



# CREATIVITY WITH CONNECTED kids

CATHY HUNT, PASSIONATE ARTS EDUCATOR FROM TRINITY LUTHERAN AT THE GOLD COAST SHARES HER EXPERIENCE AND KNOWLEDGE WITH HEADST@RT READERS

Cathy Hunt is an experienced visual art teacher with more than 10 years of experience teaching across the entire spectrum of age groups in Australia. She is an Apple Distinguished Educator and finalist for 21st Century Learning's Teacher of the Year and regularly provides professional development to numerous schools to better integrate digital tools into classrooms. Cathy is the author of the iPadartroom.com, the leading hub for educators to engage with innovative ideas, resources and technology for learning in an art room that combines paint and pixels. Learn more: [ipadartroom.com](http://ipadartroom.com)



*"Our students are carrying a camera, paint set, movie studio and more in their back pocket! So, let's connect a meaningful arts education to this technology and enhance visual literacy, divergent thinking, ideation, problem solving and more."*



# FREE DOWNLOAD

iPad Art is Cathy's hugely popular iBook in which she explores a range of lessons, apps and ideas for using mobile devices in the classroom. The iBook features practical, hands-on guides and examples from real teaching experiences. Download from iBooks.

## iPad Art

### Lessons, apps & ideas for the iPad in Visual Art

Cathy Hunt

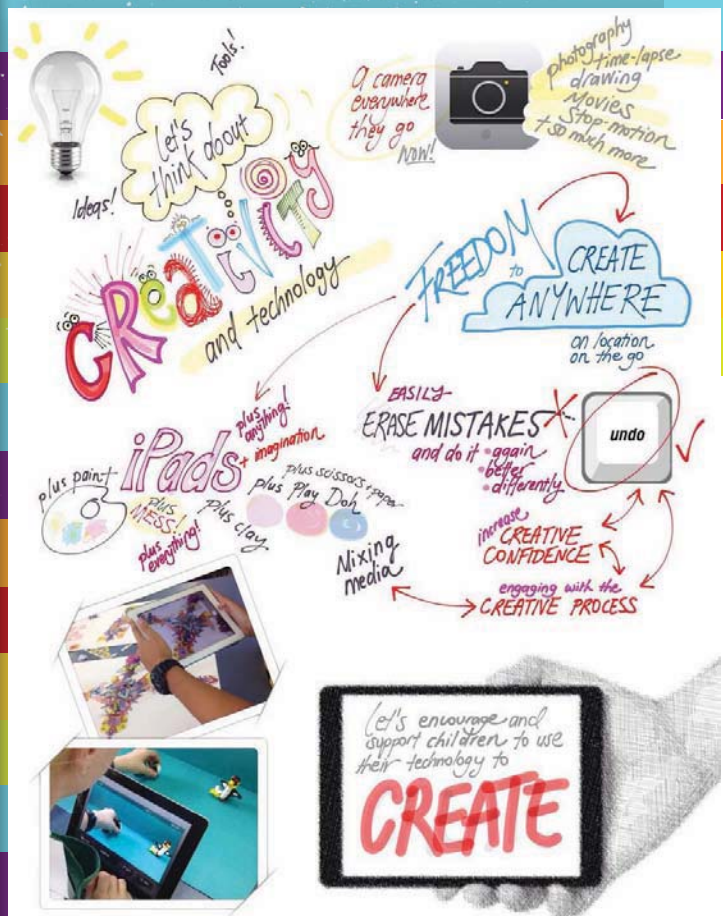
iPad Art Room  
21st Century Teaching and Learning in Visual Art



# ART AND TECHNOLOGY

"Sometimes teachers worry that mobile devices like phones can be disruptive in a classroom environment or that iPads are too fragile to be on a bench alongside clay. To the contrary, best practice fosters links between learning objectives, diverse practices and mediums. When teachers adjust their instructional design to suit, students can move between 'apps and anything else'.

Art-making using a variety of media in combination is an exciting premise. As an example, a project might start with a student creating a drawing in pencil, and then take a photograph of the sketch with the iPad camera. The opportunity to digitally manipulate the image using apps results in a new work, and that is saved to the camera roll. By printing the work on paper and adding a wash of colour in watercolour the creative process continues. In mixed-media workflows like this, unlimited possibilities can be explored as techniques, processes and media combine. Ending points become starting points, highly original work evolves and students become aware of their potential as innovative creators. Deep engagement and understanding of the creative process is often the most powerful result."







# IPADTASTIC

The iPad is a powerful creative tool. There are hundreds of thousands of apps, interactive textbooks, videos and podcasts that cover every subject and grade level and the App store, iBooks and iTunes U offer resources for teachers everywhere.

**Learn more about iPad education:** [apple.com/au/education/ipad](http://apple.com/au/education/ipad)

Apple Distinguished Educators (ADEs) are part of a global community of education leaders recognised for doing amazing things with Apple technology in and out of the classroom.

**Learn more about Apple Distinguished Educators:** [apple.com/au/education/apple-distinguished-educator/](http://apple.com/au/education/apple-distinguished-educator/)



## NEW APPS

**HYPERLAPSE** - Movie magic!

**FRAGMENT** - Use shape and layers to create photographic effects

**SCRIBBLEBOARD** - Don't use text ... draw your messages!

**FRONTBACK** - Share a moment with a photograph using the front and back cameras on your device

**EVERYDAY** - Take a picture of something, everyday, to create a time-lapse

**SPLITPIC PRO** - Put someone in your picture, more than once!

## TIPS FOR PARENTS

1 Using technology can be a wonderfully collaborative experience - seek out opportunities to play and learn together.

2 Ask children to teach you what they know rather than accepting a "digital divide" between you.

3 Support children in choosing apps that allow them to 'make and create' - think animations, drawings, songs, etc. rather than games.







# IPAD ART ROOM



**Learn more about the creative potential of using iPads to enhance teaching and learning across subject areas at [ipadartroom.com](http://ipadartroom.com)**



# IPADS IN THE CLASSROOM

## Imagine...

**Making paper flip-books using Instagram images....**

**Taking photographs and importing them into apps for manipulation, then printing and ripping the up the pieces to construct a large collage.....**

**Drawing with pen and using stop-motion to create an animation.**

**S**o what makes the iPad so exciting in the visual arts classroom?

Mistakes can be easily erased! With the addition of the "undo button", the confidence to take artistic risks increases and our creative kids are free to explore new ideas and engage with the creative process deeply. Personal

mobile devices give students the power to create anywhere, anytime. Students can collaborate on an animation using leaves in a park, take photographs on an excursion and add them to a class collection on a blog instantly and so much more. Students can move from one activity to the next, seamlessly. The one device can support an endless exploration of techniques, ideas and creativity. Better yet, students can work at their own pace, moving through tasks as they complete them. The iPad makes some tasks that were previously difficult, expensive and/or time-consuming, accessible. Need an example? Stop-motion! How fantastic to be able to give every student the experience of creating time-lapses

in science, making Lego movies to demonstrate their understanding of Shakespeare, etc. Students can cover more diversity in their explorations and engage more deeply with the curriculum.

**S**tudents can document their processes and reflect on their learning. Visual diaries and process journals are the mainstay of teaching and learning in the art room, but the iPad gives them a whole new dimension. Apps that allow students to collect, write and photograph research are a wonderful portable and paperless alternative. In-app or online visual diaries can allow the addition of movies that document creation, animations

and interactive mind-maps to explain decision making and direct web-links to resources, etc.

**T**he portability of the iPad allows students access to learning anywhere, anytime. This "learning on demand" helps students to extend their knowledge and make stronger links between their experiences at school and their journey beyond the studio as a lifelong learner. Students can use social media and a variety of apps to become part of exhibitions that can allow their work to be shared with the world. Peers can give feedback and parents can see their paintings even as they are drying on the rack in the art room.

