

## Workshop I: 10:30-12

**A Pencil 2D Animation, Flipbook, Layering and Rotoscoping:** Learn how to use Pencil 2D, a free software platform for 2D animation. Bring a laptop with it already downloaded if you'd like to work along with the demo. We will cover simple/flipbook, layering, and rotoscoping. [www.pencil2D.org](http://www.pencil2D.org)  
**Robin Brewer 90 min (MS/HS)**

**B Digital & Traditional Hybrids: Contemporary Approaches to Catalyze Creativity:** Learn how to blend digital technologies and traditional studio processes to maximize creative potential and create opportunities for discovery, innovation, and limitless variety in student work. Ten different studio-based assignments incorporating digital elements and emerging technologies will be shared, along with a featured lesson plan and additional practical resources and recommendations for art & design educators.  
**Stephanie Silverman 90 min (HS)**

**C Design Museum Boston: Real World Change through Empathy and Design:** In this workshop, we will learn how to create an actionable design project for high schoolers that centers on empathy and social justice. We're a new kind of museum focused on educating the world about design. Our programs and content grow design awareness, increase design understanding, build design engagement, and develop design practice. Empathy is an integral part of the design process.  
**Diana Navarrete-Rackauckas & Sam Aquillano 90 min (MS/HS)**

**D Creative Exploration for your Students in the Classroom & Community:** Explore a new style of artist expression rooted in the spray paint graffiti street scene. A new "positive" creative experience for ALL students.  
**Anthony Torcasio 90 min (k-12)**

**E Why Art Is an Essential Tool for the Success of Students with Special Needs?** A multi-sensory workshop exploring creative ways and new methodologies to engage all students, including those with ASD, ADD, physical and cognitive disabilities in the K- 12 Art Classroom.  
**Trish Maunder/ Alyssa Willgruber 90 min (k-12)**

**F Silk Screen Printmaking:** Learn to create silkscreen prints with your students using inexpensive materials. No lightbox, no reclaiming, no problems! Prints Link Philadelphia educator / artists will show you how. **Marie Huard, Zafka Banks Christensen, Amy Diaz-Newman and Nicole Caracciolo, Pam Toller 90 (k-12)**

**R1 Gelli Arts Printmaking:** Discover the thrill of pulling prints by hand on a gel printing plate! Demonstrations include techniques for creating unique images. Experience first-hand the joy of monoprinting —for all ages. **GelliArts Staff 90 min (k-12)**

## Workshop II: 1-2:30pm

**G      Green Screen Magic:** Discover a fun and engaging way to literally get students more into their artwork. Join in this session where you will learn easy ways to utilize a green screen using a simple backdrop and your smartphone or tablet.

**Leslie Grace 90 min (k-12)**

**H      Printing - Layer it on Me:** Study color and pattern while building up layers with thermofax stencils using dye. Each pull of the print creates a unique image.

**Dianne Hricko 90 min (3 - 12)**

**I      New Horizons for Digital Fabrication in the K-12 Art Makerspace:** In this presentation, new ideas and techniques will be presented about digital fabrication in the art classroom and makerspace. Relative workflows and visual step-by-step examples will be shared for several projects for use in the art studio or makerspace.

**Chris Sweeney 90 min (k-12)**

**J      Artmaking in VR:** This class explores the range of Digital Content Creation (DCC) tools available to the artist in Virtual Reality. Utilizing current VR headset and interaction systems, we will survey digital sculpting, painting, design and animation apps in the service of personal expression and room-sized virtual art creation.

**Erik Van Horn 90 min (HS)**

**K      Working Inside the Box: Wood Shop For Children Age 4 - 14:** Children are drawn to woodworking materials and tools and excited about making their own toys and useful objects. Explore how wood shop develops a wide range of competencies including, small and gross motor skills, understanding of simple machines, measuring, spatial reasoning, and direction following. A guide to setting up your own shop and simple projects will be explored and you will have a chance to make a project. We will do a bit of mindfulness too!

**Rick Jacobsen 90 min (ES/MS)**

**R2      Gelli Arts Printmaking:** Discover the thrill of pulling prints by hand on a gel printing plate! Demonstrations include techniques for creating unique images. Experience first-hand the joy of monoprinting —for all ages. **GelliArts Staff 90 min (k-12)**

## Workshop III 2:45-3:45pm

**L      Let Go of Control! Move from Project Based Learning to a Student Centered Approach:** Explore ways to develop creative problem solvers and independent learners. A choice-based art program regards students as artists who respond to their own interests and ideas through art making.

**Leigh Kermizian 60 min (k-12)**

**M      Bring the Museum to your Art + Design Classroom:** A field trip to a museum is often a rite of passage and memorable experience for students, and today, it isn't the only way to bring the museum content to your classroom. Come create, play and learn of more ways to engage your students in museum learning before, during, after, and outside of a museum experience.  
**Mickey Maley 60 min (k-12)**

**N      Making Art Matter: Tried & True Strategies to Secure the Future of Your Art Program:** In this workshop, you will discover strategies to create an art program that is visible, valued, and remains viable for continued success. Learn specific strategies for marketing your program within and outside of your school to clearly and consistently communicate your art program's value. Use student artwork as evidence of student learning to create support from school administration, both school and local community, parents, and other key stakeholders.  
**Stephanie Silverman 60 min (k-12)**

**O      Social Media for Artists and Designers:** Using Social Media such as Facebook, Instagram, Twitter to build a design portfolio. The course would also cover responsible social media practices.  
**Juan Parada 60 min (MS/HS)**

**P      Literacy and the Art & Design of the Critique (all levels):** Implementing Written/Verbal Responses in the Critique Process. This workshop demonstrates and introduces structured activities for effective critiques. Examples and handouts provided for high school art + design educators.  
**Maria Stevens & Steve Nau 60 min (k-12)**

**Q      Integrating Useful Tech in the Art Classroom:** Integrating technology as a useful tool in improving your teaching. (Teacher YouTube channel with lessons, google classroom, google slide for digital portfolios, and more). Teachers will learn to create a video library of lessons or instructions students need throughout the semester. Students can use google classroom as their digital classroom to view their video library, assignments, take self-grading exams & more.  
**Andres Gonzalez 60 min (k-12)**

**R3      Gelli Arts Printmaking:** Discover the thrill of pulling prints by hand on a gel printing plate! Demonstrations include techniques for creating unique images. Experience first-hand the joy of monoprinting —for all ages. **GelliArts Staff 90 min (k-12)**