Welcome to
The Art of Sustainability:
Turning Creativity into Problem Based Solutions

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Sustainable Jersey for Schools Program Director, Sustainability Institute at TCNJ

Mary M. Reece
Director of Special Projects, Foundation for Educational Administration
“Our failure to address environmental issues is not a failure of information, but a failure of imagination”

-Prof. John Robinson, Univ. British Columbia, American Association for the Advancement of Science
“A rational, data driven approach won’t be sufficient to drive a sustainable future, we need more emotional engagement”

-Joseph Zammit- Lucia, president WOLF Foundation & “The Third Ray” an arts and sustainability blog
Creativity As A Catalyst for Conversation

Politicians Debating Global Warming (Isaac Cordel)
2017 New Jersey Sustainability Summit

@SJ_Program  |  #SustainableStateNJ
Municipal Arts & Creative Culture Actions

• Establish A Creative Team
• Creative Assets Inventory
• Creative Placemaking Plan
• Municipal Commitments to Support Arts & Creative Culture
• Utilizing Your Creative Assets

View past Sustainability Summit presentations related to the Arts & Vibrant Communities [here](#) & [here](#)
School Arts Actions

• **Education for Sustainability- Arts**
• **Student Participation in the Arts**
• **All Arts Disciplines Offered**
Integrative STEAM

iSTEAM is an example of an integration teaching practice that targets the disciplines of Science, Technology, Engineering, Arts and Mathematics to stimulate student inquiry, dialogue, and critical thinking.

The STEAM model aims to connect students more directly with resources in the community, including cultural institutions, higher education, and industry. Integrative STEAM practices can be applied to help develop rigorous STEAM work that addresses real world problems.
Integrative STEAM

• iSTEAM Implementation Plan
• iSTEAM in District Policy and/or Strategic Plan
• iSTEAM Collaborative Curriculum/Collaboration
• iSTEAM Professional Development
Educational Leaders as Scholars

Using Arts Integration to Enhance New Jersey’s Student Learning Standards
Arts Integration User Guide for New Jersey Educators and Practitioners

Click [here](#) for pdf
Fifth grade students at Haledon School in Paterson create a comic-themed mural illustrating the water and rock cycles.

Teaching Artist Kevin Pyle
A Visual Classroom
Students at Littlebrook School in Princeton write songs and create music videos to share their message about caring for the planet

*Teaching Artist, Alice Leon*

https://www.youtube.com/watch?v=lDQ6HY3lH-0&feature=youtu.be
Second grade students at Robbins Elementary School in Trenton test out their multi-directional wind turbines made from soda bottles and bamboo

Teaching Artist, Gabrielle Kanter
Third Grade Students Create Movement Based on Their Study of The Water Cycle

Science Can Dance Teaching Artist, Laura Marchese
Middle School Students at Bridge Academy in Lawrenceville create a kinetic sculpture garden using repurposed materials and 3D printed parts

Teaching Artist, Ben Pranger
Bridge Academy Kinetic Sculpture Garden
The Junk Jam Band assembly show and workshops teaches students about environmental sustainability and social responsibility.

Teaching Artists Josh Robinson and Zach Green.
Students at Mercer Elementary experiment with circuits and design to create “ping pong bots”

Teaching Artist, Marilyn Keating
AIE STEAM residency at Montclair Cooperative School
Teaching Artist, Ben Pranger

https://youtu.be/GNHZJgeJ380
Students at Hedgepeth Williams Middle School use storytelling and acting in their role as docents at the African American Inventor’s Museum.
Hedgepeth/Williams Middle School of the Arts

The Art of Sustainability:

Turning Creativity into Problem Based Solutions

The College of New Jersey

June 21, 2017

Adrienne R. Hill, Principal
The mission of the Hedgepeth/Williams Middle School of the Arts is to foster constructive use of the arts as a means of personal expression. Students will learn in a safe, nurturing, artistically creative and academically challenging environment. By providing exposure to a diversified curriculum, on and off-campus learning experiences and opportunities to collaborate with qualified professionals, students attending the Hedgepeth/Williams Middle School of the Arts will be promoted to the next grade ready and prepared to succeed in high school.
We believe that the visual and performing arts promote students’ individuality and social development while helping them to utilize various vehicles for problem-solving and sharing. The arts promote the formation of real life connections and opportunities for appropriate self-expression. Partnering with the central high school (Chambers) Visual & Performing Arts Academy, higher education institutions and arts organizations allows us to provide relatable mentors, tutors and rich academic and arts opportunities.
The goals of the Hedgepeth/Williams School of the Arts are...
1. To prepare students for both high school and higher.
2. To inspire students and the community at-large through the arts.
3. To transform lives by promoting critical thinking, problem solving, artistic expression, goal setting and action planning.
4. To equip students with the fundamentals of visual and performing arts.
5. To provide relevant quality learning and performing opportunities in and through the visual and performing arts.
6. To promote confidence, collaboration, character and civic responsibility.
Arts Integration User Guide for New Jersey
Design and Implementation

Arts Integration

- Sustainability
- Leadership Approval and Support
- Arts Integration Leadership Team
- Documenting and Assessing Impact
- Balancing Arts Standards with Other Content Standards
- Ongoing, Job-embedded Professional Learning
Arts pARTnerships

1. McCarter Theatre
2. The Metropolitan Opera Guild
3. New York University (Technical Theater Program)
4. Bucks AIR
5. Young Audiences New Jersey
6. Local Guest Artists
Altered Book Quilt - "Diversity is Beautiful"
Mural
Celebrate!

HEDGEPETH/WILLIAMS MIDDLE SCHOOL OF THE ARTS
ART EXHIBIT
DATE: TUESDAY, JUNE 13, 2017
TIME: 5:30 – 7:30 PM
HWMSA
REFRESHMENTS WILL BE SERVED!

CREATIVITY TAKES COURAGE – HENRI MATISSE
301 Gladstone Ave, Trenton, NJ 08629
Student Wellness 2017 - 2018
School Wellness Program: The school will create a wellness program that includes performing a school health assessment, developing a school health improvement plan, and expanding physical activity programs. Some new programs include swimming, yoga, and nutrition education classes.
• Full time Dance teacher
• Additional General Music Teacher (2)
The Creative Industries in NJ

**MYTH:**
Taking arts classes doesn't lead to employment opportunities.

**FACT:**
New Jersey has numerous employment opportunities in the Creative Industries.

New Jersey is home to 20,000 arts-related businesses...
...which employ 75,000 people

Nationally, 702,000 businesses involved in the creation or distribution of the arts employ 2.9 million people

School districts throughout the state have made the commitment to support robust arts programs.

- Arts Education Census Data
- School Performance Reports
- Sustainable Jersey for Schools
NJ’s Statewide Arts Education Public Awareness Campaign

Active creative learning is good for all students…and good for New Jersey! LET’S DO MORE

ArtsEdNow.org  #ArtsEdNow  @ArtsEdNow
A statewide campaign to increase active participation in arts education at all schools in New Jersey.
Six Campaign Goals

By 2020:

• All NJ students will have access to arts education
• Increase the number of schools providing more than two art forms
• Increase arts participation in elementary & middle schools to 100%
• Increase arts participation in high schools to 60%
• Increase school engagement with community resources
• Develop a statewide network of local stakeholders
CAMPAIGN CENTRAL

Active creative learning is good for all students...and good for New Jersey! LET'S DO MORE

Arts Students are: 55% more likely to attend post-secondary schools than students who don't take arts classes.

DID YOU KNOW?

NJ Standards call for every School District in NJ to provide sequential learning of dance, theater, music and visual arts for K-12. How does your school stack up?

DO NOT CLICK "ENTER" OR "RETURN." Wait for results.

Type school name here. Wait for list, pick your school in district and wait to see the results!

www.ArtsEdNow.org
CAMPAIGN TOOLS

Active creative learning is good for all students...and good for New Jersey! LET'S DO MORE

www.ArtsEdNow.org
Become a Local Hero!

2017
National Arts in Education Week
September 10th- 16th

Call to action!
Share your Arts Ed Now stories  www.artsednow.org
Spread the word on Social Media using #artsednow
Join the FB group
Resources for iSTEAM Learning

**Education Closet--Designed to STEAM Classes**
https://educationcloset.com/courses/Designed-to-steam/

**Edutopia--STEM to STEAM**
- https://www.edutopia.org/article/STEAM-resources
- https://www.edutopia.org/stem-to-steam-resources

**Innovation STEAM Awards**
http://www.theovationfoundation.org/innovation-grant-awards-program/innovation-steam/

**NAfME STEM to STEAM Resource Roundup**
http://www.nafme.org/stem-to-steam-resource-roundup/

**New Jersey School Boards Association**
- NJSBA iSTEAM Services https://www.njsba.org/services/isteam-2/
- NJSBA Workshop - Featuring the iSTEAM Command Center and STEAM presentations- http://workshop.njsba.org/

**Share Space Foundation STEAM Resources**
https://sharespace.org/steam-resources/
Final Thoughts

Collective Impact:

n. the commitment of a group of actors from different sectors to a common agenda for solving a specific social problem, using a structured form of collaboration