



ARTS INTEGRATION

OCTOBER 2020



Why The Arts Create Meaningful Learning

"Why does it work? Arts integration uses teaching practices that have been shown in brain-based research to improve comprehension and long-term retention. For example, when students create stories, pictures, or other nonverbal expressions of the content they are learning -- a process researchers call elaboration -- they are also helping to better embed the information. In one eighth-grade math class, students prepared for a test on linear equations by creating photo stories of the steps involved. This required that teacher Laura Casciato spend nearly a full class period teaching about basic principles of design (PDF). She explained the trade-off: "It was an easy decision to spend time on the art because we know that they retain that information better. They're going to look at that test and say, 'Oh yeah, I remember that information from my photo.'"

-Mariko Nobori , *Edutopia*

Excerpt taken from:
How the Arts Unlock the Door to Learning,
Edutopia

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GumTree Museum

5-12th Grade Pumpkin Painting Contest
Through the month of October !

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ARTS ACTIVITIES & ARTS INSPIRATION:

Elementary Students

African Drums - Djembe Drum

Harvester's - Peter Bruegel

How to Make a Loom

Tiffany Stained Glass -Autumn

Landscape- Met Kids

The Invention of the Piano - MetKids

Secondary Students:

Coffee Art

3-D Printed Structures

Time Capsule - Inspiration

Photo realistic Portrait/ Character Study

Suggested Books & Resources Teachers:

Theatre Games for the Classroom

Painted Pumpkins cont. - The GumTree

Museum of Art would like to invite your students to participate in a contest that will be held through the month of October.

Students grades 5th-12th are invited to paint and display pumpkins outside GumTree Museum to showcase the talents of kids in our community! GumTree will award first, second, and third place ribbons for the categories of 11th-12th grade, 9th-10th grade, 7th-8th grade, and 5th-6th grade.

These will be judged at the end of October and announced on social media.

To enter, simply leave a painted pumpkin with GumTree staff to put on their stoop! GumTree asks that students write their:

name

school

and an email they can be reached by on the bottom of their pumpkin in permanent maker.

GumTree will contact them via email should they win and announce on social media.

GumTree Museum
211 West Main Street

Fractions & Visual Art

Matisse & Fraction Collage

Activity: Study the works of French artist, Henri Matisse & Create a Fraction Collage

Step 1 : take 6 different colored sheets of construction paper cut in a perfect square.

Step 2: Fold Paper to create $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{8}$, $\frac{1}{16}$, $\frac{1}{3}$, and $\frac{1}{6}$

Step 3: Label fractions first, then cut along folds

Step 4 : Assemble fraction collage in a symmetrical or asymmetrical pattern and glue on black (or contrasting) construction paper.

Students must choose design, be able to identify their fractions, and explain their design choice.



Matisse & Fraction Collage Keynote Presentation

Zip Zap Zop

from Aliza Moran - MAC Field Advisor

What is it and Why Use It?:

Zip, Zap, Zop is about focus and energy. As students pass the energy across the circle (in the form of a Zip, a Zap, or a Zop), they make eye contact with the person they send the energy to, and work together to keep the rhythm going. The activity also provides an opportunity to explore pace, specificity of choice, "energy" and sequence.

Directions:

Invite students to stand in a circle. Ask the group to repeat the words "Zip, Zap, Zop" three or four times, all together. Introduce the activity: Imagine that I have a bolt of energy in my hands. To start the game, I will send the bolt out of energy out of my body with a strong forward motion straight to someone else in the circle (use hands, body, eyes, and voice to make contact across the circle) and say, "Zip." Explain that the next person takes the energy and passes it immediately to someone else saying "Zap." That person passes it on to another participant with a "Zop." The game continues and the "Zip, Zap, Zop" sequence is repeated as the energy moves around the circle. Encourage all players to use their whole body to send energy and to make eye contact. They can send the energy to whomever they want but the goal is to include all players. Practice the game. If there is a mistake, encourage students to simply resume playing without discussion. The group challenge is to go very quickly and stay consistent in rhythm; if students struggle, pause the game, discuss strategy and try again.

Possible Side-Coaching:

Don't forget to make eye contact with the person to whom you pass the bolt of energy. Work to stay focused. There should be no pauses. Try to maintain a steady rhythm. The bolt of energy should never hit the ground.

Possible Variations/Applications:

Try "Zip Zap Boing." In this variation, a player can choose to raise both hands in front of their bodies at chest height and say: "Boing" when they are sent a Zip, Zap or Zop. When this happens, the move bounces back to whomever passed it. Thus the progression might sound like "Zip-Zap-Boing-Zap-Zop-Zip-Boing-Zip" etc.

Math: Use this strategy to practice skip counting (3, 6, 9, 12...)

Science: Use this strategy to explore organisms in a food chain (or stages in a life cycle); students send energy from organism to organism in the food chain to represent a mini ecosystem.

Reading/Writing: Use this strategy to review helping verbs (am, is, are, was, were, be, been...)

Online Teaching Variation:

Student calls out other students name prior to sending the "Zip" "Zap" or "Zop" sequence in the online chat platform using hands to send the energy to the person. For instance: Bill calls out to John: "John, "Zip" (uses hands to direct the energy to John) it goes to John and John calls to Jill: "Jill "Zap" (John uses hands to direct the energy to Jill and so forth.