

The background is a vibrant stained glass design. It features large, irregular shapes in shades of yellow, orange, and blue, separated by thick black outlines. Some sections contain patterns like a green and white striped texture or a blue and white swirl. Four small, orange and black butterflies are scattered across the upper right portion of the image.

Île-du-Prince-Édouard

G É N I E

Arts

S M A R T S

Prince Edward Island



Take the Challenge...

Open your mind...

Imagine... Create...

Innovate!

What is ArtsSmarts?

ArtsSmarts is the largest education initiative in Canada dedicated to improving the lives and learning capacity of learners by including arts into academic programs. The importance of engaging young people in artistic activity is critical to their evolution as creative thinkers and doers.

ArtsSmarts

- **ignites** young people's excitement about learning curricula through the arts;
- **inspires** collaboration among artists and educators, schools and communities;
- **invests** financially and strategically in learning networks at local, regional, provincial and national levels to build capacity for arts and educators ;
- **supports** a new vision for public educators.

Mission

The purpose of the ArtsSmarts PEI Learning Experience is to develop global creative / innovative thinkers and doers by integrating the creative process of the arts into school curricula.

The mission of ArtsSmarts PEI is to:

- offer schools and their communities the chance to emphasize educational activities related to the arts;
- encourage students to develop their intellectual skills by participating in arts activities;
- enable students to be able to find their identity, life balance, and personal well being; and
- inspire artists and educators to work together to integrate arts activities into subject areas with direct links to educational outcomes.

Objectives

To nurture and develop:

- the creativity within every person
- the creative process
- the creative environment
- the creative product
- creative teaching
- life balance and personal well-being



Learners are expected to be able to:

- Demonstrate an understanding of integrated learning outcomes through the arts;
- Recognize that innovation is the application of the creative process;
- Demonstrate divergent thinking and a willingness to embrace complexity and ambiguity;
- Gather information through all the senses to inspire imagination, exploration, synthesis, and the construction of new knowledge;

Learners are expected to be able to ...

- Develop and apply various creative and innovative methods and art forms through open-ended experiences to communicate ideas, knowledge, perceptions and feelings;
- Demonstrate a willingness to take responsible risk, explore and experiment, seek and respond to critical feedback, refine, reflect, and persist;
- Collaborate with others in creative and innovative endeavors;
- Critically reflect on the creative and innovative products and processes;
- Value the contribution of innovation and creative processes in daily life, cultural identity and diversity, the environment, and the economy.

How ArtsSmarts Works

- In order to support this creative learning process, artists work with teachers to create student centered learning experiences that integrate arts into all their learnings...and find a context for it in their lives.

Principles of ArtsSmarts

- The ArtsSmarts learning experience awakens the creativity of all students, not only the most talented or gifted.
- The educational learning experience makes use of a wide range of art forms and learning styles.
- The artist and the teacher must work together closely during the planning and execution stages so that the educational learning experiences being carried out target learning outcomes in various subjects through the arts.

ArtsSmarts is learning through the creative process



Open your mind, learn through the arts

Exploring and Experimenting

- *Uses a range of techniques, conventions, and elements or principles in response to the challenges, stimulus, or inspiration*
- *May allow the process to guide further discoveries*

Producing Preliminary Work

- *Commits to choices and process, and works to make his or her purpose clear for an intended audience*
- *Creates the template, prototype or product (i.e., the nature of the idea)*

Revising and Refining

- *Shares preliminary work with peers; invites outside opinions; develops and refines the formal concepts*
- *Reworks the product, building on strengths and incorporating feedback*
- *Develops and modifies initial idea; makes choices, adapts, and shapes*

Exhibiting, Presenting, Performing, and Sharing

- *Identifies an audience (e.g., teachers, parents, peers, community) and prepares a strategy and space for sharing the work; finalizes his or her production/presentation*

Reflecting and Evaluating

- *Reflects on the process and the degree of success, and identifies further learning goals and opportunities and next steps*



École Saint-Augustin's students engaged in ArtsSmarts

Project Title: Un nouveau regard (A new look)

- 35 students – Grades 1 to 6
- Artists involved: Louise Daigle, Ginette Tourgeon and Lennie Gallant

The students created a compilation of texts on the Acadian history, traditions and culture of the Rustico area. They also assisted and inspired the composition of a song with a well-known singer-songwriter, Lennie Gallant. The students put the song into images by creating a mural.

Un nouveau regard (A new look)

Goals:

- Affirm students' cultural identity
- Develop enriched writing
- Apply knowledge when writing text
- Conserve heritage
- Develop problem-solving skills
- Develop musical skills

The Process:

- The students were able to use the learning they acquired in French, social studies, music and art.
- The project allowed students and teachers of École Saint-Augustin to explore the French language as well as Acadian culture and identity.
- Students discovered their Acadian history through a number of learning experiences regarding their community.

Why ArtsSmarts worked for the École Saint-Augustin students

- With this learning experience, the teachers wanted to build the students' feeling of pride and belonging to their school, language and culture.
- The ArtsSmarts program had a profound effect on both the students and teachers.
- They learned to express the reasons why the French language is so dear to them, and learned to recognize the important cultural symbols of Prince Edward Island's Acadian history.
- The mural images and song were created for future generations of students at École Saint-Augustin. These images will remain etched in their minds for many years to come.

Parents and Teachers

Since the school has only been open since 2000, we are still trying to establish our place in the community. We are working to build school spirit and a feeling of belonging for students who choose our French school. This project was an opportunity to come together and build a common identity. All the participants - students, teachers, artists, parents and community members - felt the benefits. We knew that we were part of something special.

How to participate

Who may submit projects

- A member of the teaching staff for his or her class.
- A group of teachers who are working on a common theme or concept at the same time of the year.
- A school for an educational learning experience involving several classes or all the classes at the school.
- An artist who has taken the initiative of developing an educational learning experience with one or more teachers.

Educational Learning Experience Intention Form

In order to ensure that we are able to meet our timelines, we are pleased to invite you to submit an educational learning experience intention form for 2016-2017 by **November 14, 2016**. Once funding is confirmed and educational learning experience intentions are reviewed, we will contact the individuals responsible for the learning experience so that they can complete their submission.

(Please see the fillable forms on the ArtsSmartsPEI Web site at www.artssmartspei.ca.)



**DESTINATION
IMAGINATION®**

CHALLENGE PROGRAM

2016-17 SEASON / START A TEAM TODAY



About Us (Destination Imagination)

WHAT WE DO

- Student teams solve open-ended Challenges and present their solutions at tournaments
- Teams learn important life skills like project management, collaboration, conflict resolution, and creative and critical thinking



About Us (Destination Imagination)

OUR IMPACT

- 200,000 participants annually
- 1.5 million alumni
- 38,000 volunteers worldwide
- 48 States & 30 countries



About Us (Destination Imagination)

WHO

- 2 to 7 members can be on a team
- Students from kindergarten through university participate
- Each team needs an adult Team Manager
- Team Managers help students stay on track but do not directly help the team develop its solution to the Destination Imagination (DI) Challenge
- Team Managers are often faculty members or parents

Program Overview (Destination Imagination)

WHEN

Each season takes place from August through May



Teams typically spend 2 to 4 months developing and practicing their Challenge solutions





About Us (Destination Imagination)

WHY

- Teams in our program learn higher order thinking and improve in creative thinking, critical thinking and collaborative problem solving
- Our participants experience the creative process, develop new friendships and learn to work together
- DI demonstrates that learning can be FUN
- DI identifies, celebrates and builds on a student's strengths
- DI provides authentic learning and authentic assessment



About Us (Destination Imagination)

HOW

- Teams choose one of seven Challenges
- After weeks spent creating and developing their solutions, they go to a tournament
- Top-scoring teams advance, and the top tier goes to our Global Finals tournament—the world's largest celebration of creativity
- 17,000+ attend Global Finals

About Us (Destination Imagination)

GLOBAL FINALS



“ DI is the best thing you will ever do for your child's education, as well as for helping to shape his or her future as an innovator and leader.

– Melissa Dick,
Parent and Team Manager

”

Team Challenges (Destination Imagination)

STRUCTURAL



The Structural Challenge asks teams to design, build and test load-bearing structures out of specific materials.

- Design and build a structure that both supports weight and is a musical instrument.
- Play a musical solo using the structure as a musical instrument.
- Tell a story with at least one musical character.
- Integrate the story with the weight placement testing of the structure.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



Team Challenges (Destination Imagination)

FINE ARTS



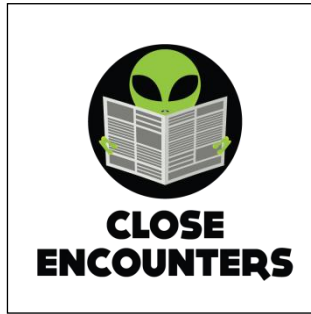
In the Fine Arts Challenge, students flex their acting and artistic muscles as they explore some of our most fascinating works of literature and media.

- Present a mystery story set on Earth in a team-chosen time period before 1990.
- Discover, live on stage, which of the three suspect characters is responsible for the mystery.
- Include a TechniClue that helps solve the mystery.
- Present in the style of traverse staging.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



Team Challenges (Destination Imagination)

IMPROVISATIONAL



The Improvisational Challenge is all about spontaneity and storytelling. Teams receive topics and produce skits right on the spot.

- Research Challenge-provided confined spaces.
- Create and perform a four-minute improvisational presentation within a confined space.
- Show how characters work together to address a news flash.
- Integrate a mysterious stranger and a team-created miscellaneous prop into the presentation.



Team Challenges (Destination Imagination)

SERVICE LEARNING – PROJECT OUTREACH



The Service Learning Challenge is designed to engage students in community service to address real community issues through personal expression.

- Use the creative process to identify, design, plan, and carry out a project that addresses a real community need.
- Plan and carry out at least one community event that is designed to help meet the project goal(s).
- Create an effective meme to help meet the project goal(s).
- Create a live presentation that highlights the project and the impact it made on the community.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength and talents.



Instant Challenges

AT THE TOURNAMENT



- At a tournament, a team will receive an Instant Challenge and the materials with which to solve it.
- The team members must think on their feet to produce a solution in a period of just five to eight minutes.
- Instant Challenges are performance-based, task-based, or a combination of the two.
- Instant Challenges are kept confidential until the day of the tournament.

Instant Challenge (Destination Imagination)

FLYING FEATHER

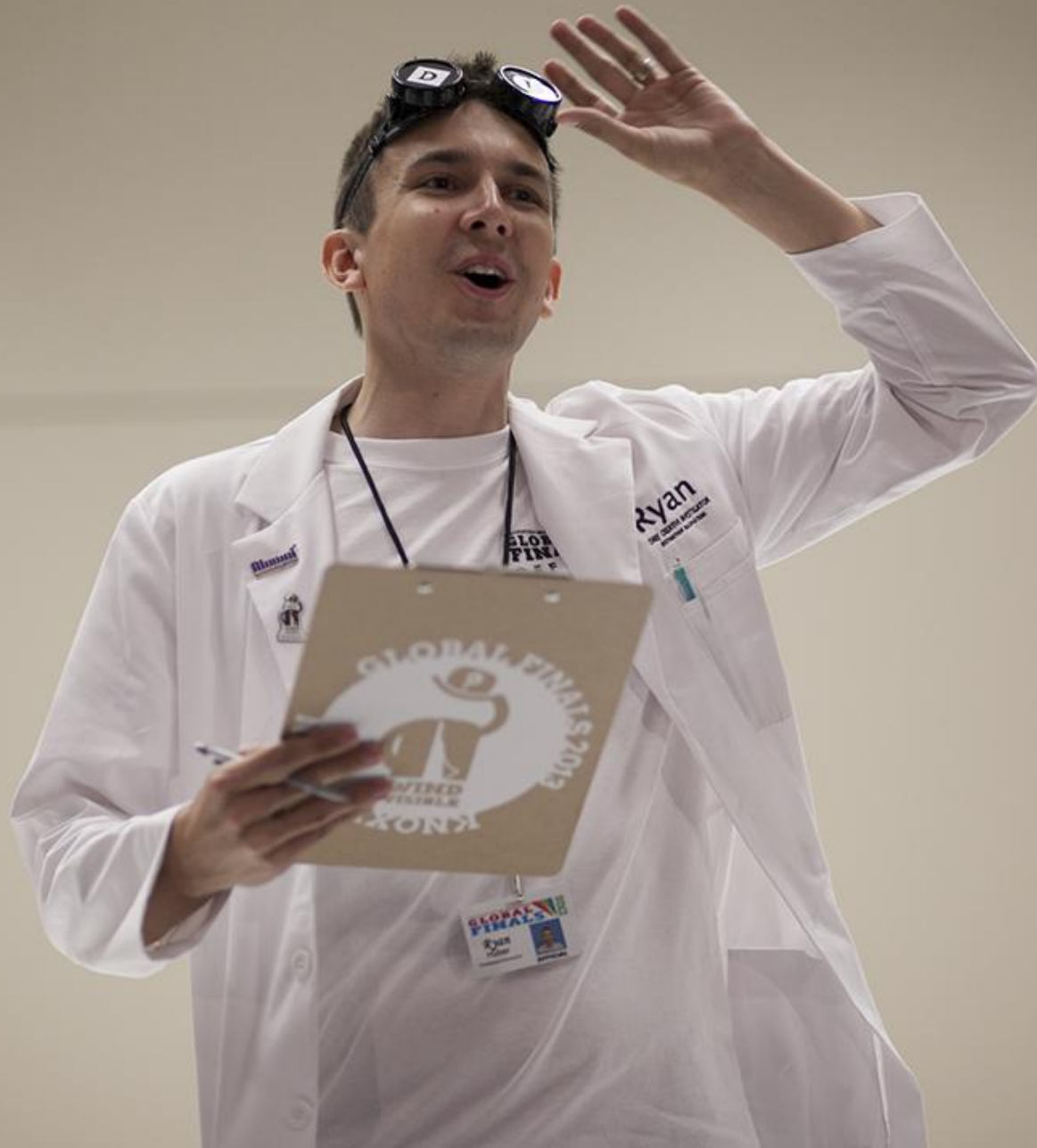


Challenge: Build the tallest possible structure, place a feather on the top and then blow the feather off to land as far away as possible.

Time: You have 5 minutes to use your teamwork, creativity and innovation skills to build the structure with the materials provided. You will then have one chance to blow the feather as far as you can.

The Scene: You have been asked to build a new prop for the sequel to The Muppets. The structure must be free-standing on the table top and must be as tall as possible so that the feather can fly a long distance. After the 5-minute build-time, the height of the structure will be measured. You will then place the feather on the top of the structure and, with one large puff of air, see how far the feather will fly.

Materials: aluminum foil, 2 paper clips, 4 straws, 3 sheets of paper, 4 pipe cleaners, 1 label, feather



APPRAISING

AT THE TOURNAMENT

- At the tournament, teams will solve two types of Challenges: Team Challenges and Instant Challenges
- Teams will present their Challenge solutions to a group of Appraisers
- Appraisers are local volunteers who have been trained to assess the Challenges
- Instant Challenges require teams to engage in quick, creative and critical thinking



THANK YOU

