

Ingenuity's Summit Series Resources

2018-2019 School Year







Ingenuity's Summit Series

Ingenuity's Summit Series brings schools, teachers, and community arts partners together to identify and fill the most pressing arts needs in each school. At each Summit, teachers will have the opportunity to visit the tables of multiple arts organizations, collect resources and information about their program offerings, discuss needs, and potentially spark the development of a partnership. Schools in attendance will be entered into a drawing for cash prizes to be used for the development of arts partnerships in schools.

Session Objectives

Participants will:

- **Identify** the strengths and gaps in services for individual CPS schools and their geographic areas
- **Utilize** tools for designing and implementing high-quality arts education programming in schools
- Facilitate partnership through relationshipbuilding and strategic connections

Framework Alignments

Arts Partner Standards of Practice:

ORG 2a | ORG 2d | ORG 4b INST 2a | INST 4b

Framework for Teaching: 1d | 4d, 4e

School Excellence Framework:

Professional Learning, Aligned Resources, Curriculum, Transitions, College & Career & Persistence, Student Voice, Engagement & Civic Life

Agenda

Registration and Buffet Dinner

Welcome — Goals of the Summit

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Schools and Partners Mix-n-Match

Collaborating for Arts Education: Community Builder

Schools and Partners Mix-n-Match

Drawing for Partnership Opportunities

Schools must be present to win

Informal Networking

#MegaSummit

- f facebook.com/IngenuityChicago
- twitter.com/IngenuityChgo
- in linkedin.com/company/ingenuity-incorporated
- @ ingenuitychgo

Don't forget to use artlookmap.com as a resource!

Partner by Program Type



Arts Integration

The meaningful connection of essential content in an art discipline subject with essential content in another subject area, such that student achievement in both subject areas increases.



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.



Field Trip

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



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.



In-School Performance

Performances by students or arts partners that take place during the traditional school day.



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.



Out-of-School Time

Any programming in which CPS youth participate outside of the traditional school day.



Master Class/Workshop

A brief encounter in which students engage in arts-based discussions, and arts-related experiences or performances. Can take place in a school or at a cultural institution, museum, or external community arts partner's facilities.



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Dance Offerings by definition



Adaptive Dance

Adaptive dance is the term for a dance/creative movement program that has been tailored for individuals with differing abilities, focusing on creating an open environment in which all abilities can participate.

Creative Dance

Creative dance focuses on movement exploration, body awareness, problem solving through movement, improvisation, and basic concepts in making dances. Creative dance programs are adaptable to a variety of residency lengths and grade levels, allow for inclusivity with a variety of student needs, and frequently offer opportunities for students to serve as both choreographers and performers.

Cultural Dance

Cultural dance is a form of dance developed by a group of people that reflects the traditional life of the people of a certain country or region. These dance forms were originally social in nature, although many are now commonly performed as well. Includes folk, square dance, clogging, Irish dance, and many others.

Dance Composition/Choreography

Choreography or dance composition is the process of creating dances. Choreography exists in all dance forms. Choreographers use a variety of structures (such as ABA, canon, rondo) and techniques, such as improvisation, to create the movements dancers will perform.

Modern Dance

Modern dance is an early 20th Century concert dance form. Often described as an expressive, theatrical dance form. Modern dance developed as personal exploration and as a rejection of the artistic conventions of ballet. Some early modern dance produced codified dance technique. Sub categories included are Contemporary, Lyrical, and Post Modern.

Social Dance

Any of various social dances (such as the tango, two-step, and waltz) in which couples perform set moves.

Vernacular Dance

Vernacular dance is a form, regardless of country of origin, that evolved naturally within a particular community, without the intervention of professional choreographers. Sometimes also called street dance. Jazz, tap and swing are examples of vernacular forms.



Literary Arts Offerings by definition



Literary Arts use language as the medium of self-expression. Drawing on personal experience and imagination, literary arts can convey meaning through narratives that tell a story and through poetic language that can evoke an emotion, experience or idea. Similarly, experiencing the art of storytelling, watching literature come alive through performance, or reading and being read to can activate our minds and connect us to a greater breadth of experience. Types of literary arts include poetry, creative writing (fiction, creative nonfiction), criticism/critique, debate/forensics, newspaper, screenwriting, spoken word, yearbook, and literary arts club.

Poetry

Poetry can strive to tell a story, express ideas, enact a drama, share vibrant, unique descriptions and/or express one's inner emotional and spiritual states. Poetry pays close attention to the words themselves; particularly their meanings, sounds, textures and patterns.

Creative Writing

(Fiction, Creative Nonfiction)

These are works of literature created from the imagination; not presented as factual, even though it may be based on a true story or circumstance. Types of writings can include short story, comic, lyric-writing, novel and novella.

Criticism/Critique

Criticism is how we analyze, interpret, deconstruct and evaluate literary art, with or without general guidelines.

Debate/Forensic

This program type involves the act or process of speaking publicly to intentionally persuade, inform and/or entertain. Debate is the art of structural persuasion that incorporates the discussion of

opposing perspectives with rules that guide the processes and interactions, whereas forensics is described as speechmaking and oral presentation with the approach being either informative or persuasive.

Newspaper

An online and/or print publication containing timely news, feature articles, advertisements, correspondence and commentary.

Screenwriting

Screenwriting is the process of writing screenplays. This includes the texts of plays that can be read, separate from being seen and heard in a performance.

Spoken Word

Spoken word is a broad description for poetry intended for performance. Despite the fact that some spoken word pieces could also be published on paper, the foundation is in oral traditions and performance. Spoken word can incorporate elements of theatre, storytelling, hip-hop, rap, jazz, rock, blues and folk music.

Yearbook

A school publication (a documentary, memorial, or historical book) that provides current information regarding the school and highlights the achievements and events of the previous year.

Literary Arts Club

(Newspaper/Yearbook/Journalism)

A Literary Arts Club is a place where students come together outside of classroom time to work on different literary arts projects, such as a yearbook, newspaper, etc.



Media Arts Offerings by definition

There are several sub-disciplines within Media Arts that often overlap to produce interdisciplinary work. Each sub-discipline provides the opportunity for the artist(s) to communicate a time-based message.

Animation

There are two types of animation production: analog and digital. Analog animation is the process of creating the illusion of motion by means of rapid display of static images like cut outs or clay figures. Digital animation is produced on a computer with specialized software to create 2D and 3D moving images through the manipulation of elements of texture, movement, form, light and shading.

Audio and Digital Music

Students learn digital music production and audio engineering skills. In music production, students also learn basic music theory and song structure and how to compose music using digital software. In audio engineering, students learn audio software and technology that is used for recording, editing, mixing and sampling music or other audio content (e.g., narratives, spoken word, soundscapes, and documentaries).

Cinema Studies

The study of how to understand and appreciate the art, style, and structure of films.

Design

(Graphic Design, Web Design, Book Design, Poster Design, Print Design, Urban Design, Design-Solutions/Critical Thinking skills)
Both a process and an action, 2D or 3D design includes graphic design, motion graphics, web design, digital photography and illustration. Students learn about visual aesthetics, design principles, and composition through the creation of digital artwork including logos, zine layouts, collages, posters, flyers, web blogs, etc.

Digital Video

The process of creating a product by recording moving images and sound using a digital video camera or device (smart phone, tablet, or DSLR-Digital Single Lens Reflex camera) and digital storage. In digital video production, students learn camera angles, framing, and movements. Digital videos can be edited on computers or mobile devices with editing software and can be transmitted online. During the editing process, students learn post production skills that include cutting segments, re-sequencing clips, adding transitions, and using special effects. Examples of digital video products include: video narratives, documentaries, music videos, news packages, public service announcements, and experimental videos.





Filmmaking

The process of creating a product/film by using a film camera and recording moving images and sound on a piece of plastic coated with light sensitive emulsion.

Media Literacy

The ability to analyze and evaluate the reliability, credibility, and intent of information produced from different media platforms; to understand the role of media in a democracy and the right of freedom of speech under the first amendment. Media Literacy involves knowing and understanding the underlying fundamental rights that allow for the type of invested artistry, dissemination, and dialogue media arts education aims to foster.

Photography

(Analog, Digital, Alternative Processes)

Photography is the art or practice of taking and processing photographs. The study of photography includes principles of design, composition, and lighting as well as the history of photography, scientific and technological development, and relevance within diverse cultural contexts. Archiving, organizing, and optimizing for print or web purposes as well as image techniques and digital manipulation using software such as Adobe Photoshop are often included in the study of photography.

Social Media

Social Media provides a space to dialogue around stories and content. New media tools that allow for digital communication and information sharing include Twitter, Vine, Instagram, Snapchat, Facebook, meme-making apps, and others.



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Music Offerings by definition



This listing of music program types are most often implemented in schools. Though each program can have a different approach, it is generally agreed upon that General Music sets the foundation for most other types of music programs. Program definition types are listed in a suggested sequence of study below.

General Music

The foundational exploration of basic music skills, use of music as creative expression, and development of a lifelong appreciation for music for Kindergarten through grade 8 can include studies in: vocal skills, critical listening and response, rhythm, melody, classroom instruments, basic theory, movement, self-expression, and artists/genres/composers.

Vocal Music

Building on the foundation of General Music, vocal studies are designed to help students develop their skills as an individual (soloist) or in a cluster (ensemble) of voices. Through breathing exercises, vocal warm-ups and use of correct posture and diction, singers discover what it takes to produce vocal sound. Solo and Ensemble performance also uses languages, scales, theory concepts and harmonies to explore various genres and styles. Some examples of Vocal offerings include: Male Solo, Female Solo, Mixed Ensemble (boys and girls), Male Ensemble (i.e. boy's/men's choir, glee club), Female Ensemble (i.e. girl's/women's choir, glee club), A Capella (barber shop quartets, madrigal singers), Show Choir and Gospel Choir.

Instrumental Music

Building on the foundation of General Music, Instrumental Music is produced by playing an instrument. Examples of instrumental music found in schools include: band, mariachi, orchestra, percussion, jazz, and guitar/strings.

Musical Theatre

A form of theatrical performance that combines songs, spoken dialogue, acting, and dance. The story and emotional content of a musical are communicated through the words, music, movement and technical aspects of the entertainment as an integrated whole. Although musical theatre overlaps with other theatrical forms like opera and dance, it may be distinguished by the equal importance given to the music as compared with the dialogue, movement and other elements.

Music Theory/Composition

Music theory is the analysis and understanding of musical elements (ex. pitch, harmony, rhythm and form) while composition is the creation of an original musical work using various musical elements.

Music Technology/Production

The study of Music Technology/Production provides students with the skills needed to properly create music using a digital audio workstation (DAW). Through the course of their learning, students gain an understanding of the acoustics and physics that go into sound production and proper recording techniques, as well as the ability to critically listen to sound and use recording/editing software to produce a professional sounding musical product.



Theater Offerings by definition



Acting

Telling a story using the body, voice, and mind to portray a character.

Creative Dramatics

Creative dramatics is an improvisational, processoriented form of drama, where participants are guided by a leader/teacher to imagine, enact, and reflect on experiences real and imagined.

Creative Writing/Literary Arts

Original and self-expressive, creative writing is a form of artistic expression which draws on the imagination to convey meaning through the use of imagery, narrative, and drama. Types of creative writing include poetry, movie and TV scripts, plays, fiction, songs, speeches, memoirs, and personal essays.

Improv

Created in collaboration with an ensemble, improv is a form of theater where most or all of what is performed is created at the moment it is performed. It can be used in classrooms as an educational tool to develop communication skills, creative problem solving and supportive teamwork.

Readers Theatre

A style of theater in which the actors do or do not memorize their lines. Actors use only vocal expression to help the audience understand the story rather than visual storytelling such as sets, costumes, intricate blocking, and movement. The acting out of dialogue causes readers to work more closely with the text to project and interpret meaning into the reading experience.

Storytelling

Storytelling is the interactive art of using words and actions to reveal the elements and images of a story while encouraging the listener's imagination.

Theatre for Social Causes/Identity

Not always resulting in performance, theatre for social causes or identity explores what it means to live in a just society using theatre conventions to examine oppression, racism, health and human services issues, conflict-resolution, restorative justice.

Theatre Production

Program in which a staged play, musical, comedy or drama is produced from a written book, devised piece, or script.



Visual Arts Offerings by definition



Ceramics

Ceramics refers to items made from clay and baked in a kiln, and sometimes glazed with colors. Examples of types of ceramics 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 photo sensitive surfaces and materials. Digital imaging technologies have created new opportunities for image capture, editing, and output.

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.



Notes







