ARTS EDUCATION INNOVATION LAB
Spring 2018

Belief Statement

*The arts reveal our shared human experience
and enable all learners to leave their imprints on the world.*

Common Agenda Pillars:

1. **The Arts are Essential:**
   Every LA County resident acts on the belief that the arts are essential for healthy, thriving communities.

2. **The Arts are Core to Quality Education:** A complete education includes the arts.

3. **The Arts are a Conduit for Advancing Teaching & Learning:**
   The arts are interwoven into all aspects of teaching and learning.

4. **Self-Initiated Arts Learning:**
   Every learner accesses new, innovative technologies that allow them to engage in the arts within and beyond the classroom, independently and with others.

5. **Creative, Collaborative Communities:**
   Creative, collaborative communities nourish all learners. Creative, collaborative learners nourish all communities.

Below is a summary of the 15 active prototypes aligned with each of the Pillars:

The Arts Are Essential

1. Youth Arts Advocacy: To create and develop youth voice around systems needs and opportunities for change. The goal is to embed arts advocacy training into teaching artist curriculum and leverage arts instruction as an opportunity for civic engagement that empowers youth to become voices for change.	Leaders: Jennifer Fukutomi-Jones Sofia Klatzker Kaile Shilling

The Arts Are Core to Quality Education

2. Bringing Together Education Leaders and Arts Partners: To convene school district leaders and educators with teaching artists, arts organizations and other arts partners to share expertise, identify opportunities for synergy, and to increase arts opportunities for young people.	Leaders: Monk Turner Tony Sauza Gillian McCarthy
3. Elementary Multidisciplinary Art: To embed arts standards and instruction through an arts "rotation" time during the school day.	Leader: Laura Duran
4. Amplifying English Through the Arts: To explore opportunities for embedding theatre instruction into ESL coursework for middle school students.	Leader: Steve Venz Jen Olsen Peggy Flynn

The Arts are a Conduit for Advancing Teaching and Learning

5. **Arts + STEM Community of Practice:** To create a community of practice in collaboration with a team of education and industry professionals (in LA, Orange and San Diego counties) who are developing a website for educators who want support in starting or improving a STEM school.	Leader: Sandy Seufert
6. **Professional Development Collective**: To share best practices in arts education in order to elevate the quality of services across LA County; to ensure we are working towards equity for all learners to receive top-notch instruction; and to provide opportunities for career development in and through arts education.	Leaders: Victoria Lanier Ryan Rowles

Self-Initiated Arts Learning

7. **Code Art:** To teach students how to code using the visual and graphic arts. Students create stimulating visuals and sound media to code interactive games aligned to core curriculum.	Leader: Margeaux Randolph
8. **Virtual Reality Arts Education:** To use virtual reality technology to scale up arts education by transporting students to new realities in the arts and other content areas.	Leader: Jay McAdams
9. **Complete the Circles:** To develop opportunities for students to compose soundscapes or musical threads to accompany gifs, or brief animated visual loops. To explore potential connections to arts and technology curriculum.	Leader: Ronald Walcott

Creative, Collaborative Communities

10. **Arts and Allies:** To unite Arts Partners and Educational Leaders to build a direct channel from the arts community to schools. Community artists will be identified to serve as local liaisons for the arts in neighborhood schools.	Leader: Jessica Wilson
11. **Arts Playground**: To develop creative spaces in public parks where people can create art—visual, music, theatre, dance. Just like a kid can go to park and play on swings, Arts Playground proposes to provide materials and opportunities for engaging in art**.**	Leader: Jim Herr
12. **Community Makers Space:** To focus on family engagement through the lens of Science, Technology, Engineering, Arts and Math education, providing creative learning options for parents, teachers, students and community members.	Leader: Felicia Villareal
13. **D^3 (D Cubed):** To increase diversity in higher-ed through teaching Decolonized Design and providing fem/mentors for students. A multi-year development program for rising juniors and seniors.	Leader: Salvador Rubio
14. **Mobile Graffiti Yard:** To create a modular wall system that allows artists to create large-scale work and addresses the lack of safe & legal venues for graffiti artists/ muralists to create work using a 'pop-up' venue concept. The flexibility and ease of setup allows the wall system to be placed in virtually any outdoor location and quickly removed leaving the space unaffected.	Leader: Gail Phinney