Innovative Technologies
Student-Led Game Design
Inventors Try Again
Interactive Interfaces
Biomimicry
Designing Spaces and Places
Art Energizes STEAM: Idea Starters

Use idea starters as springboards to spark students' creativity and help them dive into cross-curricular connections. Each of the prompts below provides the art standard and core academic vocabulary into project-based learning. These idea starters include additional extension topics, and inquiry-driven extensions. Add a writing component to each project to enrich the cross-curricular connections.

**Pre-K and K**

- **Vehicles:** Design a new vehicle that is energy efficient and meets community needs. Write an advertisement that would interest others in your vehicle.
- **Interactive Design:** Design a mirror that helps you see yourself in new ways. What story will you tell your mirror on your reflection? Is it different? Draw an image of you as a grow-up artist-in-a-star, a musical genius, or an author. Write a brief bio for one of the views of yourself.
- **Architecture:** Design a dream bedroom that creates peaceful resting and playful learning areas. What colors and furniture would provide an ideal space? Write a diary entry by the person who just moved in.

**1st and 2nd Grades**

- **Architecture:** Sketch the interior, exterior, or bird's eye view of the floorplan for a new library. What are the reasons people will come here? What services and materials would the library offer to visitors? What areas would you designate for various uses? Outline a debate for why your community needs this learning environment.
- **Invent Interfaces:** Design a new type of musical instrument that blends several instrumental families together. Name your new development and write a description of the sounds it makes.
- **Biomimicry:** Observe how insects and other creatures fly or swim. Design a device that helps people communicate.

**3rd and 4th Grades**

- **Vehicles:** View images of the moon's surface? Write descriptions of the protections, fuel, and other materials needed to transport people and supplies through space and travel on the moon's surface. Write the press release that announces your biology-inspired invention.
- **Research how animals survive climate changes, visually engage future students to pique their interest, and write the report.**
- **Game-Design:** Create a board game that classmate students can play as a subject for a debate about why it works or doesn't work. Discuss the game objectives and rules. Do players move and work together? Does the board fit the game? Teach the game to others and revise the game play based on their feedback.

**5th and 6th Grades**

- **Communication:** Design a device that helps people communicate in new ways. How will it convey emotions and address language translation? Sketch the device. Write about how it works and what problems it solves.
- **Interactive Interfaces:** As an app designer, you will invent an app and create visuals to persuade downloads of your new invention on mobile devices. What visual stimulus represents your new app and how does it look when opened full screen? Write about the purpose of this app, the functions, and the audience you are trying to reach.
- **Biomimicry:** Research how animals survive climate changes, adjust to variations in vegetation, and adapt to the unexpected. Identify a human problem that would benefit from imitating natural solutions. Draw a poster announcing a Biomimicry invention. Competition. Write the rules and scoring rubric for judges.
- **Architecture:** Sketch a playground or park that is accessible to all children, including differently-abled, sight-impaired, and those whose physical abilities may be different than yours. Write a description of the playground or park for families to invite families.
- **Inventors:** Research the history of an invention or community used them such as a light bulb or calculator. What is the origin and how could you improve it? Sketch the process and write a brief bio of the original inventor or your bio, as the innovator.

**7th, 8th, and 9th Grades**

- **Interactive Interfaces:** As an app designer, you will invent an app and create visuals to persuade downloads of your new invention on mobile devices. What visual stimulus represents your new app and how does it look when opened full screen? Write about the purpose of this app, the functions, and the audience you are trying to reach.
- **Biomimicry:** Research how animals survive climate changes, adjust to variations in vegetation, and adapt to the unexpected. Identify a human problem that would benefit from imitating natural solutions. Draw a poster announcing a Biomimicry invention. Competition. Write the rules and scoring rubric for judges.
- **Architecture:** Create a work space for the future. Sketch the space, considering efficiency, aesthetics, and interaction with the environmental ecosystem. Write a review of the building and the perspective of a business that moves employees into this new work space.
- **Biomimicry:** Sketch the announcement of a new college degree program based on biomimicry. Visually engage future students to pique their interest in taking part. Draw a new campus rivaling that is based on natural inspiration. Write the description that will be used to interest students in this new program.
- **Game-Design:** Develop a new electronic game that provides people with a social connection and solves a societal problem. The game should be fun to play while helping to overcome a problem that exists somewhere in the world. Draw the image of the game or what the connections look like as people play. Write the description game for an app store.

STEAM — the integration of art with science, technology, engineering, and math — is more than a lesson. It is a cross-curricular approach that involves students using the iterative design thinking process to find and solve problems. It draws upon expertise from many disciplines and fosters collaboration. Making thinking visible builds deeper understanding. This national effort is open to all students for whom the artistic processes: create, present, respond, and connect, into STEAM projects. The writing prompts enrich these cross-curricular experiences.

**Create Original Art and Writing**

This Art Expo is open to Pre-K-12th grade students, including homeschools. Submissions will be the student's original work and 2-D art, no larger than 18” x 24”. Students should title their artwork and include written copy, based on the wilying prompt, or an aligned idea. Teachers are urged to share the STEAM idea starters on this poster to inspire students’ work.

**How to Submit**

Teachers should submit a digital photograph of students’ art and aligned writing by Friday, April 6, 2018. The art image should be in JPg format and follow the naming format: grade level, student first name, student last name. Teachers can submit multiple pieces of artwork per student and per class. Teachers must also provide their name, email address, school name and school mailing address with the submission(s).

At the completion of the judging process, finalists’ teachers will be notified that their students’ artwork has been selected, and where to send the original art for framing and exhibition.

**Curated Collection**

The curated collection of finalists’ artwork will be donated to the US Department of Education to become part of the permanent collection of children’s art on display in Washington, DC and the Department’s regional offices. Non-finalist artwork may still be featured within Crayola Educational Resources.

**Judging and Notification**

Entries must be of students’ original creation; executed solely by the student. Artwork will be judged in three grade categories: (7, 8, 9), (10, 11, 12). While segmented by suggested grade levels, students can use any of the idea starter prompts, regardless of their age. There is no penalty for students of artists per submitter or student. Entries will be evaluated by a panel of judges selected by Crayola. Up to 50 students will be selected as finalists, with representation from each category of grades.

The artwork will be judged on these five criteria: (1) Connect artwork to the theme, “Art Energizes STEAM.” (2) Create with visual appeal. (3) Present age-appropriate critical thinking in art and written statement. (4) Respond to theme with originality, (5) Children’s thoughts. For young children, an adult can be the scribe recording child’s thoughts.

By entering, the teacher and students’ parents grant Crayola and its assigns a worldwide, perpetual license to reproduce and make derivative works of the entry. Finalists’ teachers must submit the original artwork and complete and return the permission forms, an assignment of rights in the entry, signed by each entrant’s parent or guardian by April 7, 2018. If the teacher fails to submit the final artwork or other materials by the deadline, their finalist status is forfeited. Crayola may terminate, suspend, extend or modify the Rules and conditions of the juried art exhibition.

**Submission Deadline to email artwork photos:** Friday, April 6, 2018.

**Email to CreativityConnects@crayola.com**

**The National Art Education Association (NAEA) is the leading professional membership organization for visual arts educators, NAEA advances arts education to fulfill human potential and promotes global understanding. Visit www.arteducators.org**

**Crayola is the worldwide leader in creative expression. We provide professional learning opportunities for educators on creative leadership, multimedia, and STEAM to fuel creative capacity. Visit www.crayola.com/education**

**Visit www.crayola.com/ArtExpo**

The National Association of Elementary School Principals (NAESP) is a professional organization serving elementary and middle school principals throughout the United States, Canada, and overseas. Visit www.naesp.org