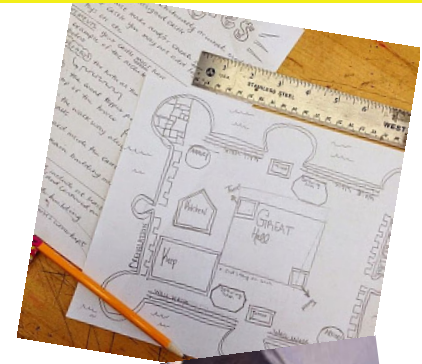


CURATING COMPASSIONATE STUDENT LEADERSHIP THROUGH DYNAMIC, GROUP-BASED, AND DIVERGENT-THINKING ART UNITS

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1. STEAM. Castles

- Project Overview:** <http://goo.gl/qaFI6R>
- TpT Aerial Perspective LP:** <https://goo.gl/hsQMos>
- Video – Living in a Castle:** <https://goo.gl/aFgOXy>
- Video – Fighting in Armor:** <https://goo.gl/unRNVz>
- Electronic Pop about Fulcrum:** <https://goo.gl/0ScNPP>
- Video – Medieval Machine:** <https://goo.gl/6t4z5r>
- How Levers and Fulcrum Work:** <https://goo.gl/hrZLA8>



2. STEAM. Skittles

- Project Overview:** <http://goo.gl/o5aOgB>
- Art of Apex Skittles:** <http://goo.gl/uXHY8q>
- Vlog About Project:** <https://goo.gl/XiAdl4>
- How-to Digitally Skittle-ize:** <https://goo.gl/v9gt25>
- Video - Gluing Skittles:** <https://goo.gl/jjg6g4>
- STEAM Planning Sheet:** <http://goo.gl/K2HBBE>
- STEAM Selling Art Sheet:** <http://goo.gl/jcoQH0>



3. Claymation

- Project Overview:** <http://goo.gl/HCzIHq>
- History of Animation PPT:** <http://goo.gl/DnjJaj>
- Storyboarding PPT:** <http://goo.gl/xy85Vn>
- Storyboard Worksheet:** <http://goo.gl/mPx6hL>
- Sculpting Characters PPT:** <http://goo.gl/hguGsV>
- Free Music for Videos:** <http://freeplaymusic.com/>



4. Scratch Game Design

- Scratch:** <http://scratch.mit.edu>
- Scratch Movement How-To:** <http://goo.gl/aspkiJ>
- Simple Game How-To:** <http://goo.gl/u7xZwa>

5. Videography

- How-To Outline:** <http://goo.gl/XM7brj>
- Storyboard Worksheet:** <http://goo.gl/mPx6hL>
- Video Example:** <https://goo.gl/YvFkNt>

6. Forcing Perspective

- Project Overview:** <http://goo.gl/a4jPrK>

