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The Arts in STEM: Advancing Meaningful Integration
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Art Integration Paper

Art Form: The art form that I am choosing to focus on is animation. Animation can be defined as the process of creating moving images through a series of still images or frames (US Legal, n.d.). I chose this art form due to its relevance to Science Research. In Science Research, I could teach animation as a way for students to demonstrate and describe their methodology. Writing a methodology for a paper is arguably the hardest part of the writing process, as it requires students to write exactly what they did, with no explanation of why they did it. This is unlike any other writing piece that they complete in school, which is why students seem to struggle with it the most. Having students create an animation of their methodology first can help them know what important information is necessary to include in their writing, as well as remind them of every single step they took in their methods.

Lesson Enhancement: As briefly mentioned above, I would use animation to help support my students in writing the methodology section of their research paper. Students tend to struggle with this portion of the paper, due to its inclusion of minute details and exclusion of explanation. When teaching how to communicate a project's methodology, I could start by having the students create an animation of their experiment. We would first study the actual animation process (there are definitely great animation explanation videos from Disney that would be interesting to watch to learn the process). Students can choose to take photos of their methodology or draw pictures to demonstrate what they did. We will further discuss the importance of making sure each image (whether drawn or photographed) represents only the tiniest movement, so that when all of the images are played after each other, it creates the illusion of fluid movement. In order to accomplish this, students need to first create a list of every single step of their methodology. Then, they need to get their images (drawn or photographed). After all of the images are created, they then need to put them together to be viewed one after the other, either digitally or physically. I anticipate that students will need to add more images to their animations after completing the first round, as they likely will have missed a step or two. This will help ensure that the students understand and remember every single step of their process. Once the students are happy with their animation, they can use the list of images they created in order to write the methodology section of their paper.

I think that integrating art into my Science Research class will help my students have a deeper understanding of their project. By using animation to teach how to write a methodology section of a research paper, students are forced to represent each step of their methodology in a detailed way. It will be very apparent in the animation if a step of the method's process was left out. This will force students to have an extremely detailed list of the steps of their methodology, and will require them to watch their methodology animation back to determine if there were any steps that were missed. By having students demonstrate their methods in a way other than just writing, it forces them to have a deeper understanding of what they did and why they did it. This will help strengthen their writing, but will also benefit them when they have to present on their methodology during the competition as they will know exactly what they did and not leave out any imperative information. In general, I think including art to enhance any subject will support students' understanding of the information at a deeper level. Having to create an art piece of any kind in any art form requires the students to actually apply the content knowledge they are learning. Having to actually do something with the content they are trying to memorize forces the students to interact and understand the information at a deeper level. I truly think that incorporating art into any content area will only benefit students.

Interdisciplinary Context: The lesson idea that pops into my head about using animation to integrate and connect multiple content areas is creating animations based on historical figures in science. Students can choose a scientist from any period in history who performed an experiment that added important knowledge to the scientific community. For example, students could choose Alexander Fleming and his discovery of penicillin in 1928. Students could research the scientist's background and the specific experiment that found the discovery. After their research, students could create an animation to demonstrate the experiment and the findings. The students can then use that animation to explain the experiment to their class. This would be really fitting for a first year science research experience, as they are doing projects just like these famous scientists did to answer questions and share new knowledge with society. This activity would be a great way to use art to connect science and history. Similar activities could be done to connect many different content areas including math, english and world language. The use of the art piece allows students to interact with the content on a deeper level, and allows for seamless connection and integration between content areas. It is a great tool that more teachers should use to enhance their lessons and content!

References

US Legal. (n.d.). *US Legal Forms*. uslegalforms.com. Retrieved 3 8, 2026, from <https://legal-resources.uslegalforms.com/a/animation#:~:text=Definition%20&%20meaning,storyboards%20to%20plan%20their%20projects>.