

CEPS Related Arts 2020-21 Parent Information

What is the Related Arts Team?

We represent Art, Music, Physical Education, Library, Technology, and STEAM (Science, Technology, Engineering, Arts and Math). Our team meets regularly to share committee and council information, student data and integration with the classroom curriculum. Related Arts curriculums developed by our specialists allow children to participate as active learners with a wide variety of hands-on experiences. The Related Arts Staff is dedicated to an education that fosters creativity, responsibility and problem-solving skills.

Related Arts Classes in Kindergarten, First and Second Grades

Art	One 60-minute period during each 6-day RA rotation cycle
Music	Two 30-minute periods during each 6-day RA rotation cycle
P.E.	Three 30-minute periods during each 6-day RA rotation cycle
Library/Technology	One 60-minute period during each 6-day RA rotation cycle
STEAM	One 60-minute period during each 6-day RA rotation cycle
Life Skills	One 30-minute period during each 6-day RA rotation cycle

ART – The art curriculum is a blend of art production, art history, aesthetics, criticism and discovery. Through art production, students experience creating art with a wide variety of materials and techniques. The study of art history allows students to gain knowledge and an appreciation for art, artists and cultures throughout time. Learning about art criticism and aesthetics enables students to develop skills to respond to art. Through opportunities for artistic discovery, students express their creativity and personal identity.

MUSIC – Singing, moving, music literacy, and more! Rhythm patterns and accompaniments to songs and sound stories are played on a variety of rhythm instruments. All 2nd graders use their iPads in a variety of ways in music class, and technology is integrated wherever possible. All K-2 students have music twice during the 6-day rotation cycle for 30 minutes.

PHYSICAL EDUCATION – General Information:

All students K-2 will have physical education class three times during the 6-day rotation cycle for 30 minutes. On those days, we would appreciate your child wearing comfortable clothing as well as tennis shoes to move around the gym safely. Each class will concentrate on fundamental movements and skills that will help your child be more physically fit and more aware of the activities that promote physical fitness. First and second graders will participate in a swimming unit at the McFarland High School pool. For this unit, we ask that you have your child bring a swimming suit, towel and a plastic bag for carrying the wet suit and towel back to school/home.

LIBRARY/TECH - Meeting in our Instructional Media Center (IMC), the Library/Tech class is a unique combination of location and skills in which students gather information, learn about digital citizenship, engage in inquiry and read for pleasure. The skills taught in Library/Tech will enhance our 1:1 iPad program and equip students with the skills they need to be communicators, collaborators, creators and critical thinkers through a variety of activities, apps and projects that enhance what they are learning in their homeroom classes. During each Library/Tech rotation, students will have an opportunity to check out library books. Parents are asked to help their child/children take care of their books, return them on time and most importantly, to share the joy of reading together. The library catalog can be accessed through the McFarland Elementary Campus Website . Click on Destiny Library Catalog.

STEAM is an educational approach to learning that uses Science, Technology, Engineering, the Arts and Mathematics as access points for guiding student inquiry, dialogue, and critical thinking. The end results are students who take thoughtful risks, engage in experiential learning, persist in problem-solving, embrace collaboration, and work through the creative process. STEAM removes limitations and replaces them with wonder, critique, inquiry, and innovation.

