

Innovation for the 21st Century

This course introduces and applies the skills of the arts applicable to STEM. These skills will empower students to function in an “increasingly complex, conceptual, and globalized 21st-century society and economy” (Taylor). The mind habits of creativity, critical thinking, innovative thinking, and problem-solving are crucial to students becoming self-directed learners. Our country’s success depends on individuals who are effective communicators, collaborators, and, ironically, independent thinkers with initiative. The arts provide opportunities available in no other way. It introduces STEAM as a viable and comprehensive educational approach to lifelong learning.



Metal sculpture combining art media, science, technology.

Dr. Joyce Trafton
5421 Cedar Tree Lane
Emerald Isle, NC 28594



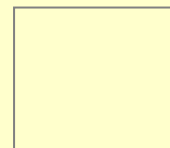
STEAM:
Incorporating the ARTS
into Lifelong Learning to
Prepare Students for the
21st Century
Dr. Joyce Trafton



February 4 and 18
10:00 - 4:00
Emerald Isle Park &
Recreation Center

The New Educational
Initiative Combining
Science, Technology,
Engineering, Arts, and
Mathematics

Phone: 252-354-7370
studioryukyu@hotmail.com





Making the Arts Alive

When the artist is alive in any person, whatever his/her kind of work may be, he/she becomes an inventive, searching, daring, self-expressive creature. He/she becomes interesting to other people. He/she disturbs, upsets, enlightens, and opens the way for better understanding. Where those who are not artists are trying to close the book, he/she opens it and shows there are still more pages possible.

Robert Henri
The Art Spirit



A steam activity incorporating science, art, and technology. The new insect was created from many other insects using Photoshop.

PRESENTATIONS

This course is designed for everyone interested in teaching and learning skills for success across the curriculum.

- ✓STEM and STEAM: The origin and purpose
- ✓Skills Connections between the Arts and 21st Century Building from a basic foundation to creative thinking; Incorporating STEM into the arts
- ✓The Brain Connection
- ✓The Process of Becoming: Piaget, Rogers, Maslow, Sperry, Gardner, Edwards - Theories about Learning
- ✓Art Education: Hands-on art projects incorporating mathematics, science, and technology—connections will be made as participants create projects.
- ✓Speech/Drama and Effective Communication
- ✓Music in the STEAM Process
- ✓The Organized Environment and Learning

Besides presentations and discussions, there will be time for hands-on activities.

The event is open to educators, parents, and others interested in this exciting and dynamic initiative from No Child Left Behind. Now, perhaps, children will be able to move ahead to become lifelong learners and innovative members of our society.

Sign-up Form

10:00

- STEAM CONFERENCE - 4:00 \$25.
Payable to Emerald Isle Parks and Recreation Center prior to 1st meeting
- USD graduate credit \$65.
(Payable to USD the first meeting)

Name

Address

Phone

E-mail

Method of Payment

- Check
- Bill Me
- Visa
- MasterCard
- American Express

Credit Card No.

Expire Date

Signature

Emerald Isle Parks and Recreation Center
7500 Emerald Drive
Emerald Isle, NC 28594

Phone: 252-354-6350
ldavis@emeraldisle-nc.org