# 2 ARTISTIC TOOLS

# Unleash Your Creative Side

Steve Jobs, Apple's late cofounder, famously said, "Technology alone is not enough—it's technology married with liberal arts, married with the humanities, that yields us the result that makes our heart sing." He was absolutely right.

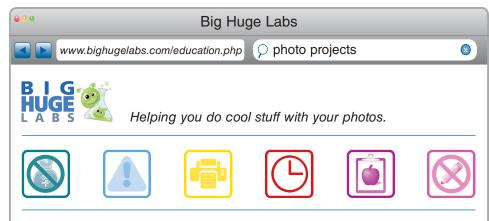
For the past several years (arguably for much longer than that), schools have been making difficult decisions when it comes to arts education. Drama, dance, music, and traditional art programs of all kinds have been marginalized and in some cases cut entirely from schools in order to provide what is seen as the "essentials." The arts are extremely important to creating a well-rounded person, and infusing them in all aspects of curriculum will yield a more creative, engaged, and capable student.

Technology does not replace traditional arts education but can enhance learning experiences by helping students engage in content, create new understandings, and publish work with the class or world at large.

Thinking back to the earliest classroom machines, you are likely to remember such titles as Broderbund's Print Shop. Many of us remember the banners that would slowly be churned out on a dot matrix printer—page by page by page. Back then, that program, which is still around today, allowed students and educators to create cards, banners, and other printed works that could work to support the classroom experience. Another popular piece of software is KidPix, a creative art studio that allows students to create artwork using digital tools like stamps, pens, markers, and text. These software titles are great examples of the kinds of products that the webbased counterparts we will be exploring are akin to. They are fairly straightforward and simple to use on one level but can create elaborate demonstrations of learning.

This chapter explores tools that allow students to manipulate graphics, author original songs, and collaborate on video projects that can be as creative and unique as each individual student. The ability to create truly remarkable works of art that express a student's understanding has evolved with modern technology. Free web-based tools now rival expensive software that schools were allocating thousands of dollars to a few years ago.

Enjoy exploring these tools that give you the paint, microphone, and special effects to empower your students' ideas.



Big Huge Labs is a treasure trove of simple tools that revolve around images. This site, which has been "helping you do cool stuff with your photos since 2005," is chock-full of more than thirty short activities to help kick off, enhance, and creatively express their understanding of a study topic. To be honest, there are some that are just plain fun, too.

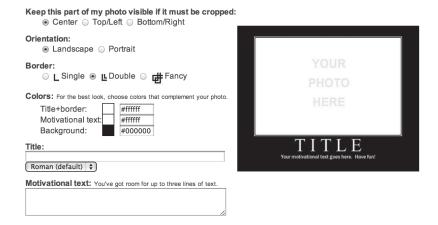
People have been editing photos and images for use in class projects almost as long as computers have been around. Do you get nostalgic thinking about using Print Shop to create posters and banners with clip art images? Or perhaps you remember editing and drawing with simple tools like Microsoft Paint or KidPix. Big Huge Labs lets educators combine template-based image editing with their own creative project ideas.





When you arrive at Big Huge Labs, you will want to register as a teacher in order to remove the ads on the site and be able to create student accounts. Registration is not required, but signing up with a valid e-mail and sending proof that you're an educator is well worth it. Student account creation is fairly simple and can be accomplished by entering names manually or by importing a spreadsheet with their information. There are even handouts with autogenerated student IDs that you can print and distribute.

Big Huge Labs is all about creatively expressing ideas through images. The projects, while technically simple (upload, add text, send/save/print), can be an exciting alternative assessment for students. Every project on the site can be completed in less than thirty minutes.



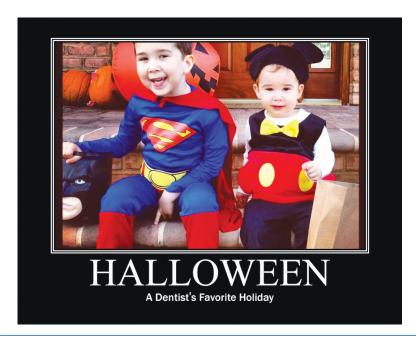
All it takes to create a cool motivational poster is to follow the simple prompts.

Big Huge Labs serves as a creative studio with helpful resources to guide users through the process. Students can upload photos to a calendar, add descriptive text on important dates, and print it out. Map Maker lets your students highlight different geographic areas around the world with different colors. While intended to show where in the world one has been or wants to visit, this is a perfect way to identify locations in a story or to document countries touched by a particular natural disaster. The user customizes the particular colors on the map, so they can define how the information is displayed. The result can be printed or embedded into a webpage.

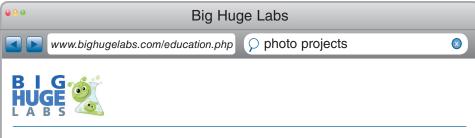


#### Classroom Idea—Motivated by Vocabulary

One of the most popular features on Big Huge Labs is the motivational posters it can generate. You've seen those, right? The picture of a cat hanging from a tree surrounded by big black borders with the text "Hang in there" along the bottom? They can be a perfect way to reinforce vocabulary terms. The next time you give out a vocabulary assignment, have the students take one word and create a poster using the Big Huge Labs motivational poster tool. Associating it with an image and/or tagline is a simple way for them to demonstrate concrete understanding. Students can use a digital camera to provide their own image or find an image online to use. Once the posters are created, you can print them out and decorate the class. It is a great way for them to learn the meanings of new words while creating fun decor for your room.



Motivational posters are easy to create and can be a fun way to add inspiration and humor to the classroom.



## Kick It Up a Notch—Collectible Learning

Trading cards can combine the creative aspects of the site with your current topic of study. For example, ask the students to create a set of cards featuring the entire cast of a Shakespearean play. Students can select a title, tagline, description, and image for each character, along with minor details such as icons and cost. Print them out on card stock, cut them out, and let the students trade with each other. These activities can be challenging to do but will leave students with flash cards that are more than learning tools ... they're collectibles!

# Big Huge Labs



www.bighugelabs.com/education.php

photo projects





## Tweet Tweet: What Fellow Educators Are Saying

My students make magazine posters of themselves in the future using the tools here. Lots of fun, cool things to do.



Vicki Davis (@coolcatteacher)



Images are a gateway to language and writing, as well as a connection to topics and concepts. They allow you to stimulate discussion and build a common vocabulary.

Adina Sullivan (@adinasullivan)

I use Big Huge Labs with my 5th grade when we do our "Survivor MD" body system research project. They make their "doctor" ID badges to wear during project—they are doctors 'stranded' on an island that have to compete in various body system-related tasks! They LOVE doing this. You can see an example <a href="here">here</a> (scroll down to bottom of page).



Karen Kliegman (@kkliegman)



I had my tech club make badges for themselves (middle schoolers). I thought they could care less about them, until the next year started and they wore them to our first meeting. Now it's a tradition! One mom even said her 8th grader wears it when he helps her on the computer at home! Never underestimate the power of a badge or a middle schooler!

Sheila Adams (@sheila\_a)



Quick Tip: Make a simple matching game using images from your current unit.



### Mosaic Maker

Make a mosaic from a photoset, favorites, tags, or individual digital photographs or images. It's a whole world of creative photo possibilities.

Select Mosaic Maker, and create a grid with an even number of squares.

Click "Choose photo" below (or one of the images

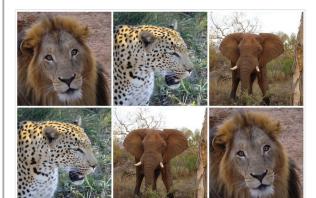


Or enter URL: http://flickr.com/pho

Upload pairs of images.

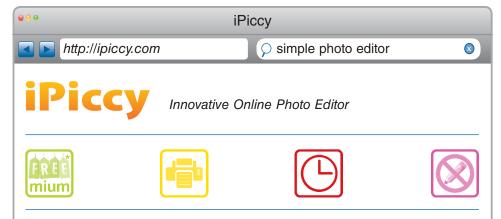


Or enter URL: http://flickr.com/pho



Print out your mosaic, and cut out the images to create the game.





Most educators have fairly basic photo editing needs. We crop, we resize, we need to get rid of a red eye or two. Occasionally we may want to brighten a photo or change it from color to black and white. More often than not, educators would gladly trade a bloated, full-featured photo editing application for a lightweight one that fulfills 95 percent of their needs, works on every

> computer they own, and is completely free. And that's where iPiccy shines.

> Because it's web-based, iPiccy will work regardless of your operating system or browser. It loads incredibly quickly and handles most people's photo editing needs. In addition to the basics mentioned previously, it also provides easy interfaces to adjust exposure, colors, levels, curves, and other more sophisticated tweaks. The beauty of iPiccy, though, is that it does it through an intuitive interface that even novices will feel comfortable exploring. With every tool you choose, you see a preview of the changes you are making and always have the chance to cancel or undo should you change your mind.

> If you're feeling creative, iPiccy provides a wide variety of filters to customize your photos. As with the other tweaks, the same simple interface can be used to turn your photo into a comic, a pencil drawing, a wanted poster, or one of many color options. There are an incredible number to choose from, and they rotate the options

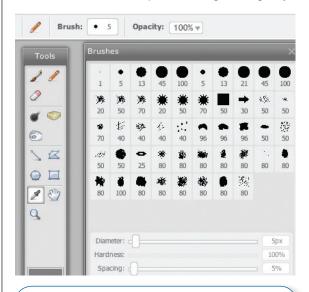




fairly regularly. There are ample options for touching up digital photos, allowing users to remove blemishes and wrinkles, apply a tan, change eye colors, or to shed a few pounds with the "Thinify" tool.

What's incredible about iPiccy is that the more time you spend with it, the more you realize that it actually has an impressive number of features that you would normally expect to only find in expensive photo editing programs. However, not only are they available for free but they're also simplified enough to make them accessible to the average user. Some of these features include an interface for layering photos, adding vector masks, and even using a clone tool for sophisticated touch-up jobs. There is also a collage interface that enables users to combine multiple photos into creative layouts as quickly and easily as the rest of the site. When aggregated together, this simple little photo editor is actually incredibly robust.

While it does require **Flash** to run, there is no registration required. In fact, there isn't even the option of registering if you wanted to! Enabling local



A hidden gem within iPiccy is the drawing tool. It's no Illustrator, but it gets the job done!

storage allows you to save photos within the site for future use. After editing a photo, you can download it as a JPEG (or JPG) or PNG (portable network graphics) file, share a link to it via URL, or save it to Flickr. There may not be many options for importing photos in or exporting them to other sites, but the features and interface more than make up for this deficiency. Not only is it a powerful editor, but it is ideal for educational use.



During the Age of Discovery, the explorers didn't have access to blogs, tweets, or e-mails. But they did employ the use of traditional mail to communicate with people back home. Have students document the voyages of these brave individuals through a series of faux postcards created within

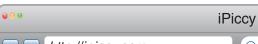


Upload your photos, import them from a link or Flickr, or take a new photo using your webcam.

iPiccy. For every step along their journey, have the students identify a primary image, format it in the shape of a postcard, and then add text documenting what the students think the explorers would choose to share with their friends and families back home.

## Kick It Up a Notch—Getting Your Bob Ross On . . .

Considering that iPiccy is a photo editor, one might think that there aren't many advanced uses. The real trick to taking a site like iPiccy to the next level is to combine it with the other sites, like the ones in this book. For example, everybody loves Wordle, but after a while, all Wordles tend to look rather similar. However, by saving the word cloud as an image and then importing it into iPiccy, educators can add a large degree of customization to it. Simple things like adding a frame give it a new look and feel and using custom filters can apply a style that makes something traditional look impressively fresh. But the real fun begins when you begin adding stickers, callouts, and drawings to further accentuate the theme of the word cloud itself. For example, if the word cloud is about seasons, add stickers related to weather and seasonal activities. Then use the drawing tools to highlight the key words in the cloud. Add a frame or matte to it and you have created a Wordle unlike any other!







## Tweet Tweet: What Fellow Educators Are Saying

You simply click the Start Editing button to begin. Students and teachers can easily use this free site to retouch, fix, and embellish images they might use on a website or in a project.



Tony Vincent (@tonyvincent)

then iPiccy is your site. It is a user-friendly-NO DOWNLOAD REQUIRED—photo editing tool that can be utilized by students (and teachers) of all comfort levels. If you just want to add an arrow to a screen shot—you can do so. If you wish to create layers, bevels, gradients, effects, and more-you can do that as well. Quick and easy upload to many social media locations.

If you wish to add a bit of "ohh ahhh" to your photos

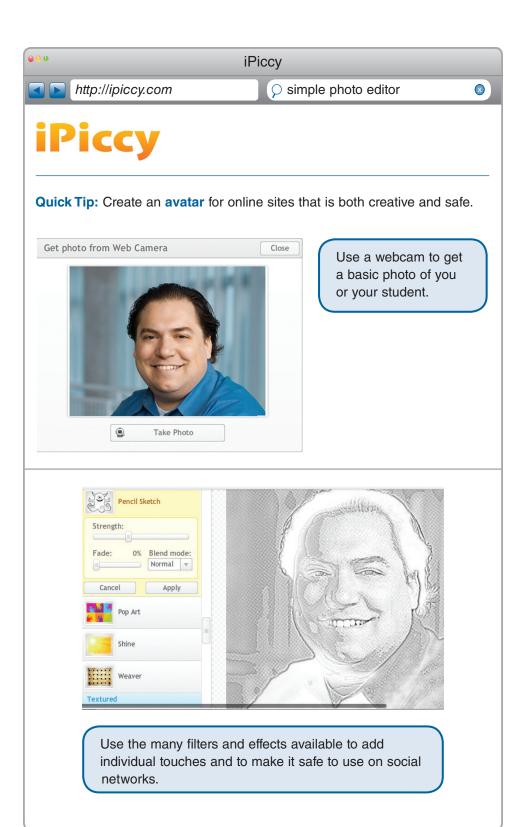


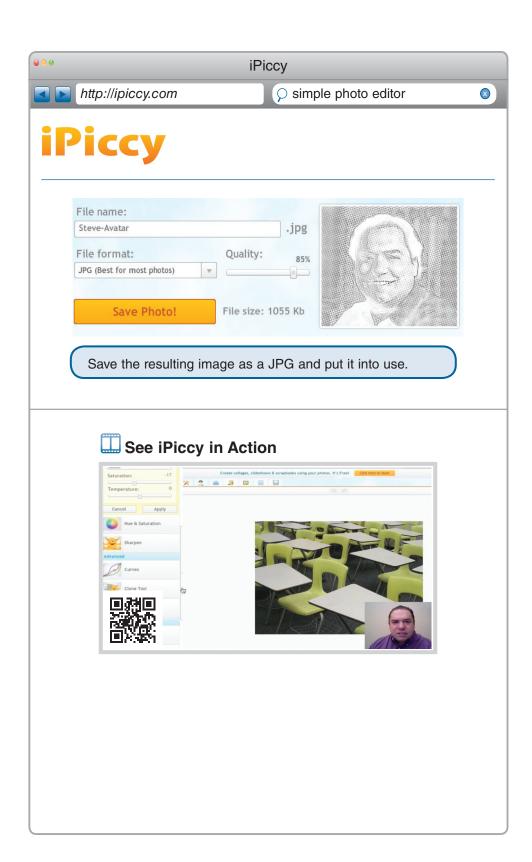
Jennifer Wagner (@jenwagner)

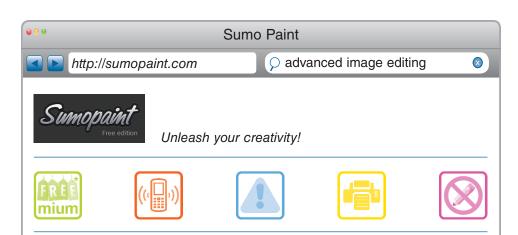
What makes iPiccy stand out is its accessibility. This rich featured photo editing tool requires no download or log in making it a great tool to use with students and teachers alike. The tool allows for a lot of creativity and can help you make good pictures great.



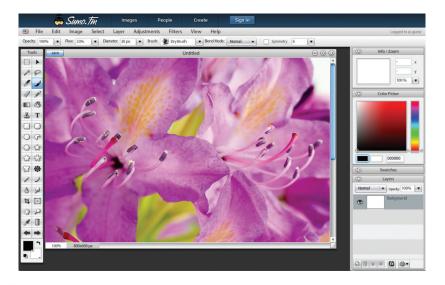
Martha Thornburgh (@roswellsgirl)







Sumo Paint is an amazingly full-featured drawing application. It is hands down one of the most powerful web-based art tools to date. At a glance, Sumo Paint is remarkably similar to the ever-popular software titles from Adobe, an extraordinary mash-up of both Photoshop and Illustrator. Beyond the obvious benefits of being web-based and platform independent, it has both a free version as well as premium features available at a fraction of the cost of the software that inspired it.



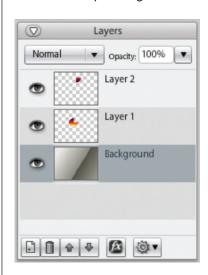
Look familiar? If you're a Photoshop user, it does.

So what does Sumo Paint do? It is really all about what it enables you and your students to do. You can upload a previously created image and use Sumo Paint to crop, resize, and perform basic editing. But that is not where the tool shines. Where you get the most bang for your buck is in the plethora of brushes and customizable drawing tools to choose from. Among the options



are chalk, oil, airbrush, and even symbols (like a smiley face). You can alter the colors, background, and shadows; adjust lighting effects; or convert the entire image to a geometric shape. The possibilities are as endless as the imagination of the user, and it can be used equally effectively as a photo editor or as a drawing tool.

Advanced users of Photoshop (and the other similar products) may be wondering if Sumo Paint is as robust as its software-based counterparts. They will be pleasantly surprised to find features like layers are not only present but are implemented in a virtually identical manner. Layers give you the ability to combine multiple images on the same canvas, combining them visually without



Layers, brushes, and filters are all available to students who are ready to take graphic design to the next level.

actually merging them together. You can manipulate the transparency of a layer or adjust the order of the layers so that when they are combined with shadow effects, it's easy to create the feeling of depth.

While there is an online art gallery for users of Sumo Paint to showcase their work, this can also be problematic at some grade levels. A public gallery can be a powerful way to share, but because it is not moderated, it may contain material that could be considered objectionable to students. This is certainly an aspect of the site that should be carefully considered by the teacher to determine if it is enough of a concern to avoid using it.

Sumo Paint does have a free registration process that provides benefits such as saving to the Cloud, but this is completely optional. Users can just visit the site and begin creating. As we have cautioned

elsewhere, an important feature to look for is the ability to save your creations outside of the web tool itself. Sumo Paint does indeed give the user multiple



ways to save their work and store their creations both onsite (if registered) and locally on their own computer.

Sumo Paint is available in app form for Chrome, Edmodo, and iOS.

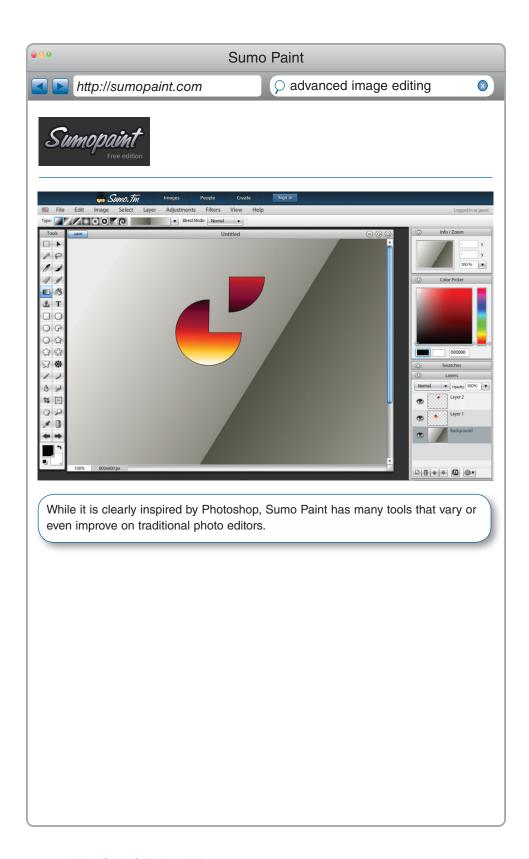
## Classroom Idea—21st-Century Cave Drawings

Using art to tell a story is an idea that hearkens back to the days of cave dwellers. But being able to freely publish and share stories with anyone in the world is a relatively new phenomenon. A great project that will allow your students to express themselves creatively is group storytelling. As a class, create an idea for a story. This can be typed up in a collaborative Google Doc or just shared on the chalkboard. Ask students to illustrate each event from the story in Sumo Paint. Start with volunteers first and assign the remainder. Students will create a single image or series of images for the event and save them. Collect the images and arrange them in sequence to illustrate the story. To make it a true slideshow, import the photos into a site like Slideshare or Voicethread.

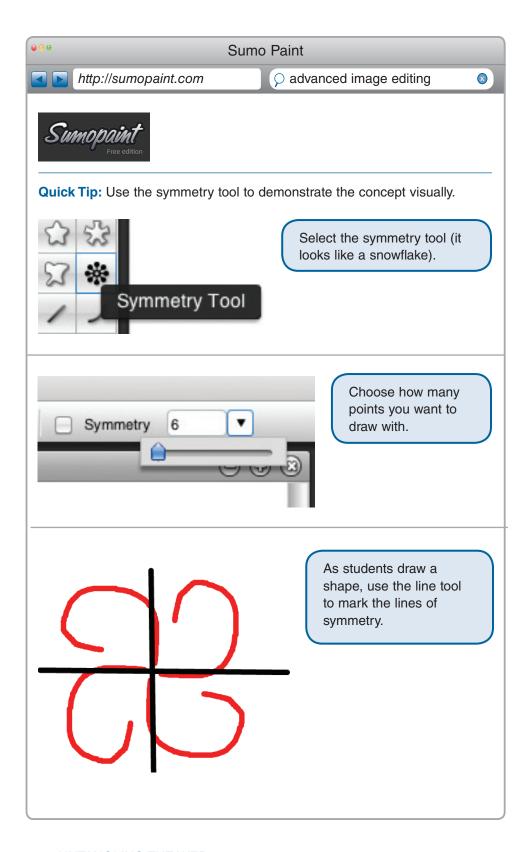
**Bonus points:** Have your students incorporate the current week's vocabulary words in the story!

### Kick It Up a Notch—Get Your Geometry in Shape

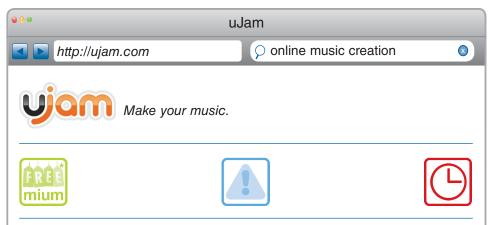
One of the hidden gems (or at least underused) is the amazing shape tools that Sumo Paint has. These preset tools allow students to create and manipulate shapes, both 2D and 3D. This takes a tool that is commonly thought of as a tool for the arts and makes it incredibly relevant to math classes. When exploring fractions, use the pie tool to help visualize the difference between one-eighth and one-fourth. Draw a wedge on the screen, and let students try to guess what fraction it is. Then allow students to create their own fraction-inspired artwork. After they complete their project, have the students use the text tool to label each individual pie piece with the correct fraction.





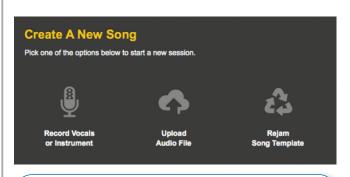






In ancient days, music was employed to help people remember oral histories and folktales. It is a powerful medium for locking information in through mnemonic triggers. Look back on your own education, and you'll likely recall some of the first experiences you had in the classroom revolving around music. Can you recite the alphabet without falling into the cadence associated with the song? Nearly everyone has a penchant for music, and while styles and tastes vary, it is a commonality we all enjoy. However, after grade school music is often treated as an elective and is underutilized in classrooms.

It hasn't always been easy to create digital music. Until recently, one would need expensive hardware, cables, and microphones in order to record a complete song. Recently this has begun to change. Software-based tools such as GarageBand and Songsmith have made music creation much more accessible to the average user. However, there are few web-based alternatives that are



Choose to record from your microphone, upload a song you already have, or remix someone else's songs.

notable enough to be considered for general educational use. uJam is one of the few that not only makes it easy to create, edit, and remix music but opens up the genre to every classroom and grade level.

There are two distinct versions of the uJam platform.

UJAM Studio allows users to become both a performer and producer, creating a song and mixing to their liking. It can also be used to remix songs created by other users. Remixing a song is a great way for your students to concentrate on writing lyrics and editing the content of the song while still having a great



outcome. It gives students a starting point from which to build on. The site also features Jam-a-Gram, an app for creating an audio greeting. While this can be a fun activity, the studio is most relevant for use in an educational setting.

What sets uJam apart from some of the other tools out there is that students don't need to know anything about music in order to make an awesome sounding song. Users can speak, sing, or even hum a tune into the tool. It will determine what key they were in and create a chord structure around it. Using the basic interface, you can select a style of music to use in the background, and uJam will turn your recording into a complete song. It doesn't matter what key you sang in, or even if you were in a key at all. uJam will analyze your voice and harmonize with it.

For those desiring a more advanced experience, uJam also provides the ability to customize the specific instruments that will be used, the chord progression,



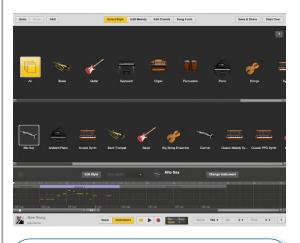
Your students can use the computer's built-in microphone to record their audio.

or even the structure of specific chords within the song. Basic users can change the song from blues to rap with a single click while musicians can spend hours tweaking projects to match the exact sound they are looking for.

The ease of use makes it incredibly accessible to even

those without a large degree of musical talent. So long as the user can stay on the beat (a metronome is provided while recording), the songs that uJam creates are surprisingly pleasing to the ear. This makes it an ideal means for adding music to poetry or to create a mnemonic device for remembering a data set (prime numbers, state capitals, etc.). Creating a





After you record your song, you can change the pitch and even convert the audio to sound like other instruments.

song not only personalizes the experience but makes it all the more memorable.

While you can save songs within the site in order to edit them at a later time, the exact number is based on your activities. Registering for the site allows you to save a single song while completing your profile and inviting friends bumps that number up to as high as seven. Every creation can be downloaded to your computer as an mp3, playable on all modern music devices.

## Classroom Idea—Cue the Opening Music

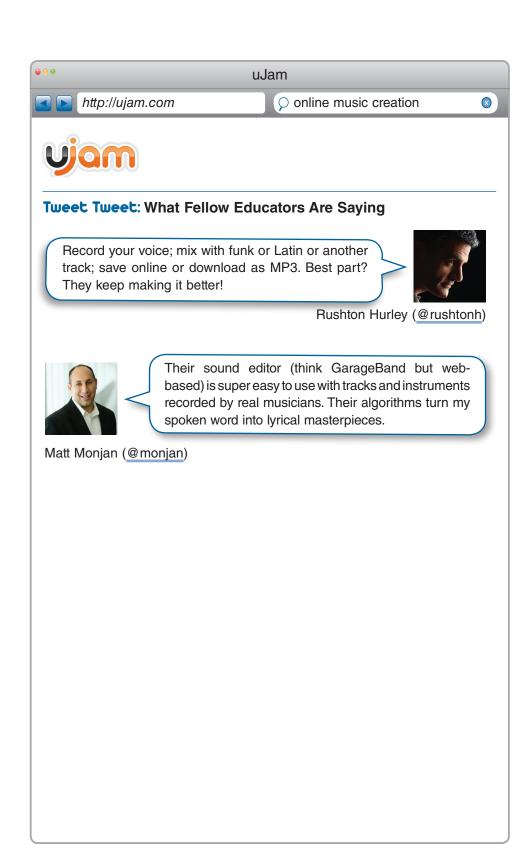
Podcasting has become a popular way for students to share classroom experiences. Finding educationally appropriate and copyright friendly music to include can be guite a challenge. Have the students create a theme song for the class that will be used as the opener and closer for the class podcast. This can easily be done as a group project and is a great way to get more students involved in the podcasting experience. Have one group create the lyrics. So long as they adhere to a basic rhythm and rhyme scheme, they will work fine for this purpose. Have another student (or group of students) come up with a basic melody and sing it into uJam. Then have a third use the studio to create a mix to use in the podcast.

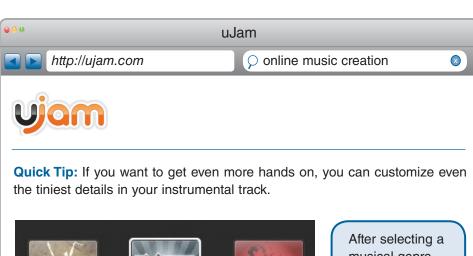
Bonus points: If other students have a different vision for what the song should sound like, let them create their own remix of it! Every show could feature a new remix of the podcast theme.



## Kick It Up a Notch—Musical Storytellers

Imitation is the sincerest form of flattery, right? uJam is a great way for students to create their own takes on a specific song or genre. Introduce uJam to students, and give them time to explore. Play a popular song for them, such as Billy Joel's "We Didn't Start the Fire." Break down the song as a class, and discuss the historical events that were documented within the song. Next, have each student create his or her own song that summarizes a historical period of time. They will need to research that period, identify key events that will need to be included, and determine how they will include them as lyrics. Provide a quiet space for students to go record their lyrics—after which they can return to the lab to do the mixing. When the students have completed their projects, allow them to present their songs to the class and explain the choices they made in creating it.







musical genre, click on "Edit Style."



Select the specific instruments that you want to include in your song.



If you really want to get granular, click on "Edit Chords," and modify them till you get the exact sound you're looking for.





For over 100 years, video has been one of the most dynamic mediums in which a story can be told. Creating video has been challenging in a school setting because of several factors. Most notably, desktop editing software that can only make use of video saved locally on the hard drive limits the creative process to the times that a student has access to that specific machine. In the past, the Cloud has offered few solutions for video editing. WeVideo is a tool that allows users to upload video to the web and edit it online in a rich editor that rivals many of the major desktop software tools that classrooms have traditionally used. The advantage to being web-based is that users can access their files anywhere they can get online. Additionally, it is not operating system dependent. No longer would a student need to wait to get time on one specific classroom machine—their creative process can extend well beyond the walls of the school day.

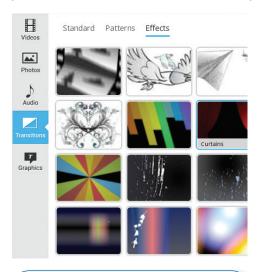


WeVideo offers all the functionality of your desktop editors . . . but it's all in the Cloud.



WeVideo offers a real-time video editor. There is no rendering, and all the editing and effects are added and seen on the fly. The interface is simple to use and offers familiar drag and drop functionality similar to desktop titles like Windows Movie Maker and iMovie.

WeVideo improved upon the concept of editing on the web by making the process collaborative. Students can share projects and work with one another to



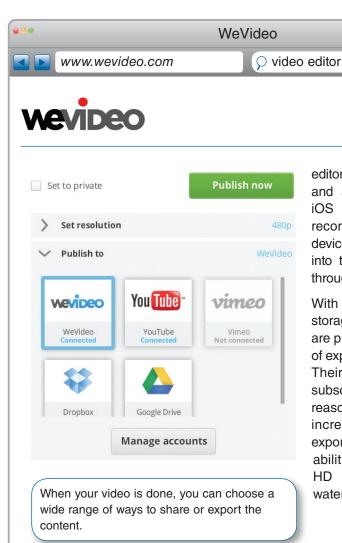
Spice up your videos with tons of digital effects that you can drag and drop onto your video timeline.

complete it. This comes in very handy for group projects, as students from the same class can share their library of footage with each other. This allows all students in the group to create their own mix of the project. WeVideo provides a good number of transitions between clips as well as video filters and effects to spice up the production. There are also dozens of royalty free songs and sound effects that can be used in your projects. Images and additional music can be uploaded, but it is the responsibility of the users to respect copyright laws.

WeVideo has also built in some incredible features that make use of other technologies that schools

may be using such as Google Drive, Dropbox, and Box.net. This allows the video files to be synced, saved, and shared from a Cloud-based storage accounts, adding another layer of security and increasing storage capacity.

WeVideo provides basic, intermediate, and advanced versions of their editor, allowing users to select the level of sophistication they are most comfortable with. If you're using the simple editor and realize you have more complex needs, you can switch versions at any time. They have also released an Android



editor (only for select devices) and an iOS uploader. The iOS app allows users to record footage via their device and upload it straight into their project for editing through the web interface.

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With the free plan, your storage is limited and you are provided a basic amount of export minutes per month. Their premium education subscription plans are fairly reasonable and allow users increased storage export time as well as the ability to save videos in HD without the WeVideo watermark

### Classroom Idea—And ... Action!

Have students examine a period in history and create a short skit that they film, edit, and debut for their class. One area where video can be particularly effective is in language arts. Have students reenact a scene from one of the books or plays that they have read. They can alternatively create a sequel, prequel, or a scene that is only inferred by the author. Making videos part of your classroom isn't complicated. Always start with the writing. Have students storyboard out the concept for their video and turn that concept into a script, complete with descriptive direction for the characters. Allow the students to decide how to cast the video. Record your footage using mobile cameras or digital video recorders and upload it to WeVideo. Divide the project into scenes and assign groups of students to begin editing. Bring it all together, and export it as one complete video.



At the end of the term, have your class create a year in review. This takes a little bit of setting up. You'll want to have the students use their cameras or mobile devices to take pictures and videos throughout the year. During the final month before the term ends, upload the collection of footage to a WeVideo project, and let the editing fun begin. As a group, decide on a class theme, select the video transitions, and add text inserts. Debut the video at the end of the course. The video can serve as a review of the content that was covered or to highlight the students' favorite learning moments. Just for fun, students can also create a second video with bloopers or outtakes that celebrate the lighter side of classroom interactions.

