

Connecting the Dots through Blended Learning
Technology in Art Education

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Janine Campbell Keynote Presenter Resources

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- Prezi: www.prezi.com - Great presentation tool that allows you to embed video, pictures, and flow around ideas to capture the big idea
- Partnership for 21st Century Skills: www.p21.org - Website with resources for integrating technology tools into the educational experience
- Learning Management Systems: LMS is a tool to organize your classroom online for students to access (you can provide resources as well as get work from students through this). You can create tests that are automatically graded on a Learning Management System.
 - Moodle: www.moodle.org
 - Edmodo: www.edmodo.com
 - Schoology: www.schoology.com
- Screencasting: screencasting is when you record your screen to create videos or tutorials for students to access via the LMS.
 - www.screencastomatic.com
 - Quicktime (allows you to record your screen, yourself, or audio)
 - Camtasia or Jing via TechSmith www.techsmith.com
- Web Organizing Tools:
 - CheckThis: www.checkthis.com allows you to compile links, video, and images onto one page (great for curating information for students)
 - LiveBinders: www.livebinders.com you can create tabs of links within a page (binder) to compile resources in one spot
- Photo Editing for Students:
 - SumoPaint: www.sumopaint.com is like Photoshop, but free. Students can create quick and easy projects on there (Mandalas using the symmetry tool).
 - Tagxedo: www.tagxedo.com is a word cloud page that allows you to upload images (students can create tagxedos of themselves from their faces with words to describe their interests)
 - Photoshop: I love using Photoshop for animation and editing images; it is really the BEST tool to do many digital works with.
- Animation:
 - www.doink.com: create animations on the iPad with this tool
 - www.fluxtime.com: create animations on the web with this tool
- Video Game Design:
 - www.gamestarmechanic.com: great site for kids to create and play games; Scholastic Art and Writing Awards uses this for one of their Award categories.
 - Scratch and Kodu are free downloads for programming games.

- Art History:
 - Google Art Project: www.googleartproject.com great resource to take students on virtual field trips, curate works from a variety of sources, as well as examine works up close.
 - The Art Zone: <http://www.nga.gov/kids/zone/zone.htm> Art themed games from the National Gallery of Art.
 - Art 21: www.pbs.com/art21/ Video series of Contemporary Artist (caution that some videos are not appropriate for all audiences)
 - Scholastic Art Magazine: www.art.scholastic.com Great accompany source to the classroom magazine
- Video Production:
 - iMovie, Windows Movie Maker, Premiere Elements: All great tools for producing videos.
 - Next Vista for Learning: www.nextvista.org 90 second educational videos made by students and teachers to teach others (competitions running on site for gift cards and other prizes)
 - Animoto: www.animoto.com is a really easy online tool to create videos to music with fun transitions
 - Tricia Fuglestad: <http://drydenart.weebly.com/fugleflicks.html> Her use of classroom video is AMAZING!
- Student Collaborations:
 - The Student Creative: ongoing creative projects that are put together from around the world and published in a book. Themes are different each time.
 - Rotoball: annual animation collaboration using Rotoscoping.
- Advocacy:
 - Artsonia: www.artsonia.com is a great place for housing student artwork for display and compiling digital portfolios that stay with students throughout their careers; you can also use this to raise funds for your classroom (15% of items purchased with student work on it goes to classroom).
 - Websites/blogs: www.weebly.com - easy site to navigate and use as both a blogging tool and website creator; Google sites and Blogger is also easy to use and connects with your gmail account.
 - Grant Writing: Kids in Need Foundation- www.kinf.org annual grants for \$500 (you can apply online and for more than one); National Art Education Foundation (application information on the NAEA site).
- Professional Development and Making Connections with Others:
 - Twitter: www.twitter.com - great resource for connecting with other teachers and artists and sharing resources and ideas(#artsed, #edchat, #edstuff, #edtech – all great to check out and see what people are posting about)
 - Skype: www.skype.com - connect with other classrooms or conduct guest artist interviews using this tool

- Facebook: Join National and Local Art Education groups to connect and share ideas
- Ning: www.arted20.ning.com - great place to connect with other teachers and share resources
- Blogs to Follow:
 - www.theartofed.com - great resource for all things art education
 - www.theteachingpalette.com - great for lesson plans and advice
 - Elementary Art:
 - www.drydenart.weebly.com
 - www.baart.weebly.com
 - Middle School:
 - www.capitolofcreativity.weebly.com
 - www.artdoane.weebly.com
 - www.bcwmsart.weebly.com (my class site)
 - High School:
 - www.apexhsart.blogspot.com
 - www.artroom161.blogspot.com

Tips to Remember When Integrating Technology:

1. Be Prepared:
 - Do your research and make sure to test out projects and sites before using them with students.
2. Be Flexible:
 - Understand that technology does not always work. Have a backup plan ready and as Rushton Hurley would say, "Be the one person who does not freak out when technology doesn't work." That mantra has gotten me through many a bind as a result of technology not working properly.
3. Be Open:
 - As with anything else, you are going to get out of this experience what you decide to invest. Be open to using new methods and ways of doing things and realize that there are others out there willing to help.
4. Be Responsible:
 - Know and follow your school's acceptable use policy concerning technology. Make sure you align your use of technology to the expectations of your district and work with your technology director when developing new initiatives. It is important to have all on board when deciding to integrate new programs into any curriculum.