

Summary Report
of Arts 4 All Summer Institutes

for
Title IV, Part A Project
Student Support and Academic Enrichment Program



Submitted August 12, 2019 by
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Introduction

On June 28-29, 2019, the Title IV, Part A (T4A) program partnered with Arts4All, Florida to conduct two workshops for teachers to explore new ways to engage students through technology. Arts4All, Florida is a private nonprofit organization that provides Arts education programs to schools, Department of Juvenile Justice facilities, community centers, and also provides professional development workshops.

- 3D Printing and Virtual Reality Summer Institute (3DSI) had 25 participants.
- Music and Technology Summer Institute (MTSI) had 32 participants.

At the end of the 2-day Institute, attendees were asked to complete a paper-formatted survey. The response rate to the 3DSI surveys was 84% and for the MTSI the response rate was 94%. This report presents the results from this survey, which includes direct quotes from attendees.

Table 1 shows the number of participants by school district for both Summer Institutes.

Table 1 Number of Survey Responses by School District		
School Districts	3DSI	MTSI
Collier	7	1
Columbia	1	--
Dixie	1	--
Duval	1	5
FLDOE	1	--
Hamilton	3	--
Hernando	1	--
Hillsborough	1	1
Jefferson	--	2
Lake	--	7
Lee	--	1
Marion	--	2
Nassau	2	5
Okaloosa	1	1
Polk	--	3
Santa Rosa	--	1
Taylor	1	--
UCP of Central Florida	--	1
Walton	1	--
	21	30

Courses Taught by Participants

Participants were asked to list the subjects they teach and Table 2 displays the results. Two subject areas crossed over into both workshops: math and science. Some participants teach more than one subject and others listed their job title in place of a subject area.

- Instructional Technology Specialist
- District Technology Trainer
- 3rd Grade Inclusive Teacher
- Arts Specialist
- History & Music Director
- Media Specialist

	3DSI	MTSI
AP Studio Art	1	--
Computer Science	6	--
Elementary Grades	--	4
Emotional Behavior Disorder	--	1
K-8 Grades	--	1
Entrepreneurship	1	--
Exceptional Student Education	--	1
ESOL	--	1
Makerspace	1	--
Math	1	1
Music	--	15
Research & Critical Thinking	1	--
Science	4	2
STEAM Pull-out rotation class	1	--
Varying Exceptionalities: all subjects	1	--
Visual Art	8	--
World History	1	--

Grade Levels Taught by Participants

Figures 1 and 2 display the percentage of participants who teach different grade levels of students. Both workshops had a similar mix of elementary, middle, and high school teachers, with slightly more elementary teachers attending the Music and Technology workshop and slightly more middle and high school teachers attending the 3D Printing and Virtual Reality workshop.

Figure 1
Music and Technology:
Grade Levels Respondents Teach
(n=31)

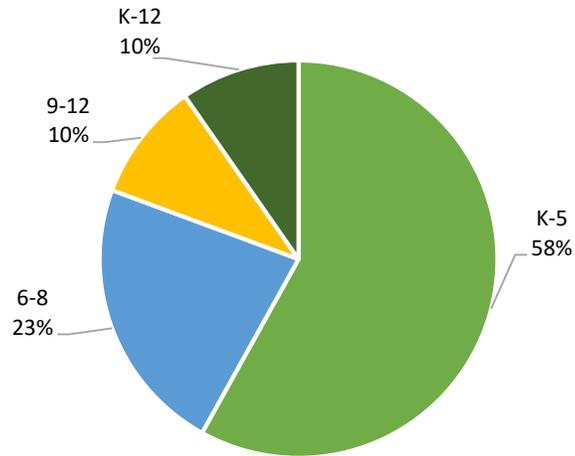
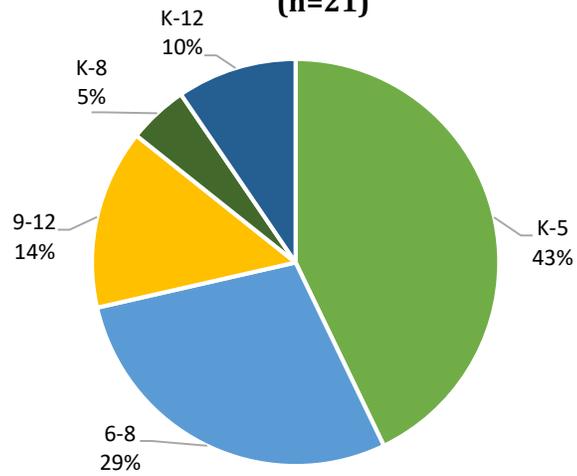
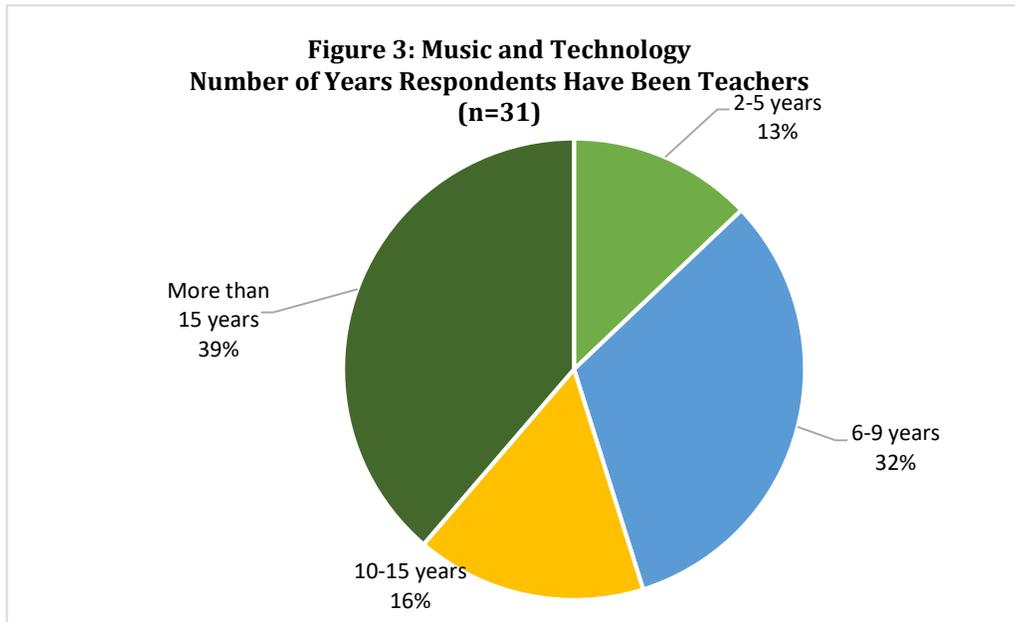


Figure 2
3D Printing and Virtual Reality:
Grade Levels Respondents Teach
(n=21)

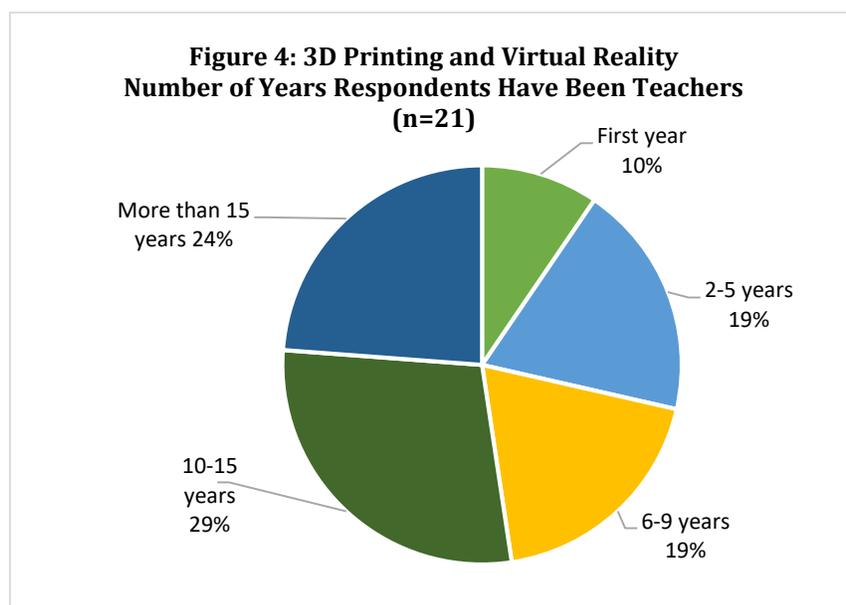


Teaching Experience

The two workshops attracted different groups of teachers according to their number of years teaching. For the Music and Technology workshop a majority (71%) of teachers were veterans with 15 years or more of teaching along with those who had been teaching for 6-9 years.



For the 3D Printing and Virtual Reality workshop, the levels of experience teaching were equal for those who had been teaching for 2-5 years and 6-9 years, and two first year teachers also attended. A majority (53%) of teachers had 10 or more years of experience, with nearly an equal amount having 10-15 years of experience (29%) as those who had more than 15 years of experience (24%).



Number of Students Impacted by Summer Institutes

Forty-four participants from both workshops listed the number of students they teach and the impact of this professional development reached a **total of 18,091 students**. Some participants provide services districtwide; therefore, they did not provide numbers of students.

- Total students for the 3D and Virtual Reality Summer Institute = 7,511
- Total students for the Music and Technology Summer Institute = 10,580

	Number of 3D Participants	Number of MT Participants
150 or Less	9	9
151 - 500	1	5
500 - 650	1	2
651- 750	5	6
751- 850	2	1
851- 950	1	0
More than 950	0	2
	19	25

Impact of Summer Institutes

Ninety percent of participants agreed the 3D and Virtual Reality workshop covered everything they were hoping to learn. Two participants described what they hoped would be covered, but was not covered.

- How to use/teach this material to ESE students.
- I was hoping to discuss actual class ways to use it as in teaching exponents, etc.

Seventy percent of participants agreed the Music and Technology workshop covered everything they were hoping to learn, while nine participants offered a description of what they hoped would be covered, but was not covered.

- Specific Android apps we could readily use.
- The training did include most of everything, but I originally thought there would be strategies directly available for mainstream classes looking to reach all learners.
- Music technology that would be used by the teacher to help with band, orchestra and choir.

- I teach in a traditional setting the teacher taught special need students was hard to follow for me.
- I wasn't initially aware that this particular workshop would be geared towards special needs. I was hoping to hear specifics about music and learning.
- I really was looking for specific strategies for integrating music into the general ed. setting and increasing access to curriculum content for my ESE students through music.
- I was hoping to walk away with in depth knowledge on how to utilize music technology in a traditional classroom.
- To learn how to infuse music in the transition Ed classroom and improve student use of technology per student /faculty.
- I feel that my technology skills are lacking in regards to modern music and music technology.

Table 4 displays high average rating scores for both workshops on a scale of 1 to 6, the scores ranged from 4.81 to 5.86.

Table 4 Impact of Summer Institutes		
Rating Scale Questions	3DSI Average Rating Score	MTSI Average Rating Score
Did the workshop increase your knowledge?	5.86	5.22
Did the workshop meet its intended objectives?	5.81	4.87
Will you use what you learned from the workshop?	5.71	4.81
Will you recommend the workshop to others?	5.95	4.87

Impact on Students

Participants were asked how they thought the information from the workshops would benefit students and their comments are listed below.

3d Printing and Virtual Reality comments:

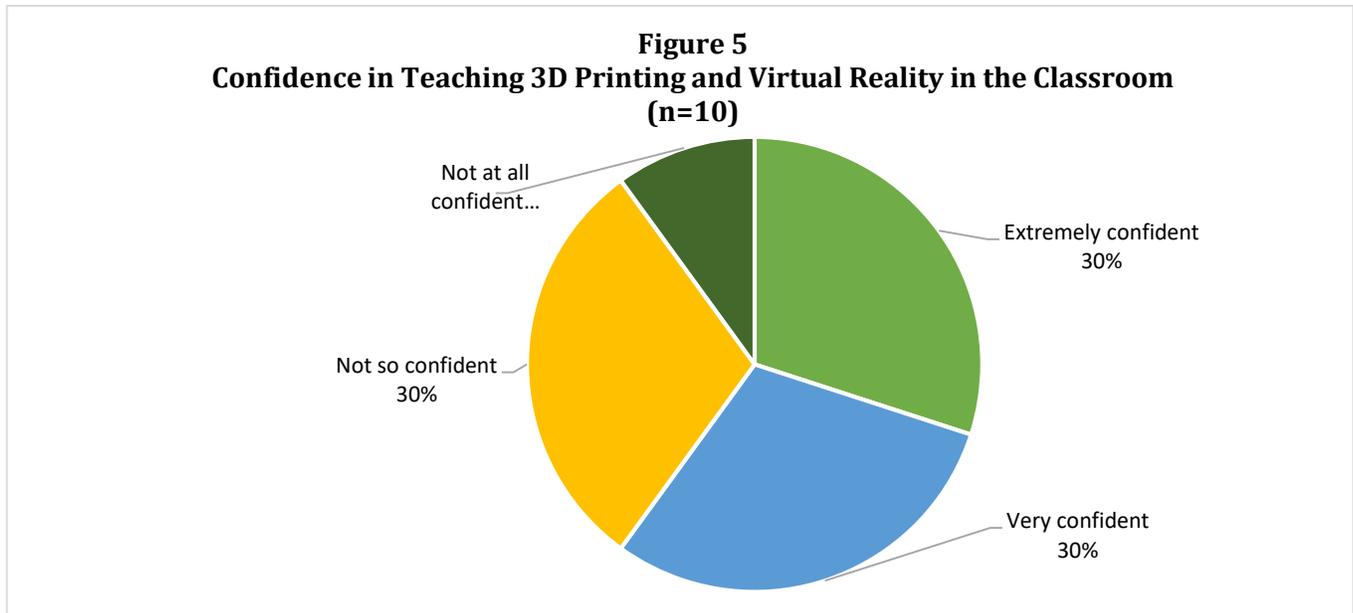
- Not sure
- It will allow me to reach students who don't enjoy hands on art.
- Students will have a choice and interest.
- Incorporate in my lesson plans.
- Looking forward to it.

Music and Technology comments:

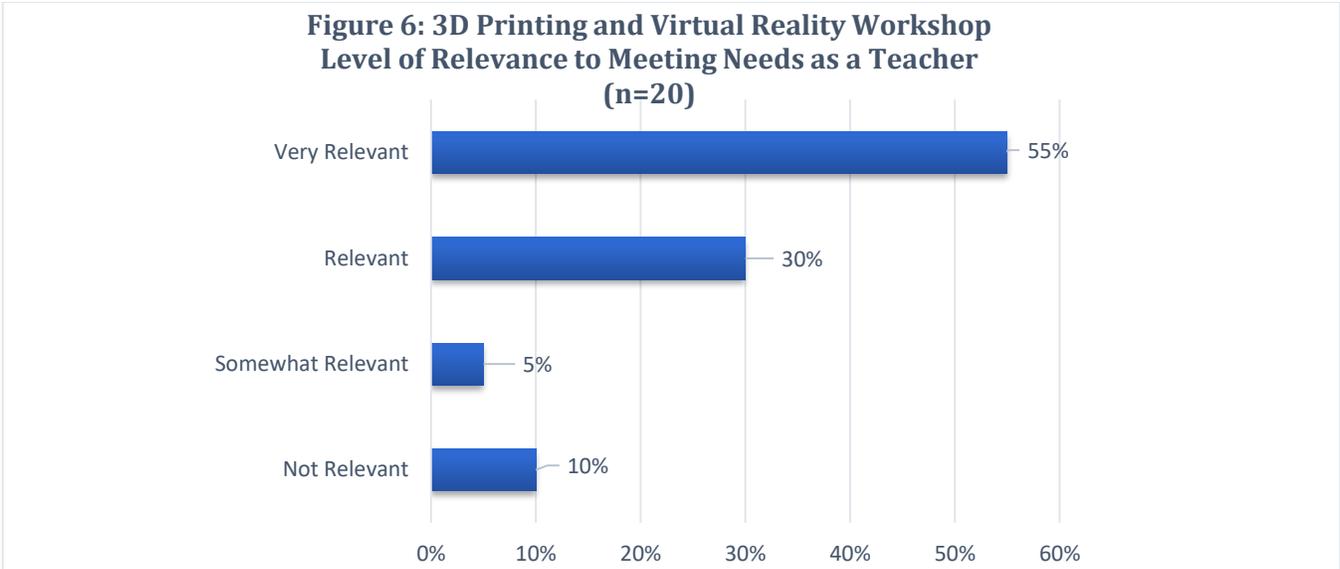
- All students will be able to make music.

- Students will be excited and engaged immediately. It will allow them to be creative even before they can read standard notation. Students will have more opportunities to internalize temp / rhythm.

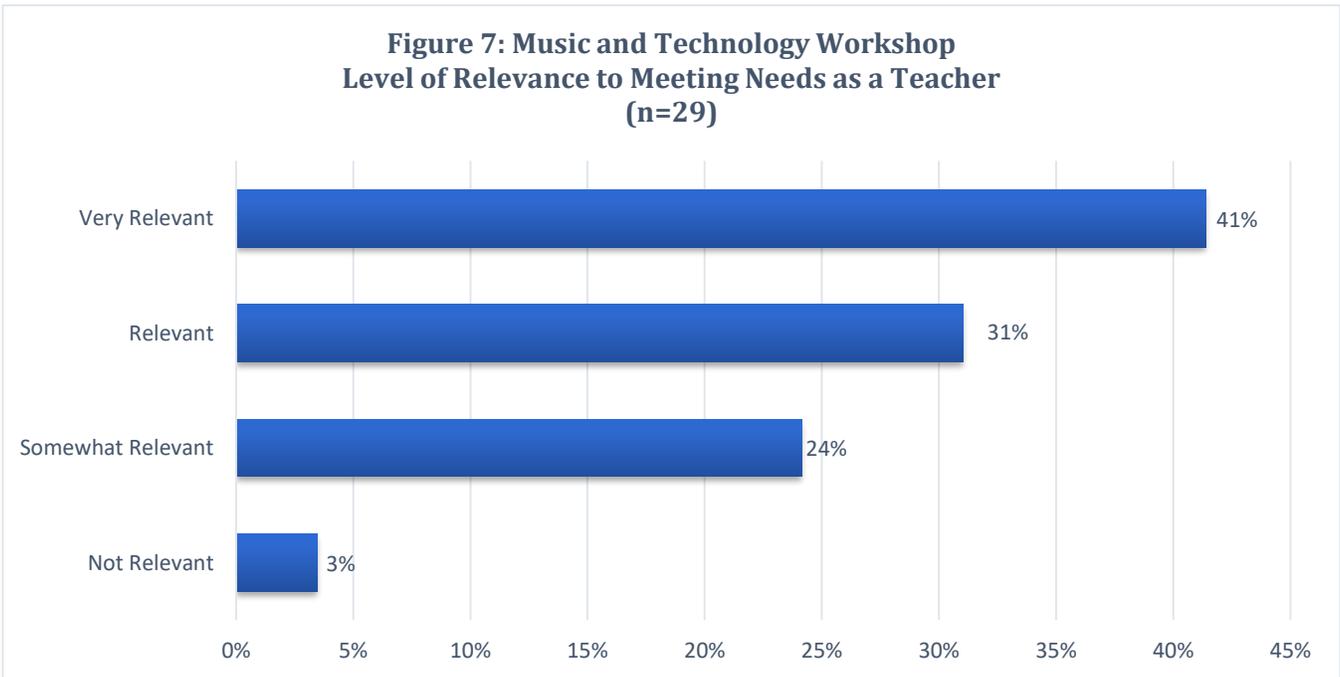
Survey results show a majority (60%) of the 3D workshop participants were very confident or extremely confident to teach 3D printing and virtual reality in the classroom. For some reason, over half of the participants skipped this survey question with only 10 participants answering it. For the Music and Technology workshop only 5 out of 32 answered this question; therefore, the results for that workshop are not included in this report.



A large majority (85%) of 3D Printing participants thought the workshop was relevant or very relevant to their needs as a teacher as shown in Figure 6.



A large majority (72%) of Music and Technology participants thought the workshop was relevant or very relevant to their needs as a teacher as shown in Figure 7.



Implementation of 3D Printing and Virtual Reality Lessons

Participants were asked, “how are you going to use what you learned in the workshop?” Eight participants described the impact their learning would have on teachers and students, while six mentioned 3D printing would be implemented and two teachers plan to acquire a 3D printer after attending the workshop.

Impact on Students/Teachers (n=8)

- To create some new student collaboration projects - create some student/ teacher recognition awards.
- Potential Entrepreneurship Program for students.
- Having kids create designs and forms to print.
- To incorporate student's drawing and creating more in the classroom.
- Very excited to use Tinkercad for kids to design products.
- Incorporate into assessments.
- Help teachers in my school.
- Every grade level technology.

3D Printing (n=6)

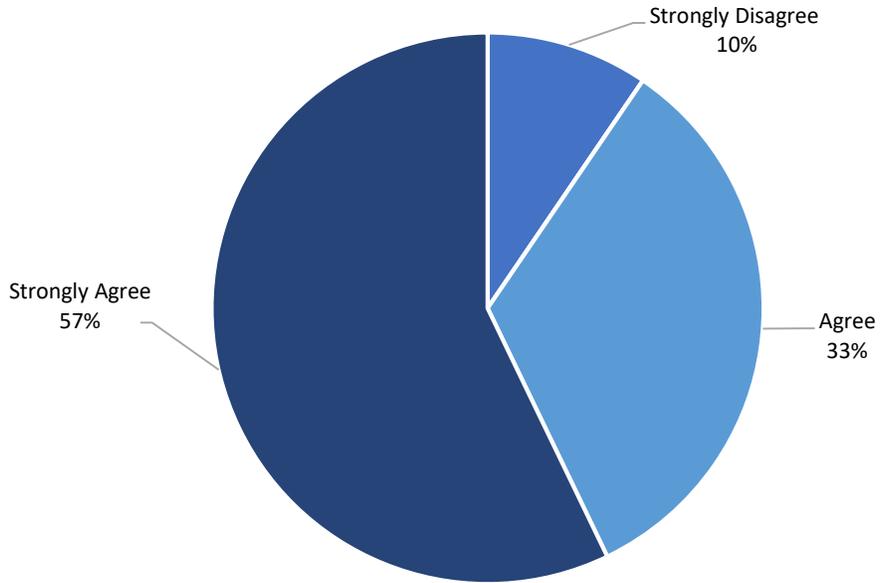
- Coding will be a fantastic break from traditional arts lessons. I'm excited to see what animation shorts they come up with next. 3D printing and modeling is the future.
- 3D printing, black and white images to 3D Scratch.
- Collaborate with the tech teacher that was here as well as give students the chance to 3Dprint.
- I hope to use it to do 3D printing with my after school art club.
- We are going to expand our scratch projects and work w/graphic design to create 3D projects.
- I will implement more lessons with 3D printing into my elementary plans.

Get 3D Printer (n=2)

- Going to try to find funding for technology.
- My goal is to get a 3D printer and use with students K-5.

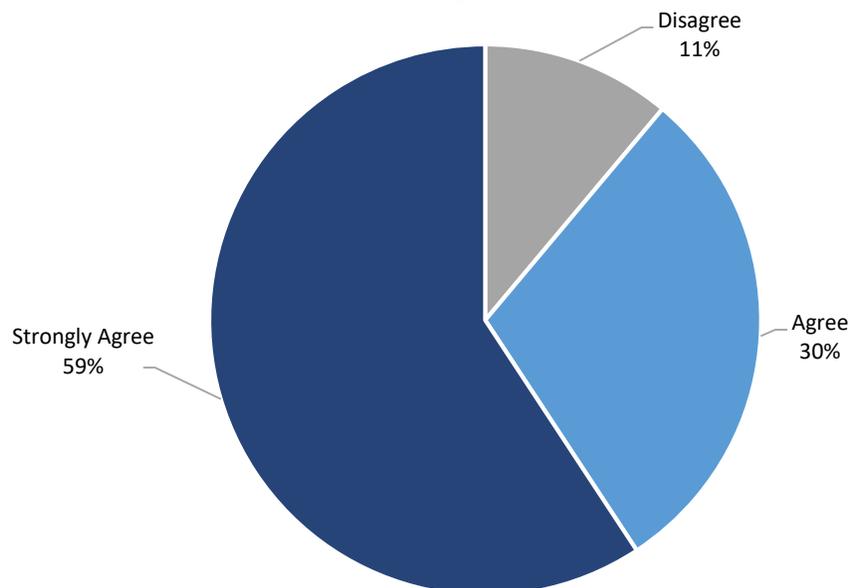
The majority (90%) of 3D Printing workshop participants “agreed” or “strongly agreed” they can successfully implement the strategies and resources presented during the workshop, as shown in Figure 8.

**Figure 8: 3D Printing and Virtual Reality Workshop
Use of Strategies and Resources
(n=21)**



Likewise, the majority (89%) of Music and Technology workshop participants “agreed” or “strongly agreed” they can successfully implement the strategies and resources presented during the workshop, as shown in Figure 9.

**Figure 9: Music and Technology Workshop
Use of Strategies and Resources
(n=27)**



Music and Technology workshop participants were asked in an open-ended question format, “What apps are you most looking forward to implementing in your classroom?” Two participants provided a response to the question and their comments are listed below.

- There are a ton of apps out there besides garage band. The Skoog was very cool to work with.

Learning Outcomes

Participants were asked, “What was the most interesting thing you learned during the workshop?”

3D Printer workshop participants provided the following comments.

- TinkerCad (n=11) “Slower instruction with TinkerCad for those who have never used it.”
- TinkerCad, Selva, Scratch
- Scratch (n=5)
- 3D Printer (n=4)
- Selva Thingiverse (n=1)
- All of them (n=1)
- More computer or new technology (n=1)

Twenty-five Music and Technology workshop participants described what they learned and their responses were categorized into three topic areas.

Knowledge Gains (n=8)

- Technology knowledge
- I learned how to support students by using guided access, for example.
- To value the creative abilities of all students not just the regular band, chorus and orchestra students.
- Even my students with their very many challenges could be able to access the technology to enhance learning and be willing to take more risks in the classroom.
- That I can use the iPad as instruments.
- That there are so many technological offerings that can work for every learning level and ability.
- Using technology in music with all students regardless of ability.
- How to use technology to enable any student the opportunity to participate in music in a meaningful way.

Music Apps (n=13)

- Garage Band
- Figure app and how to use Garage Band.
- How to create/compose with the apps.
- How to use the various musical apps.
- How simple some apps are for kids to use.
- I liked garage band the most, but all of the apps and accessories used.

- How to customize music apps to support ESE students.
- All of the apps that are available for the iPad for music.
- I enjoyed Bloom.
- I was introduced to the Bloom application and found this to be an awesome tool for my students to refocus inside of the classroom.
- Just the new apps. Excellent presenter, relevant, progressive Humble.
- The many various apps available to teach music and incorporate it into my classroom. To use as a modality of teaching pertinent information to help with retention.
- There are a ton of apps out there besides Garage Band. The Skoog was very cool to work with.

General Comments (n=4)

- Opening my eyes to this!
- Music should be a conversation.
- That music aids in self-regulation skills
- Instructors should be trained to deliver content to trained professionals.

The majority of participants who attended the workshops reported that content learned during the workshop would change their course delivery, as shown in Table 5.

	Yes	No	Not Sure
3D Printing and Virtual Reality	85%	10%	5%
Music and Technology	59%	8%	33%

Suggestions for Future Workshops

Respondents were asked to provide suggestions for what should be added to future workshops.

Nine 3D Printing workshop participants offered either a compliment or a specific suggestion for consideration.

Positive Comments/Compliments (n=5)

- No, it has been fantastic.
- Love the freedom to explore and practice so thank you for not having a tight schedule.
- Loved it, please continue.
- Great workshop.
- Nothing.... everything was great!!!

Specific Suggestions (n=4)

- More training.
- Invite more subject areas - come to the counties to do some follow-up / PD to encourage more teachers / subjects to try these programs.
- Give examples for teaching content to ESE students.
- More technology for ESE arts.

Fourteen Music workshop participants offered suggestions regarding the format, content, and structure of the workshop.

Format of Workshop (n=9)

- Consider adding resources for the teacher of typical students rather than just ESE.
- Focus more on less material.
- I would suggest more frequent break out into groups to work on projects. That was the best part of the 2 days. Thanks much.
- Q&A @ the end of each part of the day... (lunch end of the day) Adam improved on day two allowing questions.
- Group interactions with structured activities throughout training event.
- More small groups and choices.
- More hands on time.
- More practice / app study ... on track on task.
- More playing with the iPads to make music through different apps.

Workshop Content (n=9)

- Outline / agenda
- I would have liked some worksheets to take home with easy instruction to help with use of some of the apps.
- More examples, details, about tying music into other subject areas.
- Practical strategies for classroom teacher. Music should be used across content areas.
- I would suggest deeper application and resources on how to use the apps and extensions. I would also recommend a lesson plan and objectives layout to take back with the educators.
- Maybe just a handout w/ relevant apps. or steps.
- Give suggestions for kindergarten.
- I would love to have some of these attendees come back and present how they use this information in their regular inclusion classes.
- Focus on just a few of the iPad apps. Maybe another workshop that is more focused on using 1-3 of the apps.

Workshop Structure (n=4)

- Too long.... should be shorter.
- Shorter time. Put on Thursday/Friday
- A third day to allow us to go more in depth with the apps.
- We need a part 2 so we can go more in depth.

Types of Future Workshops

Eight 3D Printing workshop participants offered suggestions for future workshop topics.

Specific Types of Workshops (n=4)

- More coding Drawing Art programs
- Combination of 3D printing using more sophistication.
- Teaching/lesson resources in Virtual Reality for Core subjects.
- More of these programs which can influence student to be motivated to do well.

iPad (n=2)

- iPad in classroom for art.
- iPad in class.

STEAM (n=2)

- Any tech / STEAM activities / resources.
- Anything STEM related.

Twenty-one Music and Technology workshop participants offered suggestions for future workshop topics.

Different Types of Workshops (n=11)

- 3D Printing / Virtual Reality.
- Garage Band specifically.
- Visual Arts and Dance.
- Specific ESE curriculum is used to infuse technology and music.
- More ideas on how to integrate music into the standards.
- Behavior strategies with inclusion.
- Using Apple TV in the Classroom.
- Bridging arts - families and communities.

Cross-curricular Connections with Music (n=4)

- Drum circles/ African drumming Literature connections w/music and art.
- Connecting language arts standards to music.
- I would recommend this training more for music teachers looking to reach all learners. If more specific strategies were available for bringing music in all content areas, then I would recommend this to all teachers.
- Integrating music into the general educational curriculum to increase access for all students.

General Comments (n=4)

- Professional development
- He should provide a PowerPoint and app sheet, more like what you have been offering w/music, art, dance etc.

- Arts4All could benefit from all art forms.
- This will be more knowledge of what "is going on" in music applications. So I can refer to my students and other teachers.

More Music and Technology Workshops (n=2)

- More of the same.
- Similar to this. Accessibility for music for ALL students.

Additional Comments for T4A and Arts4All Staff

Ten 3D workshop participants offered positive comments and compliments for staff.

Positive Comments/Compliments (n=10)

- Thank you! (n=4)
- Thank you for everything.
- Loved it.
- So awesome!!!
- It was a great training! Thank you.
- This was great.
- Great workshops A tremendous work idea that loved virtual reality.

Sixteen Music workshop participants offered additional comments, with almost all of them being complimentary.

Positive Comments/Compliments (n=10)

- Great mixing of educators.
- Great workshop, Thank you.
- Very good training.
- Fabulous.
- Thank you for providing this workshop for us!
- Thank you for the hotel and lunch.
- Excellent presentation! Relevant. Great group of people inspirational, meaningful, and relevant.

Presenter (n=4)

- It was so refreshing to have a presenter that is actually using apps, teaching special needs students and has the same belief I do - All students can learn.
- Excellent job Mr. Goldberg! Thank you for all the excellent ideas.
- Loved the workshop; loved the presenter Adam Goldberg. The whole experience was wonderful. Thank you.
- While Adam was evidently passionate, it took quite a bit of time to see the dots connected. A lot of information was dispensed. There could have more opportunities to process and ask questions.

Specific Comments (n=2)

- Please consider that Educators may not have a music background and may need basic understanding to appreciate material presented (cords, keys, instrument groups).
- I would love to have been able to have a time to see what 3D did and visa -versa.

Conclusion

Overall, the workshop participants showed knowledge gains that will transfer over into their classrooms. Participants also showed high levels of satisfaction with the presenters and content of the workshops.