

# Encore Curriculum Presentation

January 9, 2012

# Art

## Mrs. Donna Cirjakovic

- Objective & Goals
- State Goals for Fine Arts
  - State Goal 25: Know the language of the arts.
  - State Goal 26: Through creating and performing, understand how works of art are produced.
  - State Goal 27: Understand the role of the arts in civilizations, past and present.
- Curriculum Aligned to State Goals
  - Elements and Principles of Design (SG 25)
  - Create 2-D Drawing and Design Projects (SG 26)
  - Create 3-D sculptures in Clay, Paper Mache, and Wire (SG 26)
  - Art History Connections and Mimio Presentations (SG 25 &27)
  - Application of a variety of media and art tools (SG 26)
  - Identify careers in the visual arts (SG 27)
  - Critiques (SG 25 & 27)

# Art

## •Technology

Expansion of computer-based art lessons and experiences

- Increased lab time
- Exploration of interactive art websites
- Expansion of computer-based art lessons and experiences
- Stop action animation
- Photography
- Graphic Design/Logos (formerly taught in the Computers curriculum)
- Opportunities to absorb current art-themed lessons from the computer curriculum through collaboration

# General Music

## Ms. Jennifer Berman

- Objective & Goals
- State Goals for Fine Arts
  - State Goal 25: Know the language of the Arts
  - State Goal 26: Through creating, performing, understand how works of art are produced
  - State Goal 27: Understand the role of the arts in civilizations, past and present
- Curriculum Aligned to State Goals:
  - Rhythm (SG 25,26,27); Melody & Form (SG 25, 26, 27); Keyboard/Piano (SG 25, 26, 27); Instruments of the Orchestra (SG 25, 26, 27); Musical Theatre (SG 25, 26, 27); World Music (SG 25, 26, 27); Ballroom Dance & PBIS (SG 25, 26, 27); Music History (SG 25, 27); Jazz & Blues (SG 25, 26, 27).
- Technology:
  - Composing on the Computer
  - Creating Multimedia Projects
  - Research projects (unique to each grade)
  - Use of technology by the teacher within various lessons

# Consumer Education

## Mrs. Judy Bretl

- **Objective & Goals**
- **National Standards for Family and Consumer Science**
  - Career, Community, and Family Connections
  - Consumer Economics and Family Resources
  - Family and Human Development
  - Nutrition, Food and Wellness
- **State Goals**
  - State Goal 7: Measure and compare quantities using appropriate units, instruments and methods
  - State Goal 11: Collect and record data accurately using consistent measuring and recording techniques and media
  - State Goal 22: Explain routine safety precautions in practical settings
  - State Goal 23: Explain the effects of health-related actions upon body systems

# Consumer Education (cont.)

- **Curriculum Aligned to State Goals and National Standards**
  - **Kitchen Safety and Sanitation (SG 22) and (NS IV)**
  - **Measuring Techniques and Food Preparation (SG 11)**
  - **Nutrition and Meal Planning (SG 23) and (NS IV)**
  - **Money Management (SG 23) and (NS II)**
  - **Value Shopping and Consumer Awareness (NS II)**
  - **Clothing Care and Laundry Techniques (NS II)**
  - **Careers Related to Family and Consumer Science (NS I)**
  - **Babysitting Safety (NS IV)**
- **Technology**
  - **Identifying kitchen equipment and measuring techniques (Mimio)**
  - **Menu Analysis using <http://www.choosemyplate.gov>**
  - **Nutrition Facts Label comparison <http://www.ReadWriteThink>**
  - **Creating Job Skills' brochure using *Publisher***

# **Computer Education Class (current)**

## **Mrs. Becky Foellmer**

- **National Educational Technology Standards (NETS)**
  - 1. Creativity and Innovation**
  - 2. Communication and Collaboration**
  - 3. Research and Information Fluency**
  - 4. Critical Thinking, Problem Solving, & Decision Making**
  - 5. Digital Citizenship**
  - 6. Technology Operations and Concepts**
- **Curriculum and Standards Alignment**
  - **Keyboarding - NETS 6**
  - **Basic Hardware and Software terminology - NETS 6**
  - **Internet Use - NETS 2, 3, 4**
  - **Internet Safety (iSafe) - NETS 5**
  - **Word Processing - NETS 6**
  - **Spreadsheet Use - NETS 3, 4, 6**
  - **Desktop Publishing - NETS 1, 2**
  - **Presentation/Video Software - NETS 1, 2**
  - **Additional topics such as Web 2.0 apps, photo editing, etc.**

# **STEM Education Class (proposed)**

## **Mrs. Becky Foellmer**

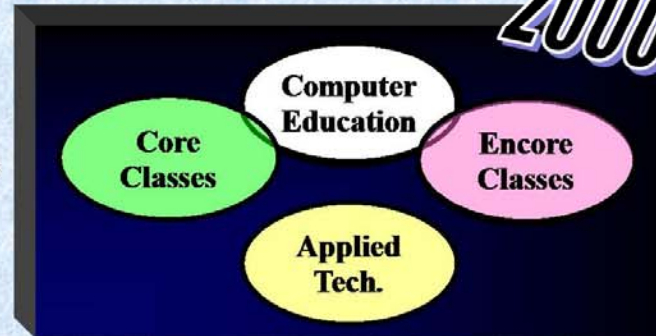
- Initial STEM components are already in place - 3D Home Design using Google Sketchup, Roadtrip Project, Business Project
- Approximately 9 weeks in the current computer lab
- Approximately 9 weeks in the current Applied Technology lab
- Technology skills acquired in the computer classroom will be utilized within the "applied" portion of the class
- A number of overlapping topics can be combined into one - examples: CAD and Google Sketchup, Computer Graphic Design and Photoshop Elements, Digital Video Editing/Video Production and Windows Movie Maker/Photo Story
- Interdisciplinary SS project (Photo Story) can be moved to SS
- Photoshop and other topics can be explored via Art
- Movie Maker and other topics can be explored via Music, SS, LA, etc.
- A computer lab becomes available for continued additional integration of technology in the curricular areas including in Math and Science which would be a key STEM component.

“Integrating technology into classroom instruction means more than teaching basic computer skills and software programs in a separate computer class. Effective tech integration must happen across the curriculum in ways that research shows deepen and enhance the learning process.”  
(The George Lucas Educational Foundation – [edutopia.org](http://edutopia.org))

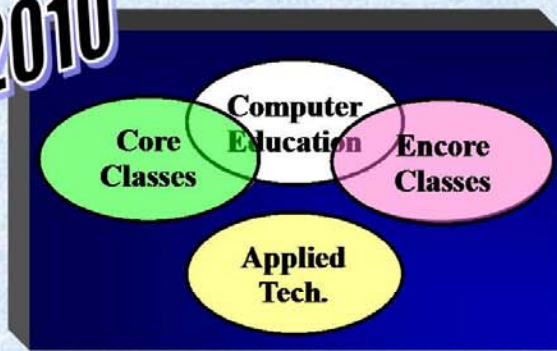
1995



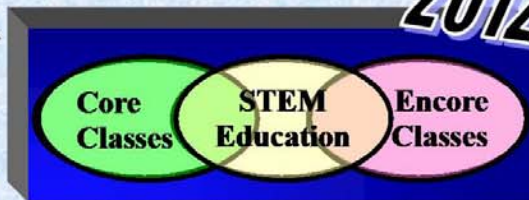
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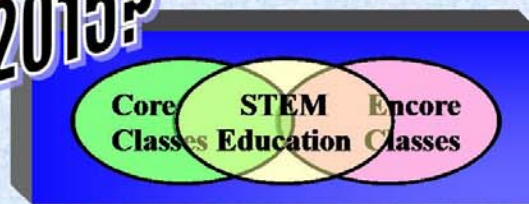
2010



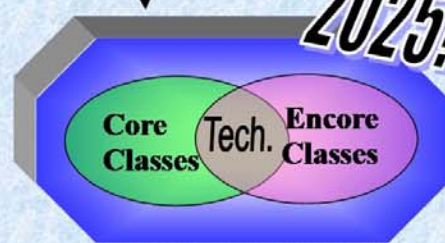
2012?



2015?



2025?



Lakeview Technology Through the Years

