



Teaching & Learning Art
with Technology:
A Whirlwind Tour &
Workshop Experience
With
Julia Hengstler
Educational Technologist
Faculty of Education
Vancouver Island University
Nanaimo, BC Canada

Julia Hengstler, Faculty of Education, Vancouver Island University



Educational technology is about more than meeting students where *they* are or speaking their language:

It's about leveraging new & existing tools to provide the *most effective* teaching *AND* learning opportunities.

Technology can effectively support optimal teaching & learning when you pick the right tool & use it appropriately.



VS





Yet we also need to stay open to creative & innovative uses of technology.

Remember the Internet started as a military scientific research network in the US

Tech knowledge & skills only
“stick” when you need to use
them.

**Tech knowledge & skills stay
with you when you use them
repeatedly.**



The Big Picture: Good Instructional Practice & Technology

(don't stress about remembering these practice & tech pieces—they're examples & for your later reference!)

7 Principles of Good Education

(Chickering & Gamson, 1987; adapted)

- **Good practice in education:**
 - encourages contact between students, families & teachers
 - develops reciprocity & cooperation among students
 - encourages active learning
 - gives prompt feedback
 - emphasizes time on task
 - communicates high expectations
 - respects diverse talents & ways of learning.

#1 Technology to Encourage Contact

- **Email**—students & home, professional development
 - Outlook, Gmail, Hotmail
- **Online calendars**—meetings, assignments, etc.
 - Google Calendar , engrade, Moodle
- **Online office hours**
 - MSN Messenger, live chat applications, SecondLife
- **e-assignment submissions**
 - Email, Moodle, SecondLife
- **Embedded feedback**
 - “Review” or “editor” functions in MS Office or Adobe
- **Discussion Boards** —for activity/assignment
 - Moodle, EdModo (no student email accounts required), Google Apps, Catalyst
- **IM-ing**
 - MSN Messenger, Moodle, Google Chat
- **Texting**
 - Cell phones, Blackberries, iPhones
- **Web conferencing**
 - MSN Messenger, Eyeball Chat, Google
- **VOIP**
 - Skype, MSN Messenger

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2 Technology to Develop Student Reciprocity & Cooperation

- **Creating learning teams**
 - Moodle, Catalyst, Google Apps, Second Life, wikis, blogs
- **Group projects & assignments** —open or closed groups
 - Moodle, Catalyst, Google Apps (Talk, Calendar, Notebook, Docs), file sharing (Pando), wikis, blogs
- **Breaking large groups into small groups or online discussions**
 - Moodle, Catalyst, discussion boards, Google Apps
- **Writing Review /Workshops**
 - Peer review
 - Instructor review
 - Google Notebook, Docs, Discussion boards, Moodle, Catalyst, MSN Messenger, live chat applications, SecondLife
- **Organized or informal discussions**
 - Email, Moodle, Catalyst, SecondLife, wikis, blogs
- **Embedded peer feedback in documents**
 - “Review” or “editor” functions in MS Office or Adobe, Google Docs
- **Creating Websites/pages**
 - Google sites, Blogger, Facebook, Catalyst,
- **Instant messaging**
 - MSN Messenger, Moodle, Google Chat
- **Texting**
 - Cell phones, Blackberries, iPhones
- **Web conferencing**
 - MSN Messenger, Eyeball Chat, Google
- **VOIP**
 - Skype, MSN Messenger

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3 Technology to Encourage Active Learning

- **Creating “real” artefacts for others’ use & access electronically**

- Tools vary re. media—sites, docs, videos

- **“Authentic tasks” tied to real needs/issues**

- Leveraging assignments from other courses/classes/community needs

- **Availability of supplementary materials in variety of styles**

- Podcasts, v-casts, simulations, etc.

- **Student identified artefacts for class use**

- **Virtual sessions**

- with the field or leading researchers where not able to physically attend/meet

- **Extended research**

- shared with instructor/class

- **Supplementary textbook materials**

- Websites, dvds, cds, etc. accompanying texts

- **Access to case studies**

- “Review” or “editor” functions in MS Office or Adobe

- **Simulations**

- **Games**

- **Blogging**

- Blogger, Moodle

- **Online assessment w/immediate feedback**

- MSN Messenger, Eyeball Chat, Google

- **Interactive lectures/discussion**

- Clickers, polling software, Elluminate, texting, SMS

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#4 Technology to Give Prompt Feedback

- **Email w/ensured turn-around time**
- **Embedded feedback**
- **E-submissions through LMS**
 - Notifications as soon as submitted
 - Moodle, Catalyst, Blackboard, etc.
- **Automatic feedback**
 - Auto-marked materials—can be blended with commentary
 - Moodle, Blackboard, HotPotatoes
- **Creating FAQs**
- **Random question generation (math)**
- **Randomized items**
 - LMS—eg. Moodle
- **Hints, prompts & feedback**
 - LMS—eg. Moodle
- **Polling/Surveys**
 - Moodle, Elluminate, Catalyst, Clickers, Cellphones
- **Posting rubrics**
 - Moodle, Catalyst
- **Databases of questions**
 - Moodle, Catalyst
- **Pre/Post Assessments**
- **Online exam review keys**
- **ePortfolios**
 - Blogger, Moodle, Catalyst
- **Online gradebooks**
 - Engrade, HotChalk, Catalyst
- **Interactive lectures/discussion**
 - Clickers, polling software, Elluminate, texting, SMS, Catalyst

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#5 Technology to Emphasize Time on Task

- **E-submission cuts down on lates**
- **Posting all assignments—available for work as possible**
- **Internet access to virtual drives**
 - VPN
- **Online Library resources**
 - Databases--journals
- **Word processing & Spreadsheets**
- **Hyper links & Favourites/bookmarks**
 - Import/export IE & Firefox—Safari?
 - Moodle, Blackboard, HotPotatoes
- **Social bookmarking**
 - Del.icio.us, Furl, Simpy, Citeulike, Ma.gnolia, Connotea
- **Online office hours**
- **Online discussions**
- **Electronic texts—never lost if online**
- **e-supplements for texts**
 - BC Science
- **Posting class notes for review before/outside class—focuses class time**
- **Online collaborative notebooks**
 - MS OneNote, Google Notebook
- **Online courses, classes, sessions cuts down on commute**
 - LMSs, Elluminate,
- **Online calendars/shared calendars**
 - Moodle, Google
- **Post supplementary material for learning styles/intelligences**
- **Usage statistics/reports**
 - LMSs like Moodle—where, when, how long
- **Familiarization with IT support**
 - IT helpdesk, online materials, communities

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#6 Technology to Communicate High Expectations

- **Explaining assessment standards online**
- **Posting all rubrics online**
- **Provide work product exemplars for each “level”**
- **Posting all assignments & timelines online**
- **Group/individual learning contracts online**
- **Work shared/published online**
- **Online availability of course materials/resources → high accountability (can't forget it @ home)**
- **Orientations for online courses**
- **Course previews**
 - One + & - from outgoing students re. course/teacher shared with incoming students
 - Work product examples of previous students
- **Spelling out research resource expectations**
 - Expect more than just Google search hits
- **Use quality of course site/materials to set bar**
- **Use equipment/infrastructure to set bar**
- **Provision of syllabus with expectations for participation, attendance (F2F & online), etiquette, etc.**

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#7 Technology to Respect Diverse Talents & Ways of Learning

- **Variety in communication—** phone, email, VOIP, video conferencing
- **Multimedia expectations in presentations (including teaching) & assignments**
- **Incorporation of adaptive technology for all**
 - Eg. Kurzweil, Boardmaker, Clicker
- **Incorporation of diverse viewpoints—** culture, gender, age
- **Choice of activities—** lectures, simulations, games, research, creating resources, podcasts— group, individual
- **Choice of ways to present learning—** papers, websites, blogs, wikis, podcasts, digital images, videos
- **Incorporation of student discovered resources**
- **Non-punitive attendance policy when most/all materials online—** same performance expectations
 - **Flexible pacing**

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Challenges & Facilitators of Working with Technology

- **Some challenges—what do you think?**
 - **Equipment availability—where, when**
 - **Student access outside of school**
 - **Ensure equipment availability sometime during school day whether in class, lunch, etc.**
 - **Software –cost, availability & installations, reviews, pilots, implementations**
 - **Sufficient Pro-D & teacher “practice” time**
 - **Privacy of student/personal data**
 - **Shallow research—1st 10 Goggle hits**

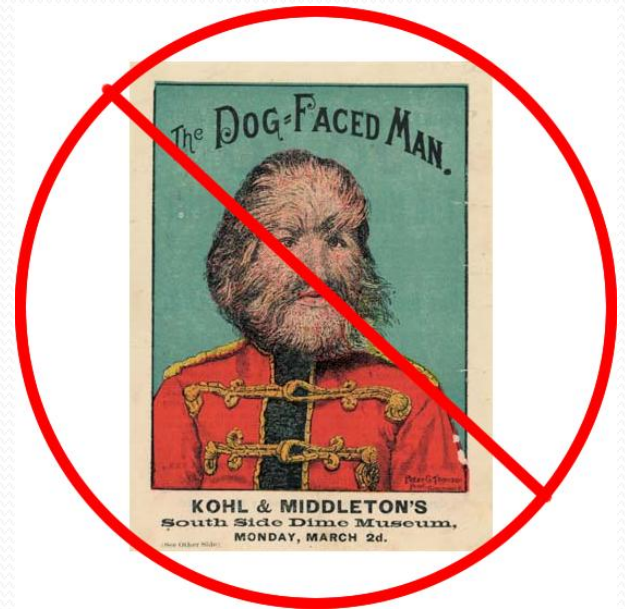
Challenges & Facilitators of Working with Technology

- **Some facilitators—what do you think?**
 - Many students *want* to use technology
 - Good content available
 - Access to experts
 - Flexibility of material presentation/assessment
 - Data used can be most current science
 - Keeps teachers/students/homes in closer contact
 - Helps with collaboration among students—and teachers re. Pro-D

As you think about incorporating technology, remember:

Everything you have students do should be *educationally purposeful*.

Technology is an instructional tool: pick it to do a particular job—don't throw it in as an extraneous add-on or gimmick.



Finding Useful Resources

Following a Few Links

- 1) Look at the following slides where lists of resources are provided.**
- 2) Follow at least 3 resource links from the slides.**
- 3) On your worksheet from Heather, comment on with whom, how, when and where you might use these resources. Also, identify challenges you might face when using the materials.**

Some Resources: Lesson Plans & Strategies

- Art Lesson Plans via AskERIC

<http://www.eduref.org/cgi-bin/lessons.cgi/Arts>

- Discovery School resource list

<http://school.discovery.com/schrockguide/arts/artarch.html>

- Kathy Schrock's Site of the Week & Teacher Tips

<http://reg.cheetahmail.com/regp?aid=88808939&n=700>

- WebQuests for Art

<http://www.gecdsb.on.ca/d&g/DP/locatora.asp> (eg. Museum without Walls)

<http://www.techtrekers.com/webquests>

- KinderArt <http://www.kinderart.com/>

- A Lifetime of Color (Sandford)—range of materials from technique demos, featured artist area, lesson plans, games, activities, etc.

<http://www.alifetimeofcolor.com/>

Other Resources:

- Crayola for Educators

http://crayola.com/educators/index.cfm?n_id=5&mt=educators

- Crayola Colouring Pages

http://crayola.com/activitybook/index.cfm?n_id=1&mt=activities

- Crayola DigiColour (hint: if you want to save work electronically, select Print then when the printer window appears, select Print to File)

http://www.crayola.com/coloring_application/index.cfm?referrer=/activitybook/index.cfm&mt=digicolor

- Colouring Book Pages

<http://www.colouringbookpages.co.uk/>

- A. Pintura, Art Detective (composition/art history; gr. 4+)

<http://www.eduweb.com/pintura/index.html>

- Color Wizard (educational colouring book)

<http://www.imagisoft.com/wizard.htm>

- Art Museums Online <http://www.museumspot.com/art/>

- Build a Virtual Gallery Flickr.com <http://www.flickr.com>

You have to create a Yahoo ID to create galleries; be sure to set your permissions for who can see/do what in your area.

More Useful Sites

- KidPad (student visual authoring/storytelling)
<http://www.cs.umd.edu/hcil/kiddesign/kidpad.shtml>
- Tux Paint (children's drawing software; free download) <http://tuxpaint.org>
- Graphics Software resources from About.com
http://graphicssoft.about.com/od/softwareforkids/Graphics_Software_for_Kids_and_Young_Children.htm
- An Art Activity
http://web.viu.ca/webquests3/2001/dragon_art/title%20page.htm
- DrawingCoach.com egs.
Drawing the Human Head: Free Video Course
<http://www.drawingcoach.com/figure-drawing-head.html>
Learn How to Draw Cartoon People
<http://www.drawingcoach.com/cartoon-people.html>
- Other Activities in Different Subjects (for ideas)
<http://web.mala.bc.ca/webquests3/2001/edte611.htm>
<http://web.mala.bc.ca/webquests3/edte611-2.htm>

For further questions/support

Contact me:

Julia Hengstler

Education Technology Technician

Email: Julia.Hengstler@viu.ca

Office: Bldg 356-223

Hours: Mon., Wed/Thurs. 8:30-2:30

Or by appointment

Phone: 753-3245 x 2630