

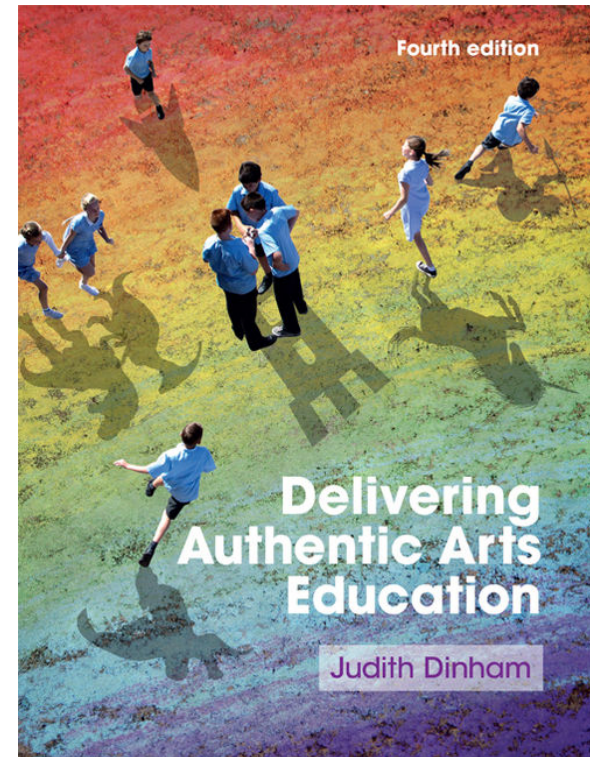
Welcome to *MindTap* for Dinham's *Delivering Authentic Arts Education 4<sup>th</sup> edition*

This guide walks you through what the unique activities are, where you will find them, and why they have been built, to better enable you to include them in your curriculum. The brief version of this guide includes only the Asset Description table indicating that this guide is in early release and awaiting the final product build. The detailed version of this guide includes the Asset Breakout where you will find the suggested digital activities for homework and/or assessment for each chapter.

In creating the *MindTap* digital learning path we aimed to provide your students with a coherently structured experience. This document will outline some of the design decisions we made as part of ensuring your confidence in our ability to create an effective, quality learning experience.

While the content included in this *MindTap* is specific to the discipline and course, the functionality will act the same as you move from product to product.

Your [Cengage learning consultant](#) can help with user guides, training resources and support information.



## MindTap for Delivering Authentic Arts Education 4<sup>th</sup> edition: Asset Description

Where it is	Activity	How many	What is it	Why it matters	Seat time
EDUCATORS TOOLBOX	Go Further Resources	7 templates/ worksheets	This extension material, that includes research articles, and important web links provides additional research opportunities for students to extend their understanding of arts education.	This content consolidates the chapter and provides opportunity for deeper learning and further research.	Varies by student
ENGAGE	What you will learn	1 per chapter	Outline what students will be able to do after reading the chapter.	Introduces key chapter concepts and empowers the student to learn.	2-3 mins
LEARN	Reading Activities	Every Chapter	This is where the core text content lives. It is an interactive eReader with integrated tools for students and instructors, including interactive figures that help bring concepts to life.  Students can search, jump to sections, highlight, take notes, have the text read aloud, define words and more.	This interactive eReader serves as a foundation and reference of content for the course.  Content is broken down into manageable sections on key concepts throughout the text. Students can easily find and read specific sections relevant to what they might be studying at the time.	Varies by student
APPLY	Video Activity	Every Chapter	Short videos exploring different topics discussed in each chapter. Students reflect on the points to consider and complete a set of auto-graded multiple-choice questions.	Videos help students see how concepts apply to realworld teachers, and to think more deeply about the best way to solve problems.	3-5 mins
	Interactive learning objects	Chapters 6-10	The Interactive learning objects provide students with engaging activities that challenge them to put what they've learned in the chapter in to practice.	Interactive learning objects model real world concepts and situations. They provide students with a wide picture of delivering authentic arts education	5-10 mins
REVISE	Study Tools	1 in every chapter	Reading activities for students to review and extend their knowledge of the key chapter topics	These help move students beyond basic understanding, and ask students to apply their understanding and not simply recall information from the chapter	10 minutes
	Revision Quiz	1 in every chapter	Interactive revision quizzes covering all chapter concepts are applied to arts education scenarios and are automatically graded.	These quizzes help to move students beyond basic understanding, requiring them to apply their knowledge rather than simply recalling information from the chapter.	10 minutes
UNITS OF INQUIRY	Sample learning activities	23 sample learning activities	Sample learning activities and resources that demonstrate how to plan an effective lesson within a unit of inquiry.	By selecting several of the learning activities and organising them into a meaningful sequence, students can create their own unit of inquiry or module of work based on exploring one of 4 available concepts	Varies by student

## MindTap for Delivering Authentic Arts Education 4<sup>th</sup> edition: Asset Breakout

Topic	Suggested digital activities for homework and/or assessment
<i>Go Further Resources – Templates and worksheets</i>	The 5Rs reflective writing scale for arts learning Pronouncing composers' names Planning worksheet for a PowerPoint picture book Six-pointed star template for planning a unit of inquiry Sorcerer's apprentice: A guided listening lesson My teacher profile table Classical music terminology
<i>Chapter 1: Putting you in the picture – the rationale and context for arts education</i>	Video activity: Introduction to the Australian Curriculum: The Arts Study tools for Chapter 1 Revision quiz: Chapter 1
<i>Chapter 2: The features of authentic arts education</i>	Video activity: Thinking routines Study tools for Chapter 2 Revision quiz: Chapter 2
<i>Chapter 3: Being an effective teacher in The Arts</i>	Video activity: Teachers TV: How to teach art if you're not 'arty' Study tools for Chapter 3 Revision quiz: Chapter 3
<i>Chapter 4: Children at the centre</i>	Video activity: Finger painting Study tools for Chapter 4 Revision quiz: Chapter 4
<i>Chapter 5: Planning, pedagogy and assessment for authentic arts learning</i>	Video activity: Dance: Illustration of planning – 'Metamorphosis' unit Study tools for Chapter 5 Revision quiz: Chapter 5
<i>Chapter 6: Dance</i>	Video activity: Improving dance in your school: Teachers at John Perry Primary School attend a workshop Interactive: Learning about the elements of dance Study tools for Chapter 6 Revision quiz: Chapter 6
<i>Chapter 7: Drama</i>	Video activity: Drama: Student learning – 'The Treasure of Trivandrum' unit Interactive: Learning about the elements of drama Study tools for Chapter 7 Revision quiz: Chapter 7
<i>Chapter 8: Media arts</i>	Video activity: Caught in the crowd Interactive: Learning about the elements of media arts Study tools for Chapter 8 Revision quiz: Chapter 8
<i>Chapter 9: Music</i>	Video activity: John Cage about silence Interactive: Learning about the elements of music Study tools for Chapter 9 Revision quiz: Chapter 9

<i>Chapter 10: Visual arts</i>	<p>Video activity: Andy Goldsworthy's Earth wall  Interactive: Learning about the elements of visual arts  Study tools for Chapter 10  Revision quiz: Chapter 10</p>
<i>Units of Inquiry; The patterns around us</i>	<p>Introduction: Patterns around us  Guide to the learning experiences for Patterns around us  Unit plan options for Patterns around us  LA1 A dance for Fibonacci  LA2 Land art  LA3 Abstract patterned papers  LA4 Digital storybook - A day in pattern world  LA5 Ostinatos  LA6 Hero's journey  LA7 Guided appreciation - Bronwyn Bancroft</p>
<i>Units of Inquiry; Contrast</i>	<p>Introduction: Contrast  Guide to the learning activities for Contrast  Unit plan options for Contrast  LA8 Sound pictures using body percussion  LA9 Cloudbreak dance: Responding to a painting  LA10 Notan initials: Black and white pattern using initial of name  LA11 Black and white still-life drawing  LA12 Different points of view: Shadow puppets  LA13 PowerPoint picture book: A world of contrasts  Appendix: Elizabeth Ford: Cloudbreak  Appendix: Notan  Appendix: Observational Drawing  Appendix: Wayang Kulit: Shadow puppetry of Indonesia</p>
<i>Units of Inquiry; Emotional Kaleidoscope</i>	<p>Introduction: Emotional Kaleidoscope  Guide to the learning activities for Emotional Kaleidoscope  Unit plan options for Emotional Kaleidoscope  LA14 Abstract drawings of how emotions feel inside  LA15 caricatures of facial expressions for emotions  LA16 Masks that express emotions and a group tableau using gesture and body language  LA17 Role-playing: 'I just got the news'  LA18 Musical accompaniment to a poem  Appendix: Theatre masks of tragedy and comedy  Appendix: Caricature  Appendix: Powerpoint construction guide for masks</p>
<i>Units of Inquiry; Imaginary animals</i>	<p>Introduction: Imaginary animals  Guide to the learning activities for Imaginary animals  Unit plan options for Imaginary animals  LA19 Birds of a feather: Observational drawings of birds</p>

	<p>LA20 Critters from alien Earth: Creating imaginary animals using crayon-resist</p> <p>LA21 Hybrid people: Photomontage</p> <p>LA22 Puff the Magic Dragon: Singing experience</p> <p>LA23 Exploring an alien world: Storytelling using PowerPoint</p> <p>Appendix: Henri Rousseau</p> <p>Appendix: Legendary Creatures</p> <p>Appendix: Children's book illustrators</p> <p>Appendix: Dr Newzoo's critters worksheet</p> <p>Appendix: Powerpoint of the process for critters from Alien Earth</p> <p>Appendix: Puff the Magic Dragon: chorus pitch map</p> <p>Appendix: Planning the chorus strip worksheet</p>
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