PBS KIDS ARTS LEARNING FRAMEWORK & THE ARTS in PBS LearningMedia

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PBS KIDS' Mission

To use the power of media
to open worlds of
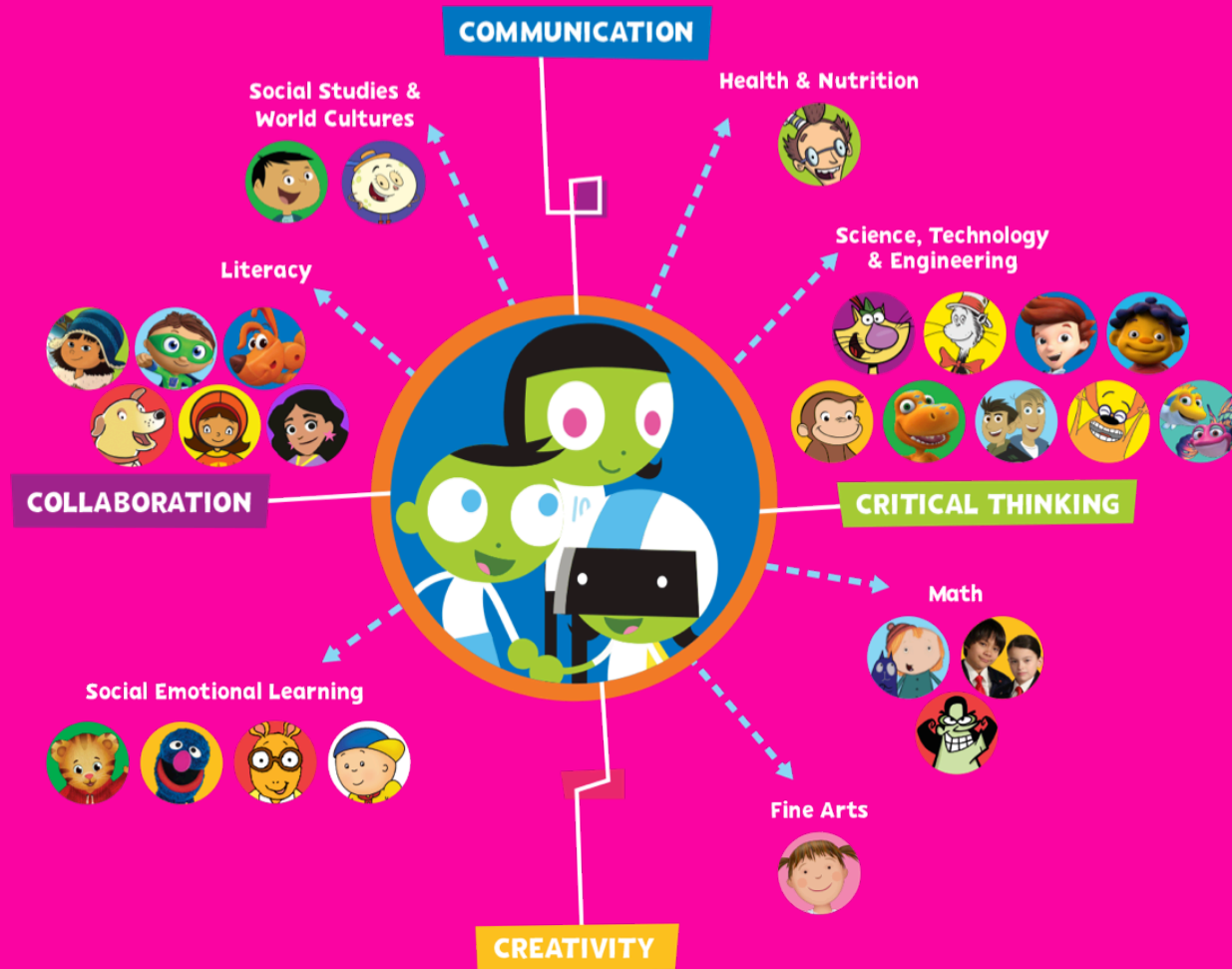possibilities for all children

THE LEARNING ECOSYSTEM

THE WHOLE CHILD

RESEARCH PROVES THAT PBS KIDS...

Boosts Early Literacy Skills

Improves Math Knowledge & Skills

Builds Social-Emotional Skills

THE ARTS ARE...

The application of human creativity and imagination – including visual arts, media arts, music, theater, dance, literature – to express feelings, thoughts, observations, etc.

THE ARTS...

- **Are foundational for a child's social, emotional, cognitive, and artistic development**
- **Provide a unique means for expression, sense-making, and building connections**
- **Support multiple ways of knowing and learning**
- **Empower children**
- **Provide the means for connecting with others**
- **Provide opportunities to explore and express their creativity and imagination and engage the mind, body, and senses.**
- **Can enrich a young child's understanding of diverse cultures**

PBS KIDS ARTS LEARNING FRAMEWORK

Version 1.0 - Last updated January 2019

PBS KIDS Arts Learning Framework
Ages 2–8

The Arts			
The application of human creativity and imagination—including visual arts, media arts, music, theater, dance, literature—to express feelings, thoughts, observations, etc.			
Dance	**Music**	**Theater**	**Visual Arts**
A performing art consisting of sequences of human movement with aesthetic and symbolic value.	An art form made up of vocal and/or instrumental sounds with elements of rhythm, melody, and/or harmony to express ideas and emotions.	A collaborative form of art that uses actors to perform, imagine, enact, or reflect upon the experience of a real or imagined event (or idea, emotion, character, or setting).	Art forms that are primarily visual in nature, such as drawing, painting, sculpture, printmaking, collage, design, photography, design, and ceramics. Can also include video, filmmaking, animation, and media arts.

Artistic Processes			
The National Coalition for Core Arts Standards (NCCAS) defines four artistic processes common to all of the arts disciplines, which encompass the cognitive and physical actions through which arts learning and making are realized.			
Creating	**Performing/Presenting***	**Responding**	**Connecting**
Experimenting, conceiving, and developing new artistic ideas and work.	**Performing** (dance, music, theater): Realizing artistic ideas and work through interpretation and presentation. **Presenting** (visual arts): Interpreting and sharing artistic work.	Understanding and evaluating how the arts convey meaning.	Relating artistic ideas and work with personal meaning and external context.
*Given the target age group for this framework—2- to 8-year-olds—and primary use in informal education applications, the emphasis of this framework is on the *creative process* of art-making (i.e., imagining, exploring/experimenting, creating, reflecting/revising, sharing), not on *formal* presentation or performance as typically conceived. Children will of course often share the results of their creative endeavors with peers, family, and community. However, the discipline-specific frameworks that follow focus on three of the four artistic processes: **CREATING, RESPONDING**, and **CONNECTING**.			

DEVELOPING THE FRAMEWORK

Foundational Resource

- "Big Ideas" and Learning Progressions
- Covers Ages 2-8
- Used by Staff and Content Producers

Expert Advisors

- Core Domains
- Arts Integration
- Universal Design for Learning

Aligned With...

- National and State Standards including the National Core Arts Standards and Head Start Early Learning Outcomes Framework
- NAEA Position Statements
- The Kennedy Center (Arts Edge)
- 21st Century Skills Map for the Arts
- Current Literature and Research
- And More!

- ❖ **Artistic Process**

- ❖ **Core Art Domains**
  - • **Big Ideas**
  - • **Age Specific Skills/Concepts**

- ❖ **Creative Process and Practices**

- ❖ **Design Thinking**

- ❖ **Building 21ˢᵗ Century Skills through the Arts**

- ❖ **The Arts and Language**

- ❖ **Arts Integration**

- ❖ **UDL and The Arts**

ARTISTIC PROCESSES

CREATING - Experimenting, conceiving, and developing new artistic ideas and work.

RESPONDING - Understanding and evaluating how the arts convey meaning.

CONNECTING - Relating artistic ideas and work with personal meaning and external context.

PERFORMING/PRESENTING* - Performing (dance, music, theater): Realizing artistic ideas and work through interpretation and presentation; Presenting (visual arts): Interpreting and sharing artistic work.

CORE ART DOMAINS

DANCE

A performing art consisting of sequences of human movement with aesthetic and symbolic value.

MUSIC

An art form made up of vocal and/or instrumental sounds with elements of rhythm, melody, and/or harmony to express ideas and emotions.

THEATER

A collaborative form of art that uses actors to perform, imagine, enact, or reflect upon the experience of a real or imagined event (or idea, emotion, character, or setting).

VISUAL ARTS

Art forms that are primarily visual in nature, such as drawing, painting, sculpture, printmaking, collage, design, photography, design, and ceramics. Can also include video, filmmaking, animation, and media arts.

ARTS INTEGRATION

"Arts integration is an approach to teaching. Students construct and demonstrate understanding through an art form. Students engage in a creative process, which **connects an art form and another subject area** and meets evolving objectives in both." – Kennedy Center

ArtsEdge: The Kennedy Center. Including extensive resources on arts integration. artsedge.kennedy-center.org/educators.aspx

CREATIVE PRACTICES & PROCESS

The Creative Process (which incorporates the creative practices) is spontaneous, non-linear, free flowing, and playful. It has natural intersections with the Science Inquiry Cycle and Science and Engineering Practices.
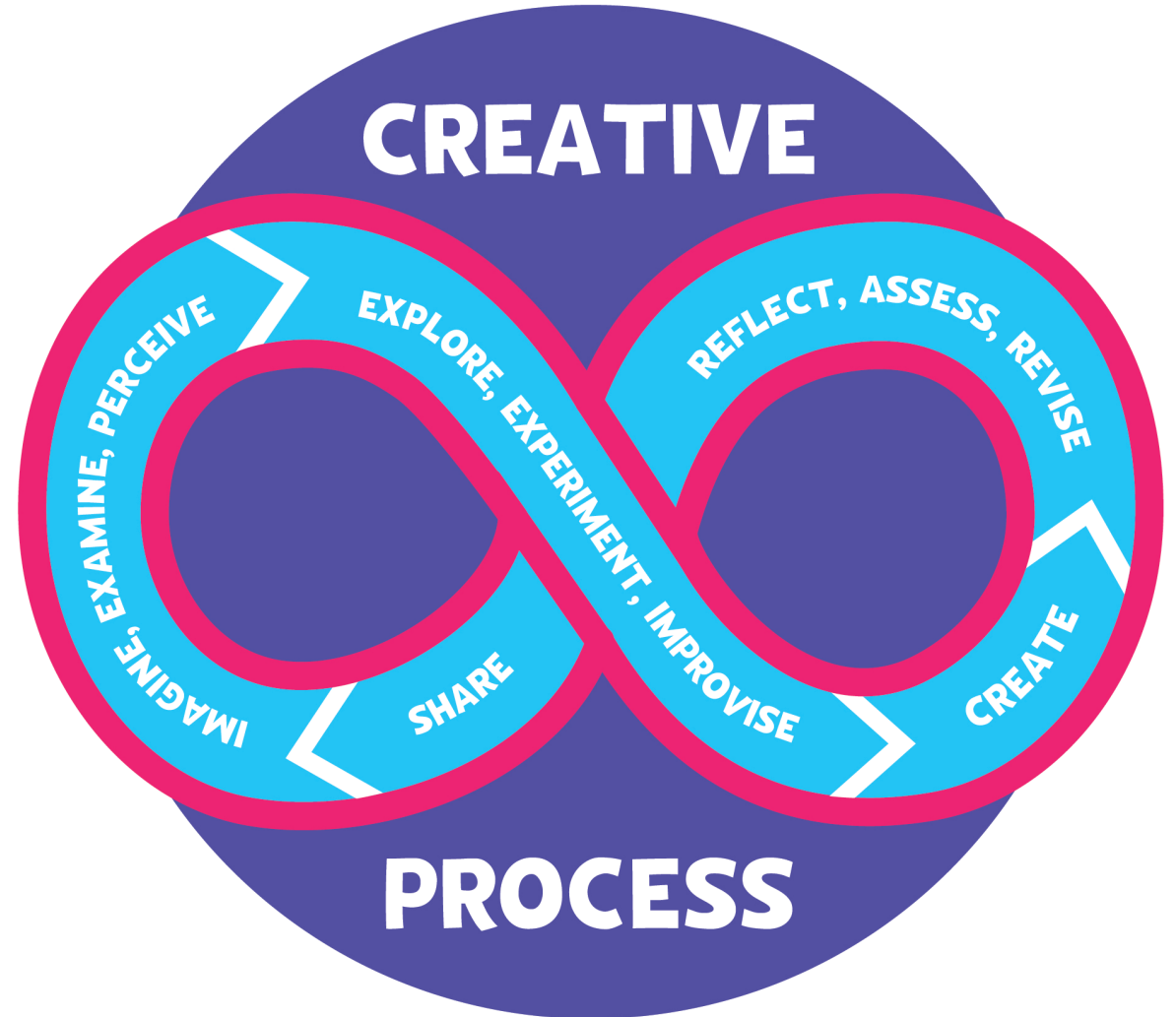
DESIGN THINKING
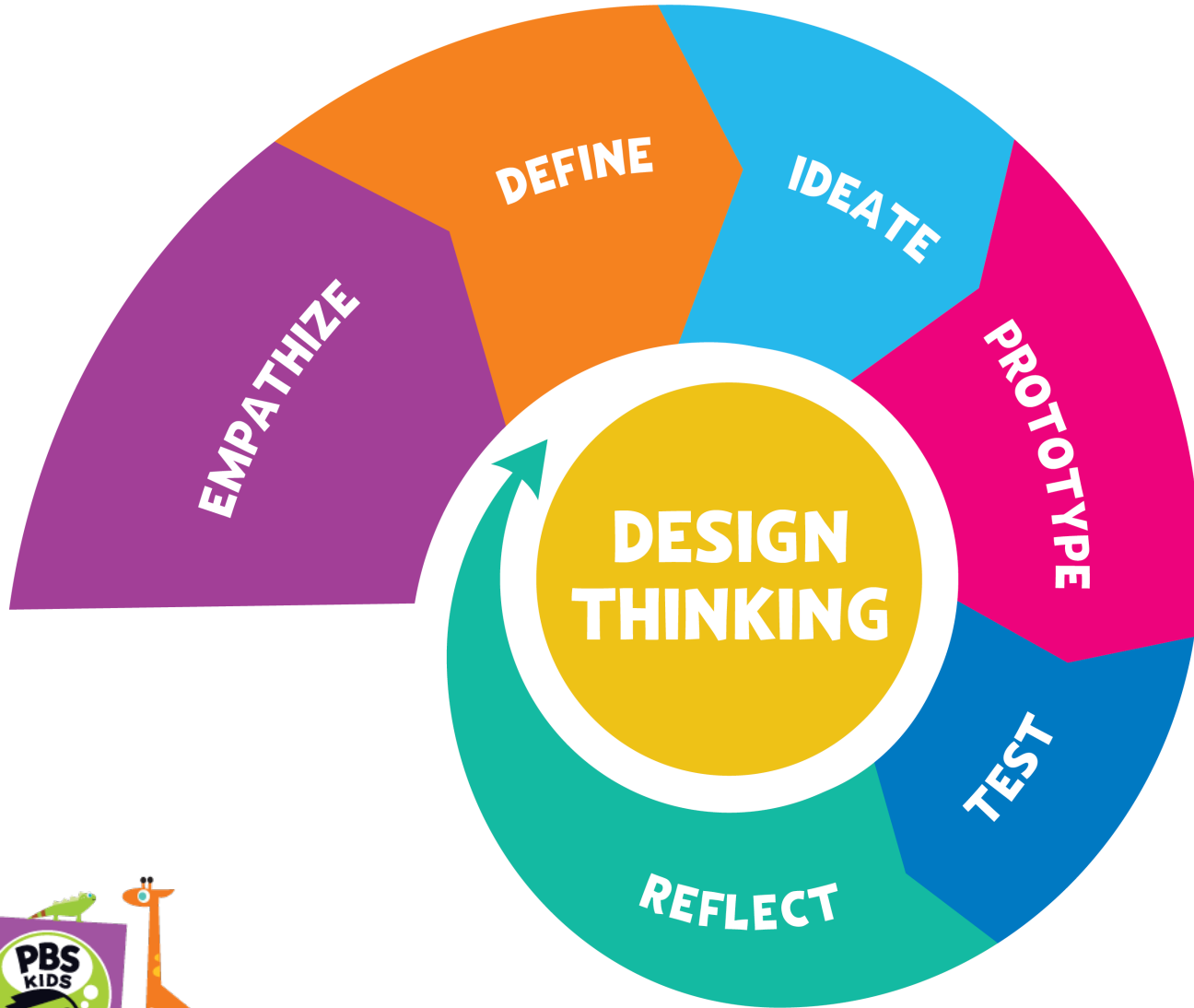
Design Thinking is an **application of the creative process** that helps children develop a growth mindset as well as problem solving, analytical, and spatial thinking skills.

Design thinking is often part of maker spaces and STEAM activities, and aligns with the Engineering Design Process.

21ST CENTURY SKILLS

The arts and arts integration are among the most compelling and effective paths for developing 21st Century Skills

The 4Cs—**Communication, Collaboration, Critical Thinking, and Creativity** are inherent in teaching and learning about and through the arts.

THE ARTS AND LANGUAGE

The arts develop children's vocabulary in many ways - both academic vocabulary and vocabulary specific to each art form.

Each arts discipline has its own language and employs unique sign and symbol systems to make and express meaning.

UDL AND THE ARTS

There is a unique alignment between the arts and the UDL principles, since the arts inherently provide multiple, multisensory ways to represent information, to construct and demonstrate understanding, and to engage children in learning and exploration.

THE ARTS IN VIDEO

THE ARTS IN GAMES
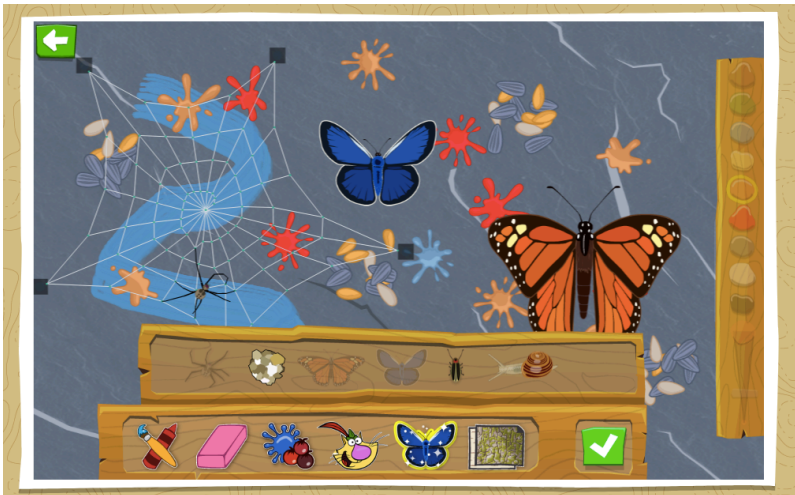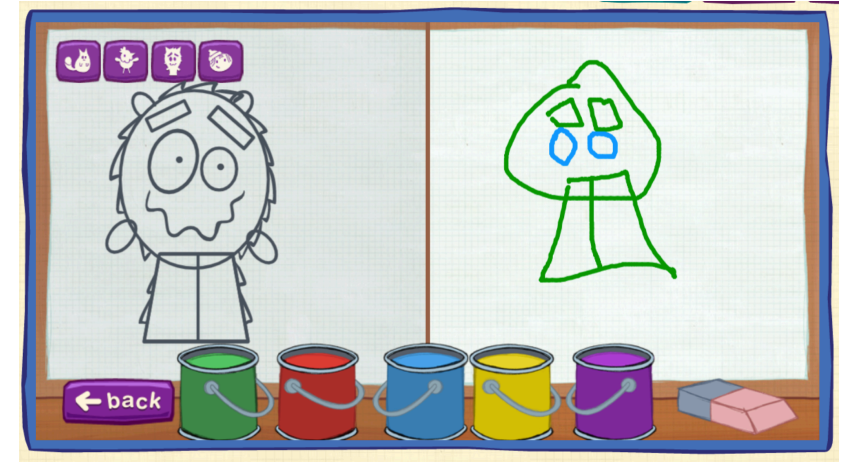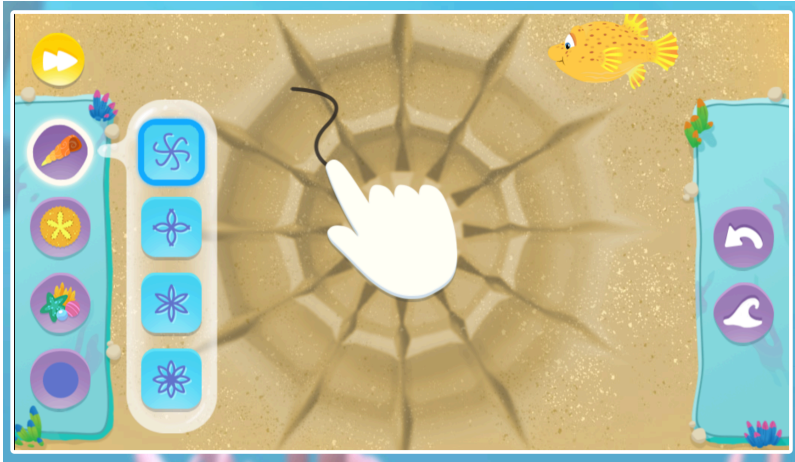
Visual Arts and Theater

THE ARTS IN GAMES

Music and Dance

THE ARTS FOR PARENTS AND EDUCATORS

Content

Professional Learning

Community-Building

Content

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👤 Ryan ⌄

Bring the World to Your Classroom

PBS and your PBS member station have curated FREE, standards-aligned videos, interactives, lesson plans, and more for teachers like you.

Search classroom resources...   🔍

Science ›

8:26

A Surprising Solution to Baboon Farm Raiding

▶ | 6-12

Engineering & Technology ›

100 Years of Passenger Air Travel

▦ | 6-12

Social Studies ›

7:57

Intersectionality and the Making of a Movement | Dolores

▶ | 6-12

Preschool ›

11:25

Explore the Day of the Dead in this episode of "Let's Go Luna!"

▶ | PreK-3

English Language Arts ›
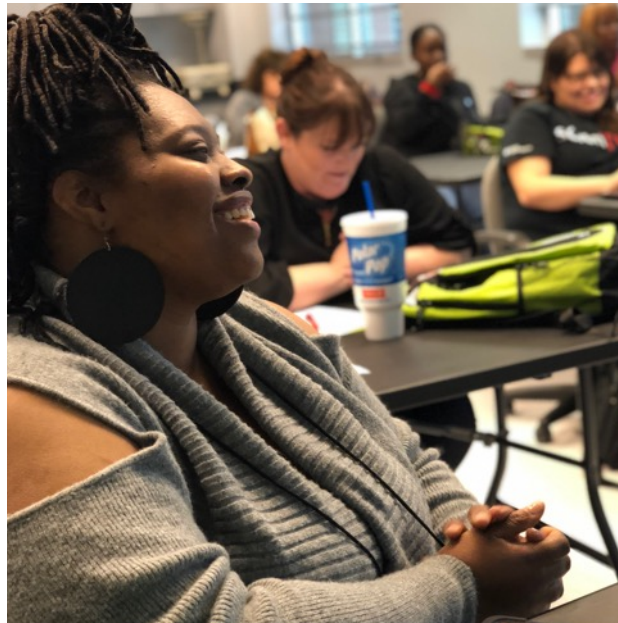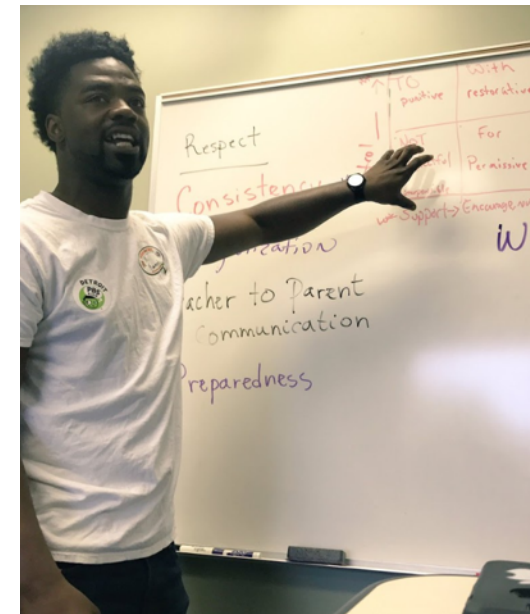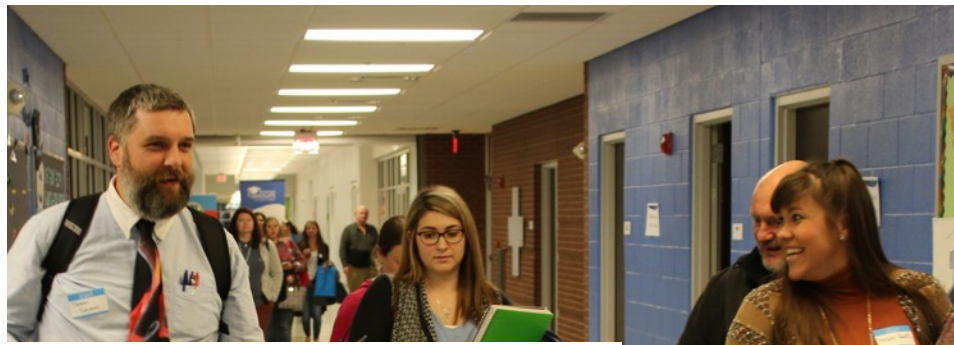
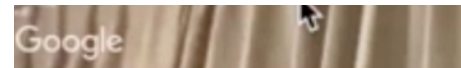## The Role of Storytelling in the Justice System

▤ | 10-13+

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Community-Building

PBS KIDS Edcamp

Professional Learning

PBS KIDS Virtual Professional Learning Series for Teachers

I'm a 1st grade teacher. I'm looking for materials that show students using the arts to teach all sorts of topics like science and math. I heard about a program called "**Take the Stage.**"

pbslearningmedia.org

I'm a middle school music teacher. My principal told me to support interdisciplinary units. I'll try searching for **opera and Shakespeare.**

Questions?