

## Remix Teaching through Blended Learning

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**Remix** – to take something that exists and modify it to produce something new.

**Blended Learning** – the use of technology to deliver content (flipped, rotational, face-to-face, etc).

**Remix Teaching through Blended Learning** – Modifying the way students are taught through the use of technology in the classroom.

### 1. Teacher Use –

#### a. Professional Development and Making Connections with Others

- Facebook – Join the National and Local Art Education groups – great place to connect with teachers and get advice about Art supplies, lessons, assessments, and learn about additional art opportunities.
- Twitter – [www.twitter.com](http://www.twitter.com) - great resource for connecting with other teachers, artists, and sharing resources/ideas (#artsed, #edchat, #miched – all great chats to connect with other teachers and see what is happening in education).
- Art 2.0 Ning – [www.arted20.ning.com](http://www.arted20.ning.com) - like Facebook, but only for Art teachers. It is a great place to connect with others and find partners for collaborative projects
- Blogs to Follow – blogs are quick and easy reads to stay up to date with all kinds of information. Here are a few you should check out:
  - [www.miarted.blogspot.com](http://www.miarted.blogspot.com) - MAEA blog
  - [www.theartofed.com](http://www.theartofed.com) - great resource for all things art education
  - [www.theteachingpalette.com](http://www.theteachingpalette.com) - great resource for lesson plans
  - <http://artjunction.org/blog> - great resource for new ideas in art education
  - [www.schoolartsroom.com](http://www.schoolartsroom.com) - great resource for art education
    - Elementary Art:
      - [www.drydenart.weebly.com](http://www.drydenart.weebly.com)
      - [www.baart.weebly.com](http://www.baart.weebly.com)
      - <http://artwithmre.blogspot.com/>
    - Middle School:
      - [www.capitolofcreativity.weebly.com](http://www.capitolofcreativity.weebly.com)
      - <http://artfulartsyamy.blogspot.com/>
      - [www.artdoane.weebly.com](http://www.artdoane.weebly.com)
    - High School:
      - [www.apexhsart.blogspot.com](http://www.apexhsart.blogspot.com)
      - [www.artroom161.blogspot.com](http://www.artroom161.blogspot.com)
      - <http://www.mrsroseart.blogspot.ca/>

## **b. Teacher Presentations -**

- Prezi – [www.prezi.com](http://www.prezi.com) - I am using that for this presentation. Allows you to embed pictures, text video and flow from ideas.
- Checkthis – [www.checkthis.com](http://www.checkthis.com) - I use this to curate information and create a digital poster that has links to websites in it and embedded videos and pictures. This is also a tool you could have students use to create a poster about an artist or process.
- Livebinders – [www.livebinders.com](http://www.livebinders.com) - I use this to house a lot of websites in one place. It is great for offering resources to students for larger projects.
- Google Art Project – [www.googleartproject.com](http://www.googleartproject.com) - You can use this to curate collections and offer students an up close view of works from around the world. They used HD cameras to capture the images and you can zoom in to get a sense of the texture and aging in the works.
- Video Production
  - iMovie, Windows Movie Maker, Premiere Elements: all great tools for creating videos on your computer. You can set up a demo and record for students to watch and then control how fast or slow and how many times it repeats.

## **c. Advocacy- (communicating your program/classroom's message)**

In an age of budget cuts and uncertain future for education, being able to communicate what you do in your classroom can be critical to whether or not it is supported. Here are resources to communicate to a larger community the importance work in our classrooms has and how it positively impacts students' lives.

- Artsonia – [www.artsonia.com](http://www.artsonia.com) is my FAVORITE tool to use because it does so many things. It houses student work and their artist statements to be used to show growth, raises funds for the classroom, raises awareness, and gives your students an authentic audience. Artsonia will load your student rosters for you if you give them a class list. They are amazing to work with and the iPad app is easy to use. Student attitudes change when they realize their work is going to be displayed on a global scale. It is a great tool to document growth and jump-start engagement.
- Blog/Website – [www.bcwmsart.weebly.com](http://www.bcwmsart.weebly.com) is my classroom blog. Alan November says "Students care about their legacy." When you post work online and give students an audience, it changes their role in the classroom and how they view themselves. Blogging is also a great reflective tool and place to share what is happening daily/weekly/monthly in the classroom. It is fun when you get visitors from all over the world!
- Video Production – Using videos to share what is happening in the classroom is a great way to highlight projects and also promote programming.
- Getting \$\$\$ - There is no such thing as having too big of an art budget, right? Here are some tools you can use:

- Kids in Need Foundation – [www.kinf.org](http://www.kinf.org) offers annual grants of up to \$500 – easy online form and the end report is very simple.
- NAEF – [www.arteducators.org](http://www.arteducators.org) offers a variety of grants for NAEA members.
- DonorsChoose – [www.donorschoose.org](http://www.donorschoose.org) is based on a point system – you get points to start and spend them when applying for projects. If your project goes unfunded, you lose the points and whatever donations were made (they are given back to the donors); if your project is funded, you get more points. It is an easy way to get supplies for specific projects or special equipment purchases (I got a wheel for my room last year).
- Edbacker – [www.edbacker.com](http://www.edbacker.com) is a crowdfunding site where you create a video of what you need in funds to get your project going, you set prizes or givebacks to those who support your project, and then you get the funds once the project closes out (regardless of if it is fully funded)
- Local Grants – check your local associations and organizations as they may give away grants. I was able to take students to ArtPrize with grant funding from a local grant.
- Organizations like to give you \$\$ especially when they know you are going to give them PR via website, twitter, or other social media means.

## 2. Student Use

Students can use technology for a variety of activities online to create, collaborate, communicate, and critically think through curriculum. Here are some tools that could be used in the classroom when encouraging students to use when engaging with technology.

- **Student Creation** – There are a lot of tools students can use to create digitally, here are a few that I have used with my students:
  - **Photo Editing**
    - SumoPaint – [www.sumopaint.com](http://www.sumopaint.com) is like Photoshop, but free and web-based. Students can create quick and easy projects (Making mandalas with the symmetry tool)
    - Tagxedo – [www.tagxedo.com](http://www.tagxedo.com) is a word cloud page that allows you to upload images (students can create tagxedos of themselves from their faces and put in words to describe them)
    - Photoshop – I love using Photoshop for editing images or animation. It is the best tool, but an extra expense.
    - Gimp - <http://www.gimp.org/> - free, downloadable program that is like Photoshop.
    - Pixlr.com – free, web-based, more like Photoshop
  - **Art History**
    - Art Zone – [www.nga.gov/kids/zone/zone.htm](http://www.nga.gov/kids/zone/zone.htm) a place for kids to play art games online
    - Art21 – [www.pbs.org/art21/](http://www.pbs.org/art21/) a place to get contemporary artist videos and articles
    - Google Art Project – [www.googleartproject.com](http://www.googleartproject.com)

- Scholastic Art – <http://art.scholastic.com> great activities and extras that go along with their magazines.
- **Animation**
  - Doink – [www.doink.com](http://www.doink.com) - app for the iPad to create animations. Easy to use and great results.
  - Fluxtime Studios – [www.fluxtime.com](http://www.fluxtime.com) - web animation tool to create simple flash animations.
  - You can also use movie making software to create stop-motion animation or use Photoshop to create animated GIFs or longer animations.
- **Video Game Design**
  - Gamestar Mechanic – [www.gamestarmechanic.com](http://www.gamestarmechanic.com) - great site to get students thinking about game design. Easy to use and works with the Scholastic Art and Writing Awards for the Video Game design category.
  - STEMchallenge – [www.stemchallenge.org](http://www.stemchallenge.org) - national video game design competition. They have a lot of resources to get your students thinking about designing educational games.
- **Teaching Others through Video**
  - Students can use Video Production as a means to synthesize information, show what they know to their teacher, and share what they know to help others learn.
    - Tricia Fuglestad – uses video production to cover an array of topics and her student made videos are used by teachers to help their students learn about a variety of concepts
- **Connecting with Others**
  - The Student Creative - <http://studentcreative.org/> is yearly book collaboration around a topic that students make art about to help the Jacaranda School.
  - The Rotoball Projects - <http://carrotrevolution.com/rotoball/> is a yearly animation collaboration for students.
  - Other ideas – teachers who connect on twitter have been collaborating their classrooms by swapping art pieces and repurposing them. Best example is when Ian Sands asked for images for his students to animate, and teachers used their Artsonia accounts to link him to student work. His students animated the drawings and shared back with the original artists.

### 3. Blended Learning

The Partnership for 21<sup>st</sup> Century learning outlines the needed capacities for students today (3 C's = Create, Collaborate, Communicate). Using a blended approach to technology integration in the classroom helps support this as well as reflects the new terms used in Blooms Taxonomy. Blended learning occurs when traditional and digital methods of instruction are used in the classroom. This can happen in a variety of ways:

- **Why Blend?**
  - It offers a student-centered learning process. Students can go back or move ahead at their own pace through a learning management system (LMS)
  - It allows for instant data and feedback. If you are using an LMS, you can see test scores instantly as well as solve the problem of no name papers
  - It reduces hand-outs and paper
  - Prepares students for future learning – as we move into using more digital tools in the classroom and workplace, it is important to give students the skills needed to adapt when working with technology.
  - Frees up teacher to be with student because the LMS houses information that students can use to move at their own pace and differentiate instruction.
- **How?**
  - Use a mixture of videos and hands on tutorials in the classroom to fit the project.
  - Use 2.0 tools to organize information and communicate expectations
  - Use an LMS for assessments and housing assignments
  - Design with the end in mind – think about how you would structure your curriculum and apply the same principles to how you blend learning for students
- Tools to consider:
  - LMS
    - Moodle – [www.moodle.org](http://www.moodle.org)
    - Edmodo – [www.edmodo.com](http://www.edmodo.com)
    - Schoology – [www.schoology.com](http://www.schoology.com)
  - Blogs
    - Weebly – [www.weebly.com](http://www.weebly.com)
    - Wordpress – [www.wordpress.com](http://www.wordpress.com)
    - Blogger – [www.blogspot.com](http://www.blogspot.com)
  - Portfolio
    - Artsonia – [www.artsonia.com](http://www.artsonia.com) (also use for artist statements)
      - Classroom mode is AMAZING!!!
  - Video
    - YouTube – [www.youtube.com](http://www.youtube.com)
    - Vimeo – [www.vimeo.com](http://www.vimeo.com)
    - Animoto – [www.animoto.com](http://www.animoto.com)
  - Screencasting
    - Screencastomatic – [www.screencastomatic.com](http://www.screencastomatic.com)
    - Camtasia – <http://www.techsmith.com/>
    - Quicktime

### **Final Tips for Success with Digital Tools:**

1. **Be Prepared** – whenever you are working with technology, chances are something will go wrong. Be that one adult in a child's life that does not freak out about it. Instead, always be prepared with a back up plan (and always test it out at school before using it – sites that work at home may end up being blocked at school and you will usually have to ask your Tech person to unblock it if you want to use it, which takes time).
2. **Be Flexible** – if you find that a project is not going the way you had wanted or planned, be flexible to try something else or move in a different direction. Also be open to working with your Tech department to find solutions to problems you are encountering. They like it if you come to them with the solution to fix the problem you have (sometimes that is easier than others).
3. **Be Open** – just because you have never tried a tool before, doesn't mean you shouldn't. Be open to learning new things and also to know what is going to work for you and what is not. Also be open to letting students choose the tools they want to use in the classroom. I have learned a lot of really interesting things by letting my students take the lead.
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 the technology director when developing new initiatives. Do not post images of students without parent permission. It is important to have all involved parties on board when deciding to integrate technology into the curriculum, so may want to talk with the teachers, administrators, and other interested parties as you make decisions for your classroom.