CERAMICS: Ceramics refers to items made from clay and baked in a kiln, and sometimes glazed with colors. Examples of types of clay include stoneware and porcelain.

DESIGN: (Graphic Design, Web Design, Book Design, Poster Design, Print Design, Urban Design, Design-Solutions/Critical Thinking skills) Both a process and an action, design requires examination of function (a building, garment, or other object), typically by making a detailed drawing of it. This also refers to the plan involved in creating something according to a set of aesthetics.

DIGITAL MEDIA: (Programming, Video Game Production, Digital Projection/Installation/Video Jockey) Digital media are any media that are encoded in a machine-readable format. Digital media can be created, viewed, distributed, modified and preserved on computers.

DRAWING AND PAINTING: A drawing can be a complete work, or a type of preparatory sketching for a painting or sculpture.

PHOTOGRAPHY: (Analog, Digital, Alternative Processes) The process of creating images through recording light using photosensitive surfaces and materials. Digital imaging technologies have created new opportunities for image capture, editing, and output.

FIELD TRIP: A classroom visit to a cultural institution, museum, or external community arts partner’s facilities for an arts-related experience or performance.

IN-SCHOOL EXHIBITION: Exhibitions by students or arts partners that take place during the traditional school day.

OUT-OF-SCHOOL TIME: Any programming in which CPS youth participate outside of the traditional school day.

PRINT WORK: (Screenprinting, Printmaking, Etching, Wood-Block Printing) The process of making series of prints using plates/screens/blocks to create multiples of a single composition.

SCULPTURE: Sculpture is a three-dimensional work of art created either by carving, modeling or assembling found objects.

VIDEO/FILM/ANIMATION: Video/Film/Animation art is a type of art which relies on moving pictures and comprises video/film/animation and/or audio data.

PROFESSIONAL DEVELOPMENT: Training for instructors and/or administrators that enable staff to learn more about developing arts-based lessons and best practices; often customized to specific classroom interests and goals.

RESIDENCY: An artistic program within a given school in which a teaching artist(s) implements an arts-learning curriculum over the course of several weeks or months, typically in conjunction with CPS classroom instructors.

RESOURCES: Physical resources to supplement a school’s arts education programming (e.g. arts supplies, instruments, etc.). Does not include grants of granting agencies as partners.