in the Classroom

Presenter: Mira Septimus

Target Audience: 5th – 6th Grade Teachers

Workshop Goals:
- Increase the use of Media Arts as a form of Journaling in the Classroom.
- Increase the integration of Media Arts with other content areas.

Learning Objectives:
At the end of this workshop, participants will be able to:
1. Identify the steps used in Media Arts as a form of Journaling with students to identify, describe, and analyze how message and meaning are created by components in media artworks while developing critical thinking and problem solving skills.
2. Observe and participate in a Media Arts session.

Using Elementari to Encourage Writing

Presenter: Ameerah Eaddy

Target Audience: All Levels

Workshop Goals:
- Explore using Elementari with students to help introduce them to coding while preparing to publish an interactive book.

Learning Objectives:
At the end of this workshop, participants will be able to:
1. Use the program Elementari to expand the writing process by coding interactions to animate student names, record a voiceover to tell a story, and design a book.

Creating a Foundation that Serves all Stakeholders

Presenter: Karen Crocco

Target Audience: Educators and Administrators who want to expand STEAM and Arts Integration beyond classroom implementation.

Workshop Goals:
- Increase awareness of the foundational elements needed at the instructor, school, and district level to support an AI/STEAM initiative
- To share lived experiences and lessons from implementing AI initiative in our Title I School District

Learning Objectives:
At the end of this workshop, participants will be able to:
1. Identify their educator, school, district readiness for STEAM/AI initiatives.
2. Plan exploratory meetings and activities to cultivate interest and support for larger AI initiatives.
3. Critique shared scenarios and offer solutions
4. Apply learning to their current community stakeholders and develop strategies to build a team to grow a larger AI/STEAM initiative