Art Integration Paper

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The art forms that I plan to use are media art, and digital artmaking to create infographics for the nonfiction portions of my class and avatars of characters from the novels we are reading. For the infographic portion, I will create a template of an infographic that allows the students to choose images that can represent the topic of choice while also including relevant information to raise awareness on the topic of study we are learning about. Students form will either be using technology or creation in poster format depending on the skills they choose to use while also giving them choice based on their comfort in the choice of art form.   For the digital artmaking portion, I will have the students create characters using either pixton or character creator based on the characterization the author's use in the novel.

I choose these forms because I feel like they are the most user friendly for both the students and myself. This medium allows students to express their artistic interpretation of content in an innovative and unique way while simultaneously connecting with the 21st century skills of their ever obsessive connection with technology. Whenever the opportunity arises, the students love to change their digital avatar's when using online programs. They are growing up in a world where their digital footprint is vast. They have an online persona and are immersed in social media. Why not bridge what they interact with every day but use that technology in an educational way.   I love growing and learning with technology and try to find the most current programs that have become available.   Since A.I has greatly increased the options available in a user-friendly way that can be accessed by multiple grade levels, let's allow

students to use the digital tools available to bring their visualizations of characters created by the author to life.

These forms of art can enhance the content I am teaching by bringing the issues we are researching in class to an accessible and digestible form for others to learn about and take action for which is the ultimate goal of the informational articles that we read about in class. It enhances the author's purposes for getting our students and the world at large to care about and take action about the issues being written about and analyzed in class. In addition, when an author writes about characters in a novel they characterize them in a way that can allow the students to learn about great themes and messages about life without having to actually experience them.   I can also measure how well they are learning about the characters by seeing the form they choose to use to bring that character alive through avatar creation. Just one component and step closer towards digital storytelling.

The integration of the arts for this lesson includes media art and digital artmaking. This lesson combines a fun, accessible, unique way to bridge technology, ELA, and the arts into an interdisciplinary medium that surpasses the ever present demands of high stakes testing, rote questions and answers and returns students to what matters. Growing their knowledge in a way that can be visually represented and accessed by others to allow a conveyance of that information that can be enjoyed and delivered in manner to enhance their knowledge of the subject of study.