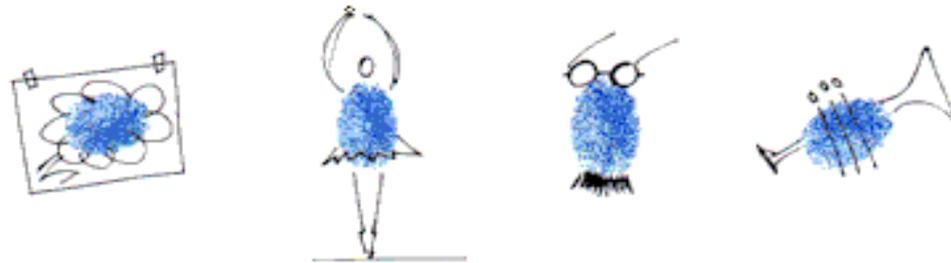




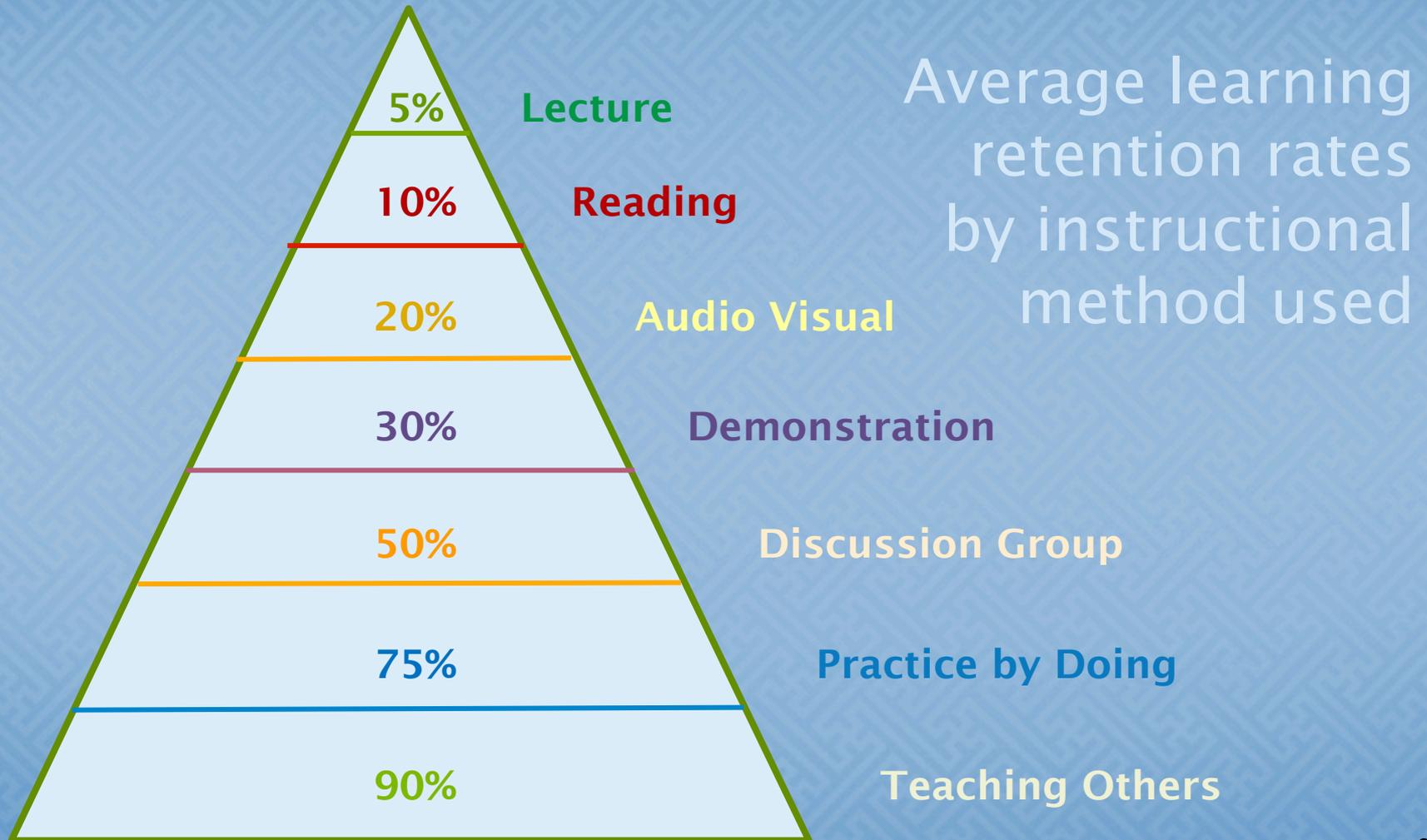
# Mississippi Alliance for *arts* Education



Surprising Solutions: *arts* education



# Retention of Learning



Adapted from National Training Laboratories Institute for Applied Behavioral Science

# Chinese Proverb



When I hear, I forget.

When I hear and see, I remember.

When I hear, see and do, I understand.

When I hear, see, do and add emotion,  
I gain wisdom.

# What is 21<sup>st</sup> Century Education?

- **It is bold.**
- **It breaks the mold.**
- It is flexible, creative, challenging, and complex.
- **It addresses a rapidly changing world filled with fantastic new problems as well as exciting new possibilities.**

*From Possibilities for the 21<sup>st</sup> Century Education*

# 21<sup>st</sup> Century Curriculum is...

- **interdisciplinary, project-based, and research-driven** in an inquiry based learning environment aimed at engaging students in addressing real-world problems, issues important to humanity, and questions that matter.
- It incorporates higher order thinking skills, multiple intelligences, technology, and multimedia, the multiple literacies of the 21<sup>st</sup> century, and authentic assessments.

# Critical Attributes of 21<sup>st</sup> Century Education

Integrated and  
Interdisciplinary

Technologies  
& Multimedia

Global Classrooms,  
Globalization

Student-Centered



21<sup>st</sup> Century Skills

Project-based,  
Research-Driven

Relevant, Rigorous,  
Real-world

Adapting to and Creating  
Constant Personal  
and Social Change,  
and Lifelong Learning

# Multiple Literacies for the 21<sup>st</sup> Century

The Arts and  
Creativity

Financial Literacy

Ecoliteracy

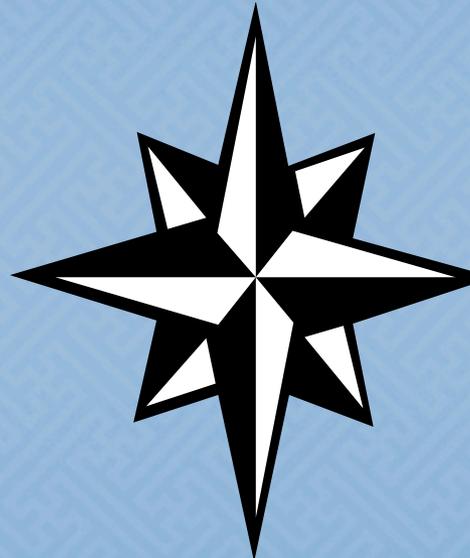
Media Literacy

Cyberliteracy

Social/Emotional  
Literacies

Physical Fitness and  
Health Literacies

Globalization and  
Multicultural Literacy



# 21st Century Teachers Use Nine Creative Strategies

1. Allowing for Choice
2. Use of Novelty
3. Authentic Tasks
4. Use of Multiple Intelligences
5. Visual Presentations
6. Application of Knowledge
7. Celebration of Products
8. Personal References
9. Problem Solving



Author: Mary Kim Schreck

# 21<sup>st</sup> Century Skills...

*preparing America's students  
for College and Career*



***A shift from “what’s taught” to “what students need to know and be able to do”...***

1. Solve problems
2. Manage oneself
3. Adapt to change
4. Analyze/conceptualize
5. Reflect on/improve performance

6. Communicate
7. Work in teams
8. Create/innovate/critique
9. Engage in learning throughout life

# The Arts and Mississippi State Standards...

## Emphasize:

- Creativity and Innovation
- Critical Thinking and Problem Solving
- Communication and Collaboration



# Arts in Academics = An Elegant Partnership...



Imagination  
is more  
important than  
knowledge.

Albert Einstein



# Ten Useful Skills Students Learn from the Arts

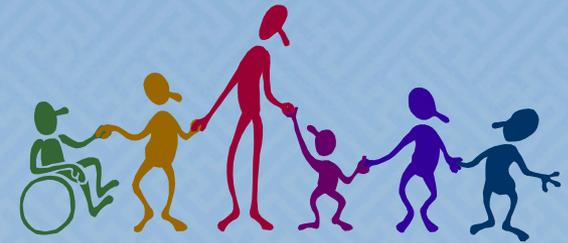
1. Creativity
2. Confidence
3. Problem Solving
4. Perseverance
5. Focus
6. Nonverbal Communication
7. Receiving Constructive Feedback
8. Collaboration
9. Dedication
10. Accountability



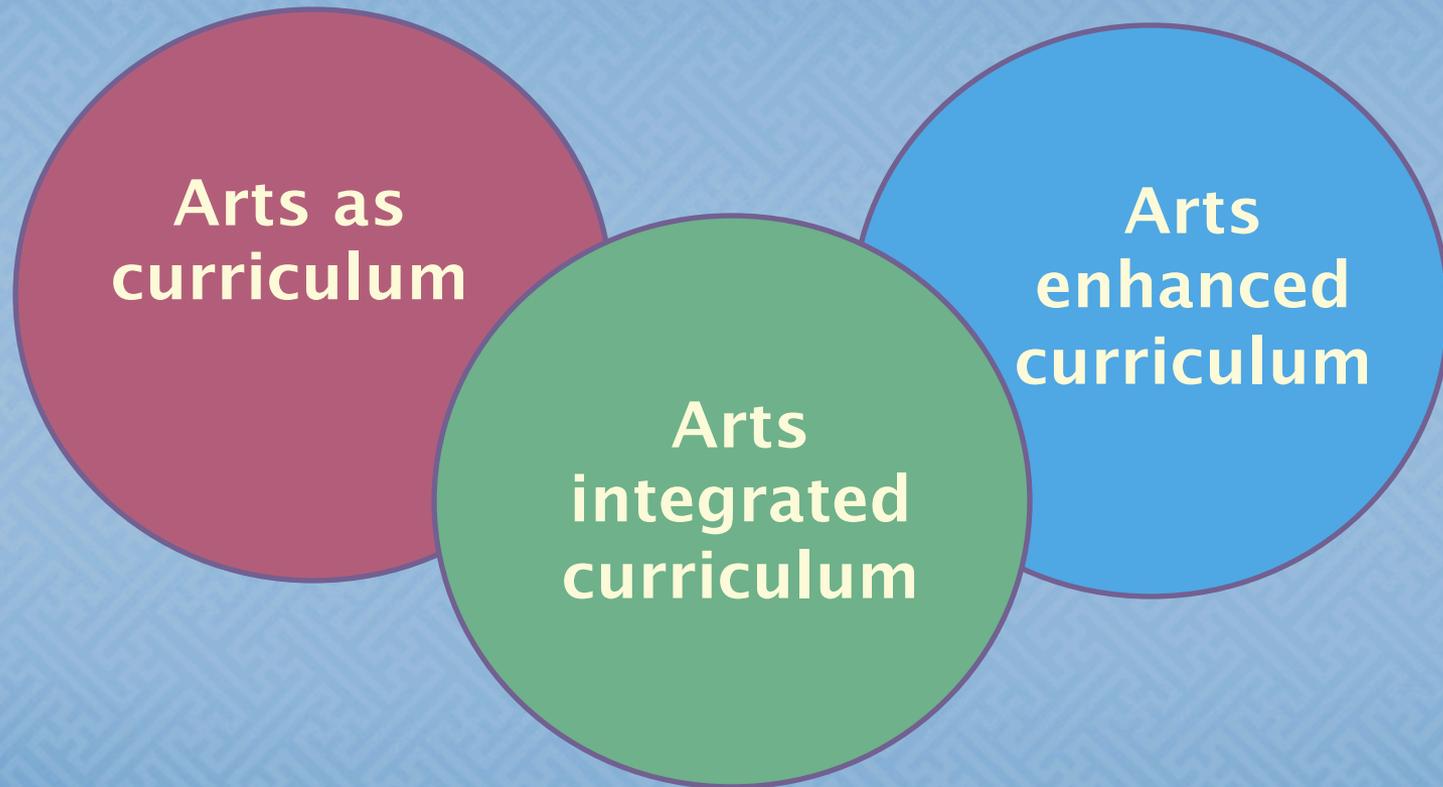
# Approach to Teaching and Learning...

With attention to Universal Design for Learning, the arts can offer students...

- **Multiple means of representation**, to give diverse learners options for acquiring information and knowledge
- **Multiple means of action and expression**, to provide learners options for demonstrating what they know
- **Multiple means of engagement**, to tap into learners' interests, offer appropriate challenges, and increase motivation



# The Arts in Schools



# The Arts Disciplines

- DANCE
- MEDIA ARTS
- MUSIC
- THEATRE
- VISUAL ART



# Visual and Performing Arts Goals

**Goal 1: Students will communicate ideas and feelings by creating and performing works of art through the visual arts, music, theater and dance.**

Content Strand: Creating/ Performing (CP)

# Visual and Performing Arts Goals

**Goal 2: Students will respond to, describe, analyze, interpret, and evaluate the complex characteristics of the visual arts, theater, dance and music.**

Content Strand: Critical Analysis (CA)

# Visual and Performing Arts Goals

**Goal 3: Students will understand the roles  
and functions of artists  
and all art forms in cultures,  
times and places.**

Content Strand: History/Culture (HC)

# Visual and Performing Arts Goals

**Goal 4: Students will perceive, understand and appreciate the diverse meanings and value of the visual and performing arts.**

**Content Strand: Aesthetics (A)**

# Visual and Performing Arts Goals

**Goal 5: Students will make valid connections among the arts, other subject areas, and everyday life.**

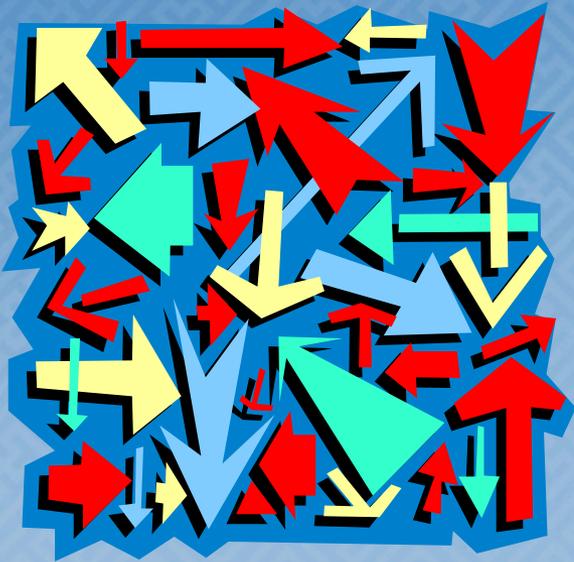
**Content Strand: Connections (C)**

# Why use the arts?

The arts give learners various ways to acquire information and act on it to build understanding. They also offer a natural way to differentiate instruction as the arts offer multiple modes of representation, expression, and engagement.



# Why Integrate?



- At its best, arts integration makes the arts an interdisciplinary partner with other subjects.
- The strategies of arts integration are educationally powerful because they are grounded in deep connections between the arts and cognition, and between learning, social, and emotional development.

*From: Putting the Arts in the Picture—Reframing Education in the 21<sup>st</sup> Century, by Nick Rabkin and Robin Redmond, Chicago 2004*

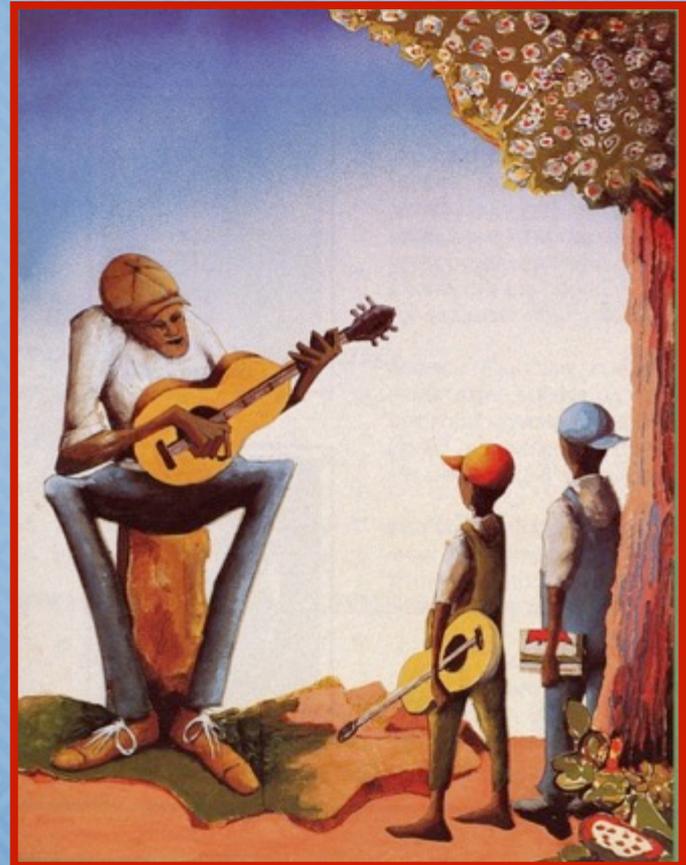
# Arts Integration Is...

an APPROACH  
to TEACHING in which  
students construct and demonstrate  
UNDERSTANDING  
through an  
ART FORM.

Students engage in a  
CREATIVE PROCESS  
which CONNECTS  
an art form and another subject area  
and meets  
EVOLVING OBJECTIVES in both.

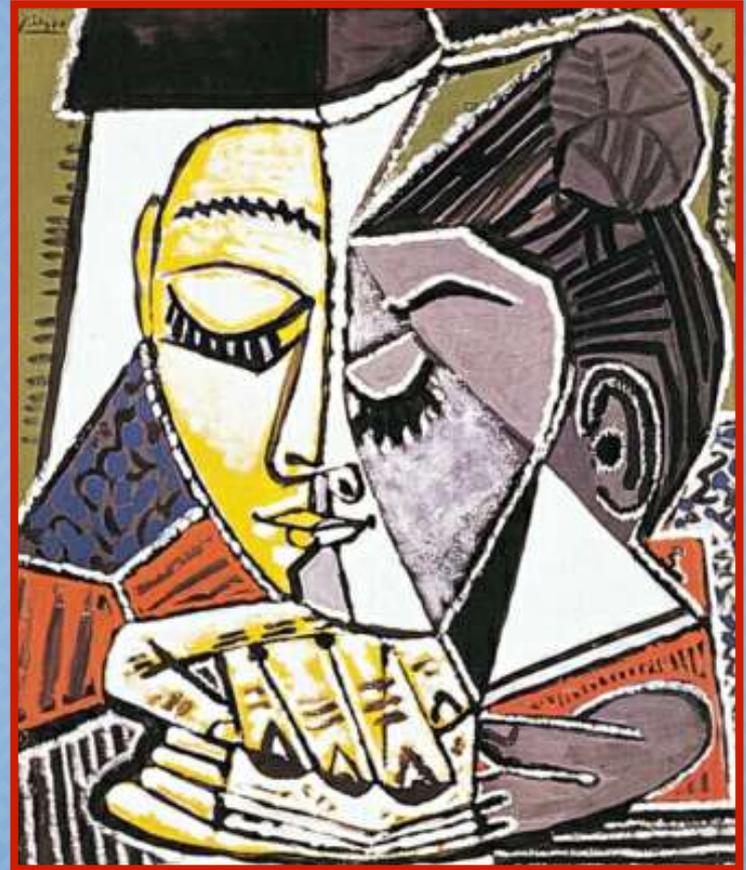
# What does arts integration look like?

- What standards may be taught through this work of art?
- through music?
- through social studies?
- through language arts?



# Authentic Arts Integration

is grounded in the elements of the art forms and uses inquiry, imagination and innovation to lead toward discovery.



# An Arts Residency is...

## Residency:

a series of planned instructional experiences for students that take place over time and connect arts and academics.

## Purposes:

1. To spark student's awareness and interest in the arts; achieved through performances or exhibits
2. To develop students' knowledge and skills – achieved through classroom instruction
3. To build teachers' capacity to teach in, through, and about the arts – achieved through workshops and coaching

# A call for a new commitment to the imagination...

“The future belongs to a very different kind of person with a very different kind of mind – creators and empathizers, pattern recognizers and meaning makers. These people – artists, inventors, designers, storytellers, caregivers, consolers, big picture thinkers – will now reap society’s richest rewards and share its greatest joys.”

Daniel Pink, author, *A Whole New Mind*

# Residency Day Five



**CELEBRATE!**  
STUDENT ACHIEVEMENTS IN ACADEMICS AND THE ARTS

# Mississippi Alliance for Arts Education,

with funding from the **Weissman Family Foundation** and in partnership with **Mississippi Schools**, supports **creativity, curiosity, innovation,** and a **sense of adventure** for all students in our state.

