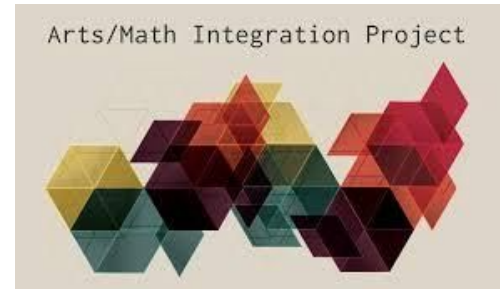# Integrating the Arts

A method to enhance learning in other subject areas by incorporating the arts.

DESCRIPTION

Integrating the arts is when students engage in the arts and another subject at the same time. The goal of arts integration is to increase knowledge in the subject that is being integrated while growing appreciation and understanding for all areas of the arts. Students that engage in this process have developed stronger content knowledge and a strong desire to continue with the education process.

Applied Arts Integration

Turnaround Arts*:* An arts integration program that launched in 2011 to help challenged schools improve students' learning, behavior, and academic performance.

STEAM: Science and Technology interpreted through Engineering and the Arts (All based in mathematical elements)

ANALYSIS

Integrating the arts is found successful because it uses techniques that engage multiple senses at once. These techniques allow more information to be stored in the long-term memory, and potentially throughout time this increase in long-term memory can change the structure of neurons. The long-term memory and learning increases because the student can connect knowledge they previously have to patterns of learning and play within the arts. Integrating the Arts results in higher test scores and students striving for higher education or continuing education. The retention of knowledge goes up and content in subjects like science, history, and math are more related and understood by students. Art can be integrated into every subject, but other subjects have a hard time integrating into the arts. Howard Gardener's Theory of multiple intelligences is often used as a rationale to integrate the arts.

Turnaround Arts: This program is used in the bottom 5% of schools in America. They bring in a famous artist to integrate the arts. Behavior was seen to drastically improve and art and music teachers in some of the schools replaced the security guards. In these schools behavior problems decreased while learning and the motivation to learn increased.

STEAM: Is a program used in schools that utilizes multidisciplinary-oriented practices to increase learning and real-world skills in students