

STEAM

In a STEAM artroom, every project starts with art and connects one or more STEM disciplines as they naturally apply. A STEAM approach is engaging to students, encourages creativity and innovation, seamlessly connects disciplines, and provides meaningful opportunities for collaboration.

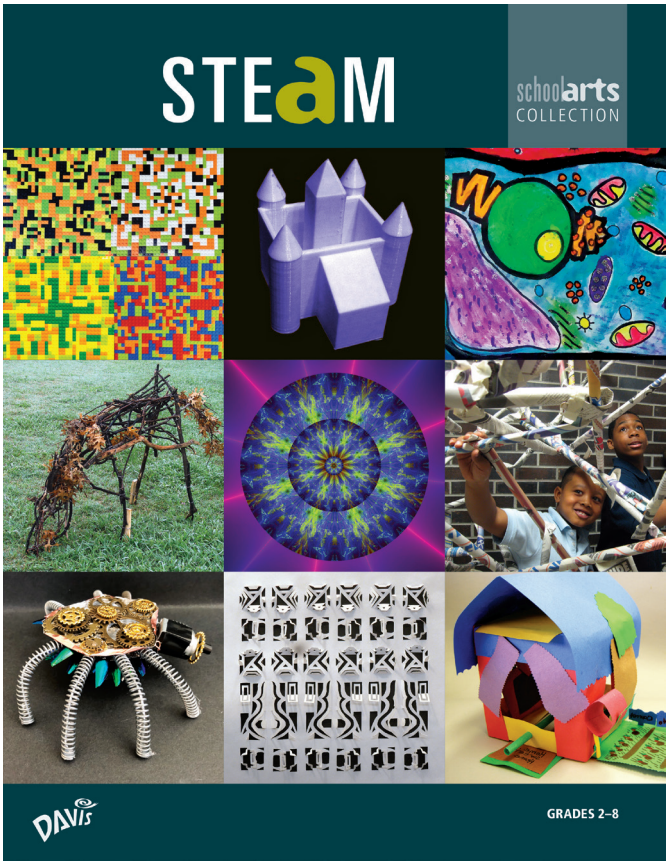
In this book, *SchoolArts* editor Nancy Walkup and the editorial team from Davis compiled articles written by educators specializing in STEAM. Discover lessons built to create opportunities for elementary and middle-school students to engage in experiences that will develop twenty-first century skills.

STEAM offers insight, suggestions for free resources, and engaging lessons with excellent student examples. Discover engaging new lesson ideas such as:

- building modular structures
- creating and using a pinhole camera
- experimenting with surface tension
- combining radial symmetry and color theory


Whether you are a STEAM veteran or a newbie, this book will give you a wealth of exciting connections.

For more information, visit DavisArt.com/STEAM.



THE WORLD OF FRACTALS

CONNECTING MATH, SCIENCE, AND DIGITAL ART



Michelle Hopton

Did you know fractals are everywhere? From the intricate patterns of a snowflake to the branching structure of a tree, fractals are all around us. In this lesson, students will explore the mathematical beauty of fractals and create their own digital art.

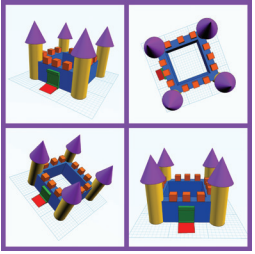
Materials and Resources: Computer, digital art software, fractal images.

Standards: Mathematics (Geometry), Art (Visual Arts).

Essential Question: How do fractals connect math, science, and art?

3D PRINTING IN THE ART ROOM

HOW TO GET STARTED WITH 3D PRINTING



Michelle Hopton

3D printing is a game-changer in the art room. It allows students to bring their designs to life in a tangible way. This lesson introduces students to the basics of 3D printing and encourages them to create their own modular structures.

Materials and Resources: 3D printer, filament, design software.

Standards: Mathematics (Geometry), Art (Visual Arts).

Essential Question: How can 3D printing be used in the art room?

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—Retired Middle/High School Art Educator

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There is no better way to advocate for art education than by sharing your ideas and experiences. Having your work published in America's longest-running art education magazine will make your fellow teachers, administrators, parents, students, and school community take notice.

Wondering what to write about? *SchoolArts* publishes a wide variety of articles—studio lessons for all levels, K-12; advocacy; classroom management; innovative responses to everyday challenges art teachers face; differentiated instruction; and more.

Just think about your successes in the artroom and start writing!

—Nancy Walkup, Editor-in-Chief

P.S. Published articles make valuable additions to your portfolio, employment applications, and grant applications.

Author Benefits include:

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