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Art Integration Paper

Art Form:

I chose to use the art form of collage which compliments my students' initial computer science project, designing a collage program which reflects their personality. Collage art can be created from a range of materials, though most are made of paper or wood and often feature cut-and-pasted photographs, painted forms, or even 3-dimensional objects. ("Exploring the Cutting-Edge History and Evolution of Collage Art", 2018) The students can experiment using the material in a design that makes sense to them and expresses their individuality on paper first, then translate it into computer design.

Lesson Enhancement:

When I introduce the computer science program Scratch to 4th grade students, I have them complete a variety of simple programs which teaches them how and when to use the programming blocks on the website. Then, to demonstrate what they have learned, they are directed to create a program that allows them to express their individuality called "All About Me" from the www.Scratch.mit.edu website. In it, they add images, sound, and movement to reflect themselves. The final project is similar to a moving collage with sound describing the images.

In the next school year, I will start the project by teaching the students what a collage is and how it can be designed to reflect their lives. Then, they will create it in paper form and use it as a model when they design and code their programs.

Integrating Art:

After reading the course articles and reflecting on my own experience, I agree with many authors and other fellow students that art needs to be integrated into the classroom. "Over the past 10 years prominent theorists and practitioners such as Catterall, Eisner, and Gardner have begun to argue that the arts are integral to the education of the "whole child" (Catterall, 1998; Eisner, 1998; Gardner, 1999a)." (Gullatt, 2008), In order to be innovative thinkers, the students need to develop both the creative and logical sides of their brains.

Visual Presentation:

As I previously wrote, collage art was selected because it best represents the goal of the computer programming lesson. Collage art can be used as a model of how the students want to express themselves within their designs. And, it is a visual art medium which can be easily understand and differentiated among students of varying skill levels, including IEP and ESL students.

In the content areas, the lesson covers all areas of STEM. The science is computer science, engineering provides the designs, technology is the created program, and math is used extensively when coding.

Interdisciplinary STEM:

Art is an integral part of the lesson which allows the students to meet the objectives of the assignment both on paper and within the created computer program. The descriptions of the images used within the program add a literacy connection. And, social studies can be integrating as the projects can reflect the culture of the student's lives in its images.

Resources:

Exploring the Cutting-Edge History and Evolution of Collage Art. (2018). Retrieved from <https://mymodernmet.com/collage-art-collage/>

Gullatt, David E. "Enhancing student learning through arts integration: Implications for the profession."

The High School Journal 91.4 (2008) 12:25