



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

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“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







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



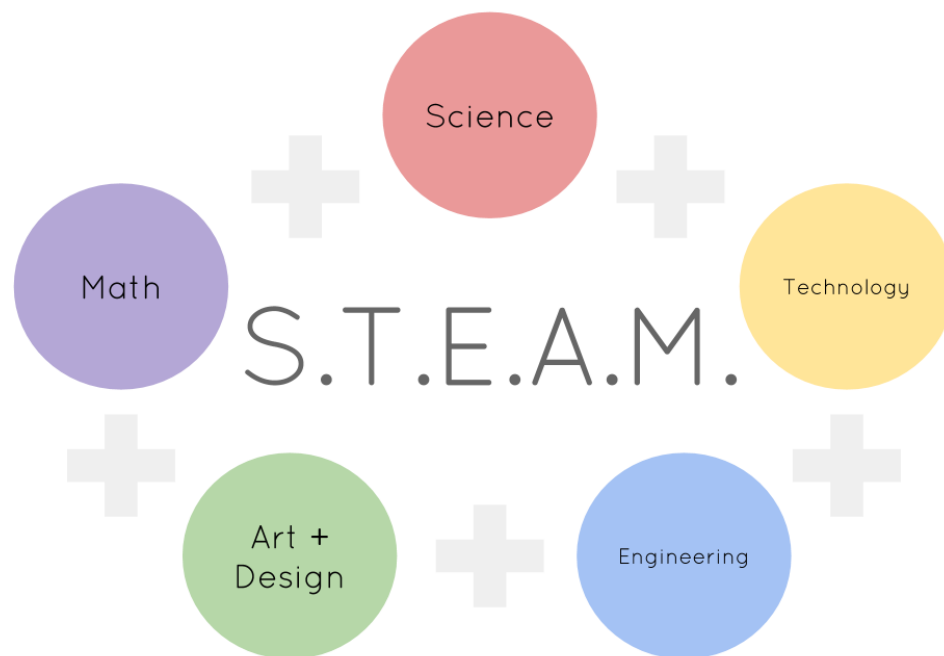
- Education for Sustainability- Arts
- Student Participation in the Arts
- All Arts Disciplines Offered



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.



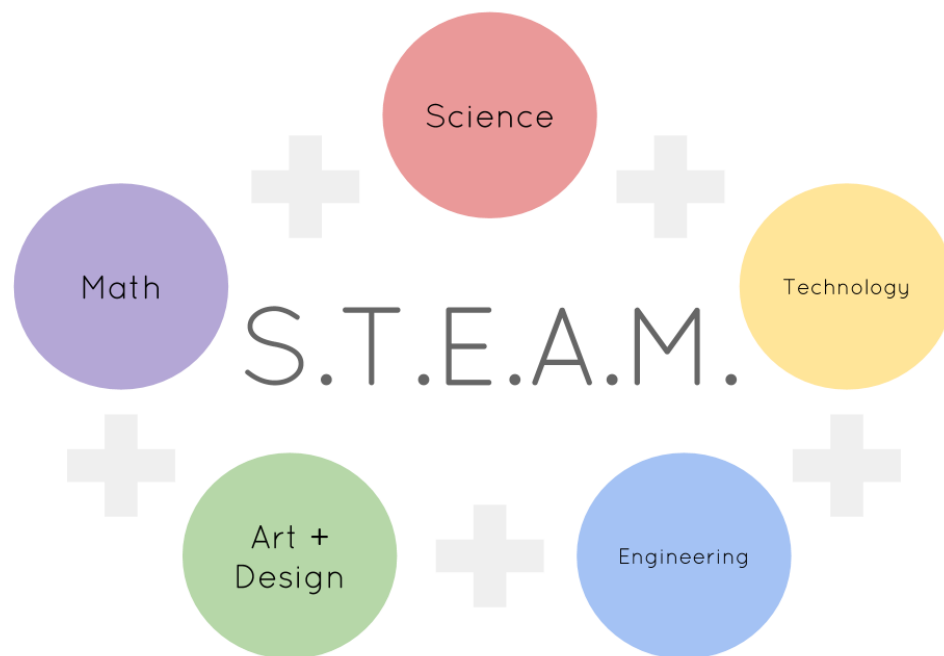
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Integrative STEAM



- iSTEAM Implementation Plan
- iSTEAM in District Policy and/or Strategic Plan
- iSTEAM Collaborative Curriculum/Collaboration
- iSTEAM Professional Development



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Educational Leaders as Scholars

Using Arts
Integration to
Enhance New
Jersey's Student
Learning
Standards





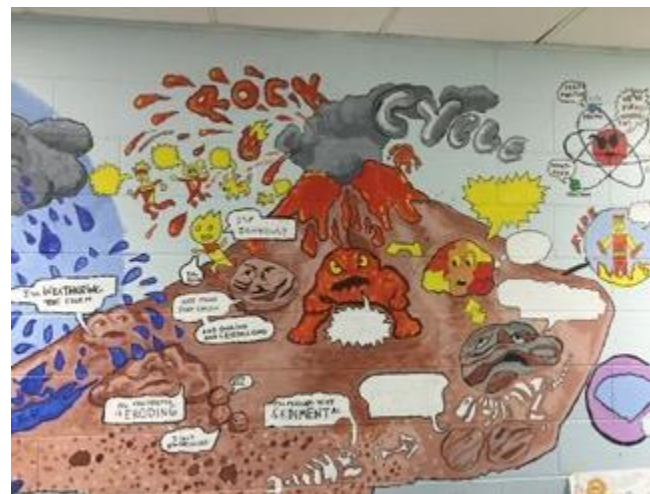
Arts Integration User Guide for New Jersey Educators and Practitioners

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





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=IDQ6HY3IH-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





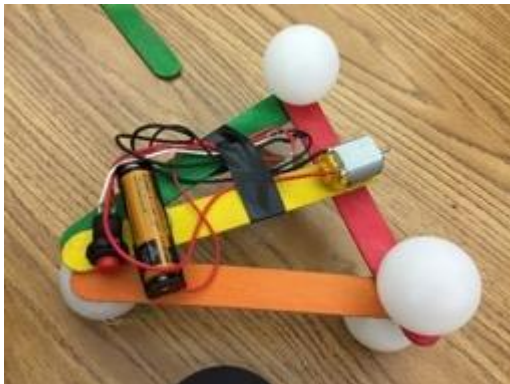
The Junk Jam Band assembly show and workshops teaches students about environmental sustainability and social responsibility

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



Sustainability Summit

@SJ_Program



Mission

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.





Vision



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.



Goals



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 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





Artists



Carrie
Kingsberry

Colleen
Attara



Half and Half Quartet



Leigh
Robertson

Altered Book Quilt- "Diversity is Beautiful"



Mural





Celebrate!

I  **Art**

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!

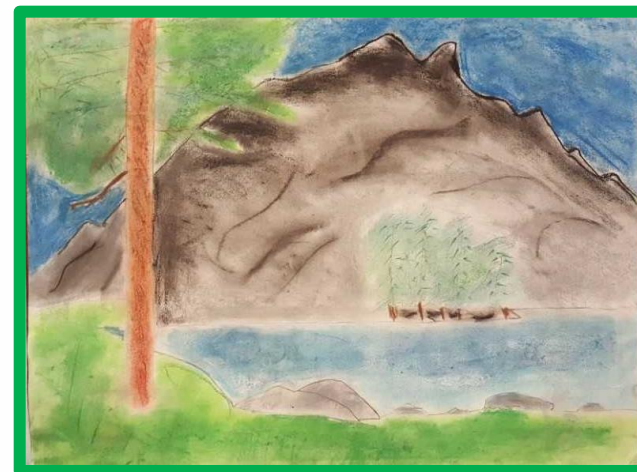
  

1 Night Only!

CREATIVITY TAKES COURAGE. – HENRI MATISSE

301 Gladstone Ave. Trenton, NJ 08629





Student Wellness 2017 - 2018





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.



PSEG

We make things work for you.



2017 - 2018



- *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...**

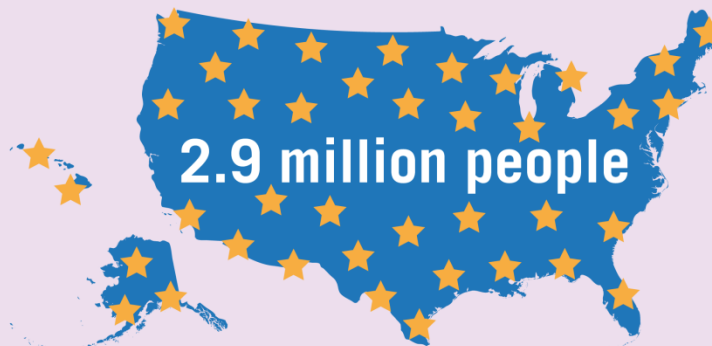


...which employ **75,000 people**



Source: Americans for the Arts. (2015). *The Creative Industries in New Jersey*.

Nationally, **702,000 businesses** involved in the creation or distribution of the arts employ



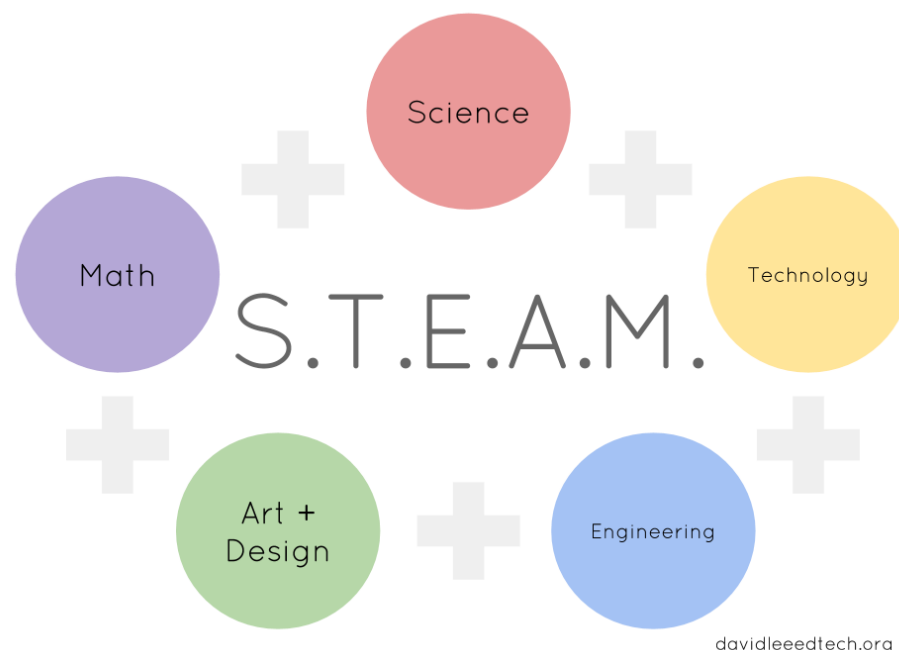
ARTS ED NOW



The Arts and Sustainability

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



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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




artsednow.org

My Yahoo! Family Quadrant Projects Past Jov/News - December School Board News Data Work Press This Social iCloud GPS Visualizer Batch Geocode Hootlet Google Maps Zumur Search

About the Campaign Campaign Tools See Examples My Toolkit Log In

ARTSEDNOW HOME GET ACTIVE STATS & RESOURCES STORIES NEWS #ArtsEdNow

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



**ARTS
ED
NOW**

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?

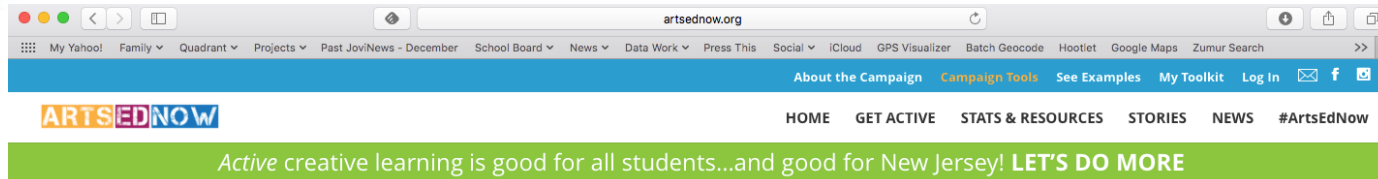
DO NOT CLICK "ENTER" OR "RETURN." Wait for results.

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

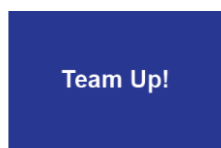
www.ArtsEdNow.org



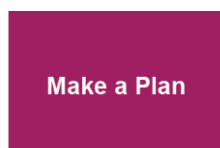
CAMPAIGN TOOLS



All Campaign Tools Change Policy Raise Awareness



Find other ambassadors in your area



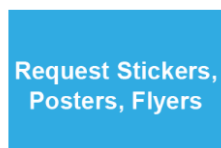
Get organized for best results



What's the best way to talk about Arts Ed Now?



Approaching those who can make changes



Get the gear for your local campaign!



Connect to hearts and minds



Activate the power of relationships



Make your campaign visual!



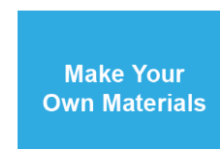
The new "Word of Mouth!"



Getting Attention in the 21st Century!



Get the facts & figures on Arts Ed impact



Get templates for logos & flyers

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/>
- STEAM Tank - <https://www.njsba.org/news-publications/school-board-notes/december-13-2016-vol-xl-no-18/steam-tank-winners-announced-competition-expand-2017/>
- 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