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LeAp is a nonprofit organization committed to improving the quality of public education through a hands-on, arts-based approach to teaching the academic curriculum.

LeAp empowers students to reach their full potential.



## Take the Creative LeAp

Learning through an Expanded Arts Program (LeAp) is pleased to provide you with an overview of our exciting programs available for the 2015-2016 school year. The vast majority of the programs described in this catalog may be structured and implemented as direct pupil instruction, staff development, or parent involvement initiatives. LeAp's programs promote cognitive, social, and emotional development in students of all ages and abilities.

### **LeAp's Services**

LeAp offers in-school residencies, afterschool activities, professional development parent workshops, and assembly programs to schools citywide, and develops educational materials.

### **Innovative Programs**

LeAp programs are characterized by hands-on, project-based teaching and learning, and can include trips to museums and cultural institutions.

### **Common Core Standards, STEM, and the Blueprint for Teaching and Learning in the Arts**

Our programming is aligned with the Common Core State Standards, STEM initiatives, and the Blueprint for Teaching and Learning in the Arts.

### **Customized Services for All Student Populations PreK-12**

The LeAp model has been proven effective and is nationally recognized. We customize every program to meet the particular needs of each class and the specific learning styles of students of all ages, including ELL, special needs, and gifted.

### **LeAp Specialists**

Teaching artists and experts, from architects to zoologists, come into the classroom to work with teachers and students to inspire, engage, and educate.

## **Cost Effective:**

LeAp provides economical, high-quality programming. Our innovative residencies serve up to four classes per day, include individualized planning sessions with teachers, and provide art materials and supplies.

## **A LeAp Program Includes:**

- Individualized planning for each program
- Art materials and lesson plans
- A final performance or student exhibit
- Flexible scheduling, tailored to the needs of your school

*Programs do not require the hiring of substitute teachers for planning sessions.*

## **A LeAp Program Costs:**

- \$250 per 2.5 hours with up to two classes during the school day or after school
- \$450-500 per day for up to four classes during the school day, \$85 for a fifth class (\$500-\$1000 for TEKin<sup>®</sup> Intellect Lego<sup>®</sup> Robotics)
- \$450 for a 3-hour Saturday program per day for up to three groups
- \$500 for a 2.5-hour staff development workshop for up to 35 participants
- \$500-\$650 for a 2.5-hour parent workshop for up to 35 participants
- \$500-\$2000 for two back-to-back assemblies or for one assembly and one follow-up classroom visit

**Vendor Number:** LEA 040000

## **Contract Numbers:**

LeAp has multiple contracts with the New York City Dept. of Education for every program in this catalog. Please call the LeAp Program Coordinators for information regarding which contract number to use: (212) 769-4160 ext. 0

See the Materials section of this catalog for purchase of LeAp materials, including lesson plans, story anthologies, video training tapes, DVDs, and curriculum guides.

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## KEY

While LeAp programs can be tailored for any age or student population, certain programs have been designed with specific age groups in mind. Look for these symbols, which indicate the target population:

**A** All Ages

**EC** Early Childhood:  
PreK-2

**MS** Middle School

**PK** PreK

**E** Elementary School

**HS** High School



# ENGLISH LANGUAGE ARTS

## ACTIVE LEARNING LEADS TO LITERACY™ (ALLL PreK-2) PK EC

ALLL uses drama, visual arts, music, creative movement, cooking, games, and storytelling to improve young and emerging readers' decoding skills, vocabulary, language fluency, reading comprehension, and writing skills. For students in grades PreK through 2nd grade, ALLL classes take field trips to the Museum of Natural History's Discovery Room and participate in bird walks in Central Park. ALLL PreK-2 activities fully integrate into any literacy program, including the Readers and Writers Workshop. Statistical evidence shows the ALLL program greatly increases literacy levels of students, as measured by the ECLAS test. **An ongoing quantitative analysis of this program, by independent NYU evaluators, showed that students receiving the ALLL program scored significantly higher than students who do not receive the program.** *Limited availability.*

## ARTS LEARNING LEADS TO LITERACY™ (ALLL 3-5) E

Students in grades 3–5 improve their vocabulary, fluency, reading comprehension, and writing skills through hands-on visual arts, music, and theater activities. For example, students create hardbound books with original stories and printed illustrations in the style of Durer, Picasso, and Hokusai. Other students compare and contrast the melodies and rhythms of Latin American music and then create original songs to accompany traditional beats. **An ongoing quantitative analysis of this program, by independent NYU evaluators, showed that students receiving the ALLL program scored significantly higher than students who do not receive the program.** *Limited availability.*

## Common Core

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### **ARTS-BASED LEARNING LEADS TO LITERACY™ (ALL 6-8)** MS

LeAp teaching artists work with middle school students to improve literacy by incorporating visual and dramatic arts into the classroom. Students participate in activities that build vocabulary and strengthen research skills, grammatical construction, tense agreements, note taking, skimming, implied meaning, writing development, writing expression (writing in a particular voice, style, or genre), storyboarding, editing of text, and textual analysis through bookmaking, playwriting, drama, and many other previously-tested, effective activities. **This program is a middle school expansion of LeAp's highly successful Arts Learning Leads to Literacy Program, which has been scientifically proven to improve student test scores, increase literacy skills, and engage students in learning.** *Limited availability. This program aligns with the national STEM initiatives.*

### **AUGUST WILSON - A CHRONICLE OF THE AFRICAN AMERICAN EXPERIENCE** HS

LeAp's August Wilson program introduces students to the life and work of renowned playwright August Wilson. Working with a LeAp theater professional, students study plays from his *Century Cycle*, a dramatic chronicle of the 20<sup>th</sup> century African-American experience. They examine important social issues and historical events, study several of Wilson's plays, and learn acting and performance techniques. Each student selects a monologue to perform and has the opportunity to compete in a school, city, and national competition. Prizes include scholarships at Point Park University, cash, and August Wilson's *Century Cycle Collection*.

### **LEAP ONSTAGE** MS HS

Junior and senior high school students from ten schools work with professional playwrights and directors on a comprehensive theater program that focuses on playwriting, play production, and theater appreciation. Students write ten-minute plays and then perform them on a professional stage. They also learn firsthand from industry professionals, including playwrights, actors, directors, and behind-the-scenes production crew members. *Limited Availability.*

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## GLOBAL UNDERSTANDING/CULTURAL LITERACY™ A

Students in grades PreK–12 explore various literary genres from 12 countries and gain greater insight into the cultural attitudes and values of diverse peoples. Stories range from animal tales to folk and classical literature, including poems by Pablo Neruda and short stories by Anton Chekhov. This interdisciplinary curriculum increases students' reading and writing skills, develops their cultural literacy, and strengthens their social studies, research, and problem-solving skills.



This 10-day program comes with a set of books containing up to thirty student anthologies, a teacher's guide, and two CD-ROMs that include student handouts, art examples, maps, slide images, and more. *This program aligns with the national STEM initiatives.*

## ANIMAL TALES EC

This read-aloud book includes 12 fully illustrated stories from countries around the world. The culturally sensitive games and projects that accompany each text encourage students to explore other cultural behaviors and be open to new ideas and different cultural perspectives.

## READING COMPREHENSION THROUGH THE ARTS E MS

A LeAp consultant introduces diverse literary genres and teaches students in grades 3 through 8 how to make inferences, analyze plot, character, and mood, extend the meaning of a story, and predict outcomes. Students demonstrate their understanding by creating cartoons, dramatic performances, video documentaries, and books based on their interpretations or extensions of the original literary works. *This program aligns with the national STEM initiatives.*

# Common Core

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## **FUN WITH PHONICS**

EC

A LeAp consultant uses a multimodal approach to make phonics enjoyable and easy. This program incorporates "flap books," phonics finger puppets, games, songs, and group activities.

## **STAR WRITING PROGRAM**

A

STAR (Structure Thinking Analysis and Research) uses a three-pronged approach to teach students to write cohesive, grammatically correct essays, folktales, journalistic accounts, biographies, autobiographies, and reports. Graphic thought organizers and other tools help students understand the structure of writing. Students begin by learning methods to organize their thoughts and by building vocabulary to better express their ideas. Next, they master the grammar that helps them correctly and concisely communicate their ideas and opinions. Finally, students use their newly sharpened skills to create strong paragraphs and extended pieces of writing.

## **JOURNALISM**

A

Students work cooperatively to create classroom and school newspapers complete with feature articles, op-ed pieces, and political cartoons. Students participate in all aspects of publishing a newspaper, such as brainstorming leads, researching issues, writing and editing articles, designing newspaper banners, and laying out a page. Additionally, this program teaches students media literacy skills and how to identify bias, distinguish between fact and opinion, and determine the validity of a source.

## **NARRATIVE PROCEDURE - WITH A TWIST**

A

A LeAp artist uses hands-on projects such as cooking, choreography, building automatic bed makers, and creating electric dog walkers to teach sequencing and procedural report writing. After creating the projects, students write how-to reports to accompany them.

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## NONFICTION - FROM ACROBATS TO ZULUS

A

Students read biographical stories and nonfiction books about their topics of interest. Next, students create art such as models, hardbound books, dolls, toys, or murals to demonstrate their understanding of the topics.

## MINI-AUTHORS

A

A professional writer helps students actively engage with literature through author, character, and genre studies. Students read and discuss biographies and autobiographies, fiction and nonfiction, and poetry and prose. Next, they analyze the elements of the genre and create their own original pieces of writing.

## MAKING IT MODERN

MS HS

Students read and recreate stories, novels, and plays from "Cinderella" to Shakespeare. They read and discuss the pieces of literature, paying close attention to the characters and their character traits, the central conflict, and the overall story arc. Next the students re-imagine and update the works by setting them in their neighborhoods and having the characters react to contemporary situations.



## Common Core

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### **POETRY: THE WILD TRUTH** A

Students learn to release their poetic voices by reading poems, studying famous poets, and writing original works using various poetic forms – from the ballad to the quatrain. Students master concepts such as meter, metaphor, and alliteration. Students also hold poetry readings and bind their finished works.

### **SLAM POETRY: FROM PAGE TO PERFORMANCE** A

A LeAp slam poet teaches students to think critically and creatively about self-expression. In the classroom, students build vocabulary and master poetic devices such as allusion and alliteration. By performing on stage, students develop confidence, practice public speaking, and learn to respond respectfully to their peers. This residency culminates in a classroom or school-wide spoken word performance or poetry slam and can be combined with the Slam Poetry Assembly (see page 80).

### **POETRY AND THE VISUAL IMAGE** A

This program intertwines poetry and photography as students explore the relationship between word and image and develop a portfolio of work that reflects their own creative vision. Students examine work of contemporary poets and photographers, and learn about the power of photographs to illustrate and inspire the written word. Throughout, they write their own quatrains, ballads, and poems and combine them with original zoetropes, layered photo-collages, and original images, developing a portfolio of work that reflects their own creative vision.

### **LEAPING INTO LITERATURE** EC

Students in PreK through 3<sup>rd</sup> grade read and interpret folktales and stories by creating books, puppets, murals, banners, plays, or songs. They participate in mime, storytelling, and creative movement activities in a language-rich environment, in order to improve their reading and writing skills.

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## **BUILDING A LITERARY CLASSROOM MUSEUM**

A

Working with a professional artist, students create museum exhibits on subjects ranging from a particular author to African folktales. Students then write biographies, autobiographies, or stories, and interpret literature through essays, literary criticism, or expository works. Finally, they create artwork, dioramas, murals, and diagrams to exhibit alongside their writings. This program enhances reading, research, creative problem solving, and writing skills.

## **PROMOTING LITERATURE: A BOOK CAMPAIGN**

A

Students develop a campaign to promote a particular book or author, using school computers whenever possible. Students design book jackets with text, create posters, radio, and TV advertisements, and write book reviews. This project teaches reading comprehension, writing techniques, computer applications, and marketing skills. *This program aligns with the national STEM initiatives.*

## **CARTOONING**

A

Working with a professional cartoonist, students learn the history and art of cartooning. They use their newly acquired art skills to create their own political cartoons, comic books, and posters. This program improves literacy and develops social studies skills.

## **GRAPHIC NOVELS**

MS HS

Students combine powerful drawings with historical and personal narratives to create graphic novels. They interview and collect oral histories from experts and eyewitnesses to history who visit the classroom. Finally, they combine these first-hand accounts with secondary research and create an extended series of cartoons around a central theme, such as a historic event, the immigrant experience, or finding and keeping a job.

## Common Core

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### **BOOKMAKING** A

Students learn the art and history of bookmaking, explore works of fiction, and create their own texts. Students make books in a variety of formats including accordion, pop-up, foldout, and 3-D books. They also illustrate their books using multiple techniques, including printmaking, collage, watercolor, and calligraphy.

### **FANCIFUL FOLKTALES, FANCIFUL FOLK ART** E

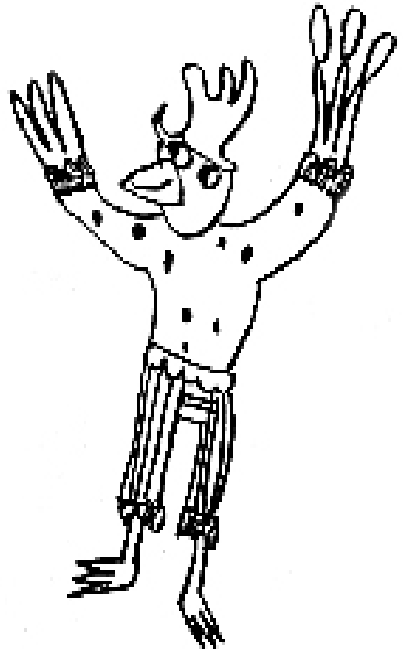
Students read folktales from various cultures and research the cultures' traditional art forms. Students then create folk art in a similar style and write illustrated directions for the project. This program strengthens students' research, writing, and interpretation skills.

### **FABLES AND FAIRYTALES** E

Students improve their reading comprehension skills by reading and acting out Aesop's fables, Grimm's fairytales, and/or best-loved stories from around the world. They also make simple puppets and masks, which they use to develop sequencing, reading comprehension, and character analysis skills.

### **PUPPET MAKING FROM AROUND THE WORLD** A

Students work with a LeAp puppeteer to create scripts based on stories or original ideas. They make puppets based on cultural traditions from around the world, including marionettes, and shadow, giant, finger, Bunraku, papier-mache, and fabric puppets. Students then use their scripts and creations to develop and perform a puppet show.



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## WORD AND LITERATURE GAMES

A

Students create and play original games constructed to improve literacy. Students develop a wide variety of games, including card and board games, charades, and game shows. These games teach sequencing, narrative procedure, and research skills, while reinforcing reading comprehension and vocabulary development.

## BIOGRAPHY / AUTOBIOGRAPHY: PORTRAITS / SELF-PORTRAITS

A

Working with a LeAp artist, students read, research, and write biographies or autobiographies. Students examine famous portraits created by artists such as Vincent van Gogh and Andy Warhol. Finally, students learn various painting techniques and use their new art skills to create portraits or self-portraits to accompany their writing and tell their personal narratives through word and image.

## STORYTELLING

A

A professional storyteller works with students, telling stories from around the world and teaching the art of storytelling. The program focuses on language arts, communication skills, self-esteem, and multicultural awareness. This program can also prepare students for citywide storytelling contests.



**PLAYWRITING - PLAY PRODUCTION**

A

Theater professionals help students create and perform plays. Students are immersed in the wonder of the theater by reading plays and attending performances from various cultures and historic periods. Students learn playwriting techniques, write their own scripts, and produce and perform their plays.

**WRITING THROUGH MIME**

A

A mime uses this silent art to motivate and teach students to write. Students master a wide variety of writing skills, including the organization of ideas, various writing styles, punctuation, and grammar, and then use mime techniques to interpret pieces of literature.

**CREATIVE MOVEMENT / INTERPRETATION OF LITERATURE**

E

A professional dancer uses creative movement to teach any area of the curriculum, including English language arts, literature, poetry, drama, multicultural studies, social studies, and history.

**LITERATURE-INSPIRED DANCES**

MS

HS

A professional choreographer works with middle and high school students to create dance-theater pieces based on works of literature. Students learn how to analyze a play's structure, interpret drama, and evaluate characters before writing poetic narratives and creating original dance works.

**CREATIVE COOKERY: FLAVORS OF THE WORLD**

E

MS

Students read stories from around the world and then cook foods related to the stories. Students read and write recipes, stories, and food essays to strengthen their English literacy and narrative procedure skills while developing multicultural understanding.



# MATHEMATICS

All programs align with the national STEM (Science, Technology, Engineering, Mathematics) initiatives.

## MATH FOR EARLY CHILDHOOD PK EC

Young children master basic mathematics concepts, from numeric comprehension to simple arithmetic operations. Students learn about shapes, scale, and greater and less than. For example, rhythm and movement games emphasize patterns and reinforce counting skills. Students may also learn measurement by cooking and making visual recipe books.

## NUMBER PATTERNS, NUMBER GAMES E MS

Students investigate number patterns, such as those found in the Vedic Square, and create number games. Students learn basic mathematics concepts, strategies for critical thinking, and general problem-solving skills.

## BOARD GAMES TO PUZZLES A

Students create board games and puzzles employing their knowledge of mathematics concepts, problem-solving strategies, and critical thinking skills. Students revise traditional games to include arithmetic rules and principles, and also create original math games.

## FRACTION QUILTS E MS

Students learn the basic principles of fractions and mixed numbers by creating a whole from fractional parts using colored squares of origami paper or fabric. Students' pieces are then assembled to create a patchwork quilt.

## Common Core/STEM

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### **TEST-TAKING SKILLS: MEASUREMENT TO WORD PROBLEMS** A

This program helps students excel on standardized tests and decipher and solve word problems. Students create visual math sentences and personal math dictionaries to learn how to read a word problem and understand what it's asking. Brain puzzles and drama exercises help students determine what information is important in a word problem and what mathematic operations are needed to solve problems.

### **BASIC MATH SKILLS THROUGH CREATIVE MATH PROJECTS** A

In this lively program, students learn math through hands-on activities that make abstract concepts concrete. For example, students may use basic cooking to learn measuring and proportion, or make geometric quilts to practice working with whole numbers, fractions, and mixed numbers. This program can be used to teach a variety of math skills, according to your class' needs.



### **STARTING YOUR OWN CLASSROOM BUSINESS** A

Students operate their own businesses by creating jewelry, artworks, or t-shirts for sale. Students learn to estimate costs, calculate profits, and determine gross and net earnings. Students also apply percentages when calculating the tax on their products. This project teaches critical thinking, basic finance, budgeting, and arithmetic operations.

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## MATH THROUGH ART

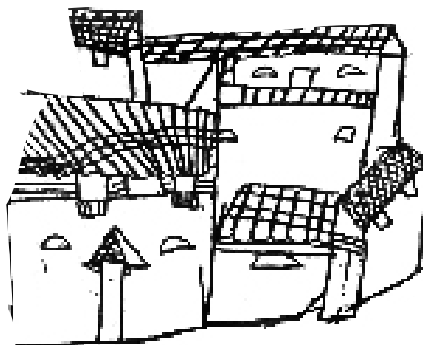


Students learn the ways that math has influenced art throughout history and create works of art in the styles of famous artists. Students learn fractions, proportion, scalar drawing, and graphing by studying Renaissance art. Vedic squares, Fibonacci sequences, tessellations, and number patterns are introduced through the work of abstract painters.

## ARCHITECTURE: FROM COTTAGES TO CASTLES



Students design and build model structures and environments. They create scale drawings and models of their dream houses, ideal neighborhoods, and improved cities. This program teaches basic physics and mathematics concepts including fractions, measuring, area, word problems, scale, and proportion. Students also learn the cultural and historical significance of the built environment around the world.



## ISLAMIC ART AND GEOMETRY



Geometric motifs are used in Islamic art throughout the world, often decorating entire walls, floors, pots, lamps, book covers, and textiles. The patterns used in Islamic art express the logic and order inherent in the Islamic vision of the universe. Students explore the origins and significance of Islamic art and then create tessellations and murals based on geometric principles using compasses and protractors.

## MATH THROUGH MUSIC



Students create musical instruments and study the relationship between music and mathematics. For example, students may learn about proportion and greater and less than, through chords and musical notation. They may also study pitch and logarithmic scales, and compose rhythms and breakdown beats to study patterns and fractions.

**MATH THROUGH DANCE**

E MS

Students learn basic number concepts such as addition, subtraction, patterns, and simple geometry through movement. Students then perform dances that demonstrate their understanding of the concepts they have learned.

**GEOMETRY THROUGH DANCE**

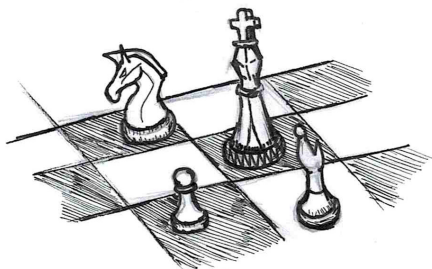
MS HS

Students use geometric concepts and graphing to choreograph and perform original dances. They learn mathematical concepts as they rotate a specific number of degrees, use their bodies to form obtuse, acute, and right angles, and make symmetrical and asymmetrical movements. Finally, students write simple formulas describing the movements they make along the x-, y-, and z-axis of the dance floor.

**CREATIVE CHESS**

A

Students create their own chess pieces and gameboards to learn both basic and advanced strategies for playing chess. At the same time, they build critical thinking skills, improve their problem solving abilities, and practice thoughtful decision-making.

**MEASUREMENT AND MATH: COOKING**

E

Students read word problems, adjust measurements and combine fractions while preparing recipes from around the world and producing their own cookbooks. This program enables students to learn mathematics concepts while developing a greater cultural appreciation.

# SOCIAL STUDIES

## **GLOBAL UNDERSTANDING/CULTURAL LITERACY™ ELEMENTARY SCHOOL** EC E

This program integrates literature into the social studies curriculum. Students in grades PreK–6 read stories and do hands-on activities from twelve countries to gain greater insight into the mindsets, cultural attitudes, and values of different peoples. Stories range from animal tales to poems by Pablo Neruda and short stories by Anton Chekhov. This interdisciplinary curriculum increases students' reading and writing skills, develops their cultural literacy, and strengthens their math, social studies, research, and problem-solving skills.

## **GLOBAL UNDERSTANDING/CULTURAL LITERACY™ MIDDLE SCHOOL AND HIGH SCHOOL** MS HS

Students in grades 7–12 explore cultural attitudes, history, government, belief systems, and literature from twelve countries. Students work with primary source documents, develop mapping skills, and learn to interpret literature in historic and cultural contexts. This interdisciplinary program improves reading and writing skills, develops cultural literacy, and strengthens research, history, social studies, and problem-solving skills. This program is targeted to help students pass their Global Regents exam.

*The Global Understanding/Cultural Literacy 10-day program includes a set of books containing up to thirty student anthologies, teacher's guides, and 2 CD-ROMs with student handouts, art examples, maps, slide images, and hands-on activities. This program aligns with the national STEM initiatives.*

# Common Core

## EARLY CHILDHOOD SOCIAL STUDIES

EC PK

Through hands-on projects, students in PreK through 3<sup>rd</sup> grade learn basic social studies skills such as researching and mapping. For example, students create self- and family portraits, make finger puppets of community workers, build models of communities around the world, and create simple journals.

## BUILDING A CLASSROOM MUSEUM

A

After visiting a museum exhibition related to a selected subject matter, students work with a professional artist to create museum exhibits that include art objects, facsimiles of artifacts, dioramas, diagrams, and labels. This program teaches creative problem solving, research techniques, social studies, and applied mathematics. *This program aligns with the national STEM initiatives.*

## MAPPING COMMUNITIES, MAPPING CONTINENTS

E MS

Students learn mapping skills through hands-on activities and make a variety of 2-D and 3-D maps, including community, topographical, population, or transportation maps. Younger students move from using blocks and clay models to making to scale abstract representations. Using the Internet, older students research and create acetate map overlays demonstrating the relationships of concepts and entities such as demographics to economic distribution, natural resources to transportation, and political borders to history, among others. *This program aligns with the national STEM initiatives.*



## **MAPS: AN ANALYSIS OF HISTORY AND CULTURE** MS HS

Through topographic, social, political, economic, historic, and demographic maps, students learn the connection between geographic location and cultural identity. This program can be integrated with 6<sup>th</sup> grade studies of Europe, Africa, and Asia. It also helps students prepare for the Global Regents exam.

## **LOCAL HISTORY COMES ALIVE** A

Using archival data and primary source documents, a professional historian works with students to research historical periods of New York City and/or State history using historical maps, photographs, architecture, historic sites, local documents, historic literature, art, and/or music. Students create exhibits that include detailed maps, texts, comparative graphs, illustrations, photography studies, and models. This program includes free CD-ROMs containing archival materials collected from New York historical societies, museums, and other institutions.

## **ORAL HISTORY** MS HS

A professional anthropologist teaches students the concepts and research techniques of oral history. Students conduct interviews, develop questionnaires, draw genealogical charts, conduct research, and present data.

## **LIVELY AMERICAN HISTORY** A

Your classroom becomes a living museum as students learn American history from pre-1500 and the Age of Exploration to modern times, through a variety of hands-on projects. By creating 3-D timelines, layered maps, videos, dioramas, and archaeological dig boxes, students begin to see history as a continuum, in which each era builds upon the past, and learn how events of the past affect the present and the future.

## Common Core

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### ARCHAEOLOGY: HANDS-ON HISTORY

A

Students learn a wide range of archaeological principles from plotting and graphing to stratigraphy. Students read and interpret primary sources such as maps and other original documents, create dig boxes, and go on an actual dig. Students also use mathematics to measure and calculate area, and to represent and analyze their data. Finally, students use and create a variety of charts and graphic organizers to record their findings using scientific and descriptive writing. *This program aligns with the national STEM initiatives.*



### CITY AS HISTORY

A

Students gain a firsthand understanding of American history by working with the historical, natural, and artistic resources of New York and examining historical objects, taking walking tours, using old maps, and reading primary source documents such as period letters and journals. Visits to historic houses, parks, museums, and cultural institutions supplement in-class studies of American history. For example, students may learn about America's cultural roots and folk traditions by visiting the American Folk Art Museum and by making whirligigs and weathervanes. Or, students may learn about New York City's geography and natural resources by studying a local park and making topographic maps demonstrating how landforms affected the growth of cities and industry.

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### **PUBLIC ART** MS

This program is designed to empower students to speak out on social issues in their communities through the creation and public exhibition of art. Students explore issues of importance to them; study the history, practice and power of public art; visit with distinguished guest artists; and ultimately express their viewpoints and ideas through the creation of large-scale artworks using a school lunchroom table as a canvas. Following a citywide opening event, the final artworks are displayed in a 10-park summer exhibition, comprising the largest student exhibition in the history of NYC Parks and the first to span the five boroughs. *Limited availability.*

### **MULTICULTURAL GAMES AND GAMEBOARDS** E MS

Students learn, create, and play games from countries around the world in order to increase their knowledge of the culture, history, and geography of world cultures.

### **UNDERSTANDING HISTORY THROUGH ART** MS HS

Students work with a professional artist to create works of art based on a particular historical period, art form, or individual artist from that era. Projects range from the study of Egyptian tomb paintings to Andy Warhol and Pop Art.

### **POLITICAL CARTOONS** MS HS

Students in grades 5–12 analyze political cartoons, ranging from historic examples by Thomas Nast to the political cartoons found in present-day newspapers and magazines. A professional cartoonist teaches students to combine caricature and symbolism with journalism to create fresh artistic commentaries that go beyond the boundaries of the written word. Cartoons can focus on a particular era of history, reflect current political and social debates, or draw upon students' daily lives.

## Common Core

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### **MULTICULTURAL STUDIES: AFRICAN, LATIN AMERICAN, ASIAN, AND NATIVE AMERICAN** A

Through viewing slides and engaging in hands-on activities, students develop an awareness and appreciation of the different customs, languages, beliefs, and art forms of these cultures. Classes share information and ideas with students from around the world via the Internet. *This program aligns with the national STEM initiatives.*

### **INTRODUCTION TO NON-WESTERN CULTURES** A

Students learn about the beliefs, traditions, and histories of non-western cultures by studying maps, reading stories, playing games, and making art inspired by particular cultures. Students learn about cultural diffusion as they follow ideas along the spice trail and compare the cross-pollination of religion, politics, and social values. Throughout, the arts are used as a primary resource and a key for understanding cultures around the world.

### **CALLIGRAPHY: CHINESE AND ISLAMIC** A

Students learn about the development of Chinese or Islamic calligraphy, and how it has influenced and been influenced by Chinese culture or Islamic beliefs. Students examine the calligraphic writing systems, as well as the structure of calligraphy styles, as they learn to use a brush or pen and ink. Students create Chinese scrolls on rice paper or Islamic calligraphic designs on white vellum.



### **FOLK ART FROM FAR PLACES** A

Students examine the historic and cultural significance of items such as masks, beadwork, dolls, pottery, weaving, toys, whirligigs, weather vanes, and many other American folk crafts. Students then create their own folk art based on the culture they are studying. Students can visit the American Folk Art Museum as part of this program.

### **CULTURES REFLECTED THROUGH MUSIC** A

A LeAp musician integrates music from many cultures into the social studies curriculum and helps students develop research skills and appreciate other cultures. Students make musical instruments and learn traditional songs from around the world. This program can culminate in a performance.

### **DRAMA: VOICE OF SOCIAL HISTORY** MS HS

A LeAp dramatist uses plays from around the world as primary source material to teach students American or world history. Students study the theater of one culture, or historic period, by viewing recorded performances and reading plays. Students then analyze the pieces to understand the connections between geography, government, civics, and artistic expression. Finally, students select representative scenes to perform in an assembly.

### **IN CHARACTER: LIVING HISTORY** MS HS

Students bring the past to life by becoming figures from history. Through research activities and drama games, students learn what it was like to be alive during a particular period in history such as the rise of the Roman Empire, the rule of the Han Dynasty, or the lead-up to the American Revolution. Students then participate in game shows, talk shows, and debates acting as their historical characters, presenting their points of view, and arguing for their characters' opinions.

**CLASSICAL MYTHS AND DRAMA**

MS

HS

By studying the plays and art of Ancient Greece and Rome, students learn about the cultural values and political beliefs of ancient times. Students examine different types of myths—those that describe the characteristics of a hero, those that explain the natural world, and those that caution against bad behavior—and discuss their relevance to modern times. Finally, students write short plays based on classic myths and create modern versions of ancient artifacts.

**EVOLVING MOVEMENTS: AMERICAN HISTORY AND DANCE**

A

As part of their study of American history, students examine historic American dance forms, from clogging and the minuet to hip-hop, jazz, and musical theater. Students discover how the dance movements relate to the culture and politics of the time-period in which they were created. Finally, students learn and perform several dances.

**DANCING AROUND THE WORLD**

A

Students work with a professional dancer to research and learn folk and court dances from different countries around the world. Students develop a multi-cultural awareness, while learning dance skills and dances that they perform at the end of the program.

**COOKING YOUR WAY AROUND THE WORLD**

E

MS

Students research indigenous foods and traditional dishes of cultures from China to Chile using the Internet. Students then use basic math skills to prepare and eat the dishes they have researched. This program can be adapted to the study of any country or culture and builds students' geography, research, and narrative procedure writing skills. *This program aligns with the national STEM initiatives.*

# SCIENCE

All programs align with the national STEM (Science, Technology, Engineering, Mathematics) initiatives.

## HANDS-ON SCIENCE A

Students learn the scientific method and focus on hypothesis, observation vs. inference, data representation, and conclusion. Science experts—from botanists to chemists—work with students to conduct experiments from all areas of the science curriculum. LeAp's extensive experiment library includes topics such as the acidity of various liquids, optics and reflected light, tropisms, plant adaptation, starches and foods, and electrolysis of water. In all cases, connections and applications are made between the science lab and everyday life. This program is excellent preparation for the NYS Science Performance Test.

## YOUNG SCIENTISTS PK EC

Students in grades PreK through 3rd grade receive an introduction to science, scientific procedures, and the scientific method. For example, students may make weather stations and read thermometers and barometers to make simple weather forecasts and study the changing seasons. Marshmallow molecules introduce students to the idea that all matter is composed of atoms, elements, and molecules. Animal observations and simple plant experiments teach students about life cycles, habitats, and environmental science.

## BUILDING SCIENCE LAB SKILLS E

Working with a scientist, students learn the scientific method and specific science skills, such as measurement or categorization, through easily replicated experiments. This program also introduces and reinforces the basic concepts covered in the NYS Science Performance Test.

# STEM

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## **GOING GREEN: GLOBAL ECOLOGY / GLOBAL ENVIRONMENTS** A

Students create and play games that focus on the ecology and environments of countries from around the world. Students research and analyze the countries' approach to ecological concerns. They then make and play ecology games, organize a “go green” campaign, or create a class ecology exhibit, demonstrating their greater understanding of the complex balance between cultural values, societal needs, economics, and environmental issues.

## **LOTS TO LANDSCAPES / ENVIRONMENTAL SCIENCE** A

Working with an environmental scientist, students conduct an ecological study involving experiments on the soil, air, and plants found in a local park or empty lot.

## **PLANT DIVERSITY: WHY ROSES ARE RED** E MS

Working with a scientist, students conduct experiments and answer questions such as: What is a plant? What does it need to grow? What are tropisms? How and why do genetics affect plant adaptation and evolution?

## **WATER ECOLOGY** MS

Through experiments and activities in and out of the classroom, students discover their own power to impact the ecosystem both positively and negatively. Students take water samples to test for contamination, water density, salinity, etc; explore and photograph healthy and polluted water environments; and discuss issues such as the impact of human choices on the environment.

## **GEOLOGY / PLATE TECTONICS** A

A professional geologist teaches basic plate tectonics through hands-on activities. The geologist shows students how to create topographical clay models to demonstrate the formation of geological features from faults to rifts. This program teaches geography, social studies, mathematics, and science concepts.

To order: **1-212-769-4160** or **orders@leapnyc.org**

## COMETS, ASTEROIDS, AND THE SOLAR SYSTEM

E

Students work with a scientist to study basic astronomy. Students create demonstrations, conduct experiments, build models of the solar system, and develop audio-visual productions to show their understanding of the subject.

## DIGGING UP DINOS

PK EC

Students in grades PreK through 3 learn about fossils, dinosaurs, and the role of the paleontologist. At their school, a LeAp artist helps students create dinosaur dioramas, models, faux fossils, murals, and books. Additionally, schools can book a trip to the Dinosaur Hall at the Museum of Natural History to learn more.



## RAIN OR SHINE: CREATE YOUR OWN WEATHER STATION

E

A professional scientist teaches students to design and build their own functioning weather stations in order to learn the basics of weather recording and forecasting. Students learn to build, collect, and record data from barometers, anemometers, rain gauges, radiometers, and/or hygrometers.

## SQUID TO WHALES / MARINE BIOLOGY

E MS

Students learn about marine biology from life in a glass of water to entire marine environments. This program focuses on life cycles, the characteristics of organisms, or the impact of humans on marine environments.

# STEM

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## **HANDS-ON BIOLOGY** A

A biologist helps students explore all aspects of basic biology, including the microcosmic world of the cell and the study of major ecosystems.

## **ANIMAL DIVERSITY** E

Students study animal habitats and learn how animals survive and adapt to their environments. Working with a LeAp expert, students make dioramas, soft sculptures, and three-dimensional murals depicting animals and ecosystems.

## **ADOPT A BIRD** E

Each student selects a mammal, fish, bird, amphibian, or reptile for “adoption” and researches it using LeAp's research forms. After creating and painting stuffed paper models, students paint a simple mural of the animal's habitat and attach their animals to the appropriate places within the environment. For a limited number of classes, the project can include an Audubon Bird Walk.

## **HEALTHY BODY / HEALTHY MIND** A

This program encourages students to lead active, healthy lives by teaching them about nutrition, health, exercise, and how the body works. Students also learn to prepare healthy foods and snacks. Dance movements, exercises, and sports help students build strength and improve flexibility.

## **CHEMISTRY EXPERIMENTS YOU CAN EAT** E MS

Students experiment with the basic principles of chemistry through cooking. For example, students explore how the body transforms carbohydrates into energy, or compare the process of photosynthesis to our digestion of starches. Students are also introduced to the pH scale by examining edible acids from citrus fruits and the way they are neutralized by edible bases.

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## **FORENSIC SCIENCE** E MS

This exciting program introduces students to a different “crime” scene each week. Students collect clues and work with a LeAp scientist to apply scientific tests and analyze the clues to determine who or what was responsible. “Crimes” are grade-level appropriate and do not promote violence.

## **SCIENCE OF SIGHT** E MS

A LeAp scientist works with students to conduct science experiments that demonstrate the properties of light waves, optics, the color spectrum, and lenses. Students learn about refraction and reflection by building kaleidoscopes or periscopes.

## **SCIENCE OF SOUND** E MS

Students study the connection between physics and sound by building instruments and conducting experiments. A LeAp scientist helps students understand the relationship between wavelength and tone, frequency and pitch, and amplitude and volume.

## **BUILDING BRIDGES: STRUCTURES AND SCIENCE** E MS

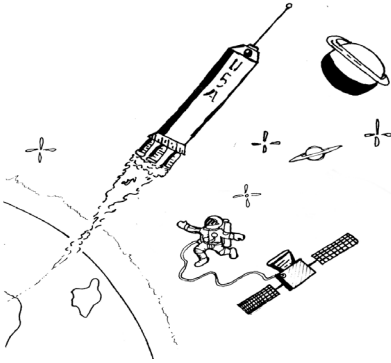
Students learn what causes a structure to either stand or collapse by building suspension, beam, and arch bridges. Through a series of engineering challenges, students learn basic physics, such as the importance of span length, load, and vibration.

## **RUBE GOLDBERG: THE PHYSICS OF SIMPLE MACHINES** A

Rube Goldberg was a Pulitzer Prize-winning cartoonist and sculptor. Students view his cartoons, and then design and build their own Rube Goldberg contraptions using all five simple machines. This program introduces students to physics, problem solving, and technical logic.

# STEM

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## **ROCKETRY: TECHNOLOGY AND FLIGHT**

E MS

Students study the principles of flight, including gravity, thrust, lift, and drag, by making a series of airplanes and flying objects. They experiment with different wing prototypes to determine the optimal design before building and launching their own working rockets.

## **INDUSTRIAL DESIGN: EVERYDAY ENGINEERING**

A

Students investigate the world around them and learn the science and design behind making everyday objects functional, ergonomic, and aesthetically appealing. Students take apart small appliances and objects revealing the circuitry and mechanisms that make them work. Students then learn about basic electricity, ergonomics, and manufacturing processes as they redesign and create their own new and improved versions of everyday products.

## **THE PHYSICS OF MECHANICAL TOYS**

E MS

Students examine mechanical toys from various cultures and time periods, and then create their own small mechanical toys which incorporate the five simple machines, Newton's three laws, and other principles of physics. Throughout the program, students conduct experiments that link the science curriculum with toy making.

## **JUNIOR EDISON: CREATING INVENTIONS TO SOLVE EVERYDAY NEEDS**

A

Working with a LeAp scientist, students research several famous and lesser-known inventors and their contributions to the world as we know it. Then, working in groups, students design and create working models of their own inventions. This program teaches basic physics and math.

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## **ELECTRICITY AND ART: LOUIS COMFORT TIFFANY**

A

Students study the history and designs of Louis Comfort Tiffany's handcrafted, stained glass lamps and create their own working Tiffany-style lamps. Students learn simple wiring, basic physics, and a variety of art skills, including making faux stained glass. This program may be combined with a visit to the Tiffany collection at the Queens Museum.

## **CALDER THE ENGINEER, CALDER THE ARTIST**

A

Students examine the mobiles and stabiles of Alexander Calder to learn about the laws of gravity and simple physics concepts including kinetic energy, action and reaction, momentum, and mass. Students then construct their own mobiles and stabiles, applying the laws of physics and the artistic style of Calder.

## **MECHANICAL ROBOTS**

E

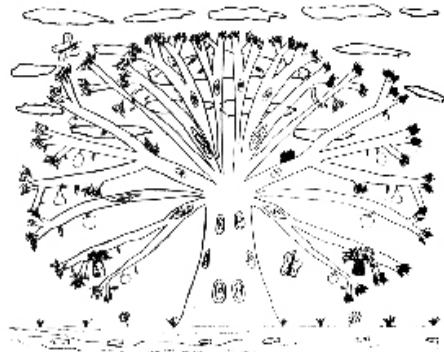
MS

Students design and build their own working robots, powered by small motors. This robots program teaches the basic principles of electricity, the physics of simple machines, the relationship of gear ratios and torque, and the transfer of energy, while developing creative problem-solving skills.

## **ANDY GOLDSWORTHY, DESIGNS FROM NATURE**

A

Students learn how environmental sculptor Andy Goldsworthy fuses art and nature to raise environmental awareness. A LeAp artist helps students use natural materials to create eco-sculptures in the style of Goldsworthy.



# STEM

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## TECHNOLOGY

All programs align with the national STEM (Science, Technology, Engineering, Mathematics) initiatives.

### SCIENTIFIC GRAPHIC PRESENTATIONS

MS HS

Students learn to represent and manipulate data by designing presentations using school computers. Students use the school's desktop applications, such as PowerPoint and Excel, to display their findings through charts and graphs. This program can be integrated into any project in the science section of this catalog.

### ANIMATED FILMS

A

Working with a professional animator, students learn the basic principles of animation by making flipbooks. Students storyboard films and then create short collage, cell, or clay animation films on a wide range of subjects. Students can also create digital animations using video or school computers, if available.

### VIDEO VISIONS

A

Working with a video artist, students learn the research techniques and script writing skills necessary to create and produce documentaries, game shows, talk shows, or sitcoms. Students learn to use video equipment, basic filming techniques, special effects, and editing programs.

### COMPUTER COMICS

MS HS

After students have learned basic cartooning, they use the school's computer drawing applications and scanners to create political cartoons, comic books, and posters. This program strengthens literacy and social studies skills.

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## DIGITAL PHOTOGRAPHY

A

After studying the principles of photography from composition to camera angles, students use the school's equipment to take digital photographs. They learn how to import these images to school computers and then manipulate the images using simple photo-editing software. Finally, students write texts to accompany their images and create photo essays and books.

## GRAPHIC DESIGN AND COMPUTER ARTS

A

Using the school's computer graphics software, students learn desktop publishing, digital art, and graphic design. Students then produce their own brochures, publications, flyers, or posters. This program teaches creative problem solving, expository writing, and research techniques.

## MUSIC AND TECHNOLOGY

E

MS

Technology has become a large part of modern music and knowledge of these tools and resources is essential. In this residency, a LeAp musician teaches the students recording and production techniques, MIDI, sampling, programming, and how to utilize these technologies and computer programs in the creation of original musical arrangements.



# STEM

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## **PUBLICATIONS AND ACTIVITY BOOKS BY STUDENTS**

E

Using school computers, students create activity books about subjects ranging from diverse cultures to specialized occupations. Students research their topics on the Internet and in the library, and then use desktop publishing applications to write texts, create charts and graphs, illustrate, and format their books.

## **COMPUTER CODING AND WEB DESIGN**

A

Students use computers to design and create web pages, code, conduct research on the Internet, and fully use the school's software. A LeAp computer artist shows students how to use the school's technological resources to create graphs, charts, map overlays, and/or multi-media presentations.

## **TOMORROW'S ENTREPRENEURS**

E MS

This STEM-based program gives students an understanding of the business world and shows them how an innovative idea can be developed into a successful business venture. Throughout the residency, students will work to create games, products, and services that solve real problems in their lives. Students will also receive visits from inventors and professional entrepreneurs who will provide feedback and will discuss next steps in the development of their ideas. At the end of the program, all participating students will have the opportunity to enter a city-wide competition which allows them to share their innovative service ideas. *Limited Availability.*

## **RECYCLE NYC**

E

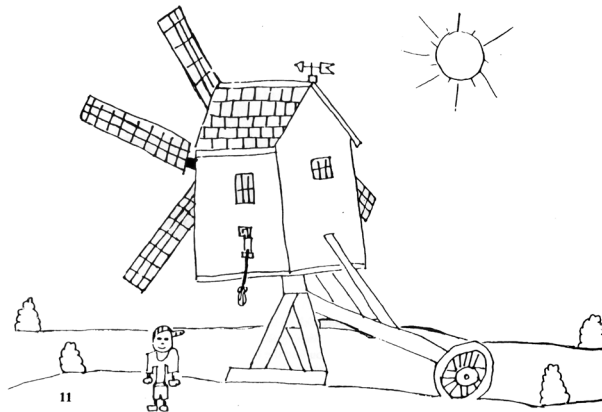
Using commonly recycled objects, a LeAp educator works with students to create decorative objects, toys, or tools. Over the course of the program, students also learn how New York City's recycling program operates and examine the life-cycle of recycled items.

To order: **1-212-769-4160** or **orders@leapnyc.org**

## EXPLORING RENEWABLE ENERGY SOURCES

A

Students learn about alternative energy sources including solar, wind, and hydro-power by building working models of solar-powered robots, solar cookers, wind turbines, and hydroelectric generators. Through these hands-on projects, students explore the principles of energy; develop an understanding of architecture, engineering, and physics; and enhance their math and design skills.



## TEKintellect Lego® Robotics (PreK-8)

E MS

Students build mechanized machines from Lego® components, including motors and remote control infra-red activation, and learn the principles of science underlying these machines. Scientific principles covered include centrifugal and centripetal forces, power transmission, torque, inertia, and angular momentum. Hands-on multi-sensory, fun, experimental learning develops creativity, organization, imagination, leadership and team work. Grades 5th and up can also participate in Lego® Mindstorm / EV3 robots with color, light, voice, sound, and GPS sensors. Students will broaden their STEM skills through hands-on building and programming and use sensors and motors to create a robot that can intelligently navigate through an environment and perform tasks. Computers are required. The school's robotics team can join the First Lego League (FLL) and participate in a citywide competition.

## 2 The Arts

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# VISUAL ARTS

### **AMERICAN CULTURE - AMERICAN ARTS**



A professional artist helps students uncover the connections between the arts, history, and culture through the exploration of text, image, and artifacts. Students then create works of art inspired by American artists and artworks, such as Catlin's portraits of Native Americans, Pollock's action paintings, African American quilters, and Hudson River School landscape painters. Students explore the ways the artists' choice of media tells a story about the artist and the cultural context in which the work was created. Finally, students make their own paintings, sculptures, illustrated books, and folk art that reflect their own lives and culture.

### **ANCIENT CULTURES - ANCIENT ART**



Ancient cultures inspire present-day learning as students explore the role of art in a variety of ancient societies. A professional artist helps students study one culture in depth and create works of art or artifacts based on that culture. Projects focus on subjects ranging from Mayan temple architecture to red and black painted Greek vases.

### **ARCHITECTURE: FROM COTTAGES TO CASTLES**



Students learn the historical and cultural significance of the built environment by studying architecture and urban design. A professional architect teaches students how to create floor plans, elevations, sections, and architectural drawings, and how to build 3-D scale models. This program can include walking tours and visits to cultural institutions. *This program aligns with the national STEM initiatives.*

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### **ART AND OPTICAL ILLUSIONS** A

Students study and make works of art in the styles of famous artists who used mathematics in the creation of their art. Geometry, number sequences, and patterns are explored in the works of Renaissance painters such as Ucello and da Vinci, and modern artists such as Vasarely, Escher, Mondrian, and Stella. *This program aligns with the national STEM initiatives.*

### **ALEXANDER CALDER - MOBILES AND STABLES** A

Students examine the mobiles and stables of Alexander Calder to learn about artistic composition, balance, harmony, and color theory. Students then construct their own kinetic sculptures in the artistic style of Calder's mobiles and stables.

### **JOSEPH CORNELL - BOXES** A

A LeAp artist makes the complex work of American artist Joseph Cornell accessible for students of all ages. Students examine Cornell's surrealist-influenced shadow boxes and interpret the personal symbolism in Cornell's collages, made of found objects, photographs, and prints. Finally, they create their own box art using images and objects that are relevant to their own lives.

### **THE WARHOL PROJECT** A

A professional artist introduces students to the art of Andy Warhol, his views on modern culture and technology, and his historical context. Students explore the various techniques and materials Warhol used, including photography, printmaking, graphic manipulation, and over-painting. They then create their own Warhol-style self-portraits. This project incorporates writing autobiographies. *This program aligns with the national STEM initiatives.*

# The Arts

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## **JOAN MIRÓ - SHAPE AND FORM**



Students study the work of Joan Miró and explore shape and composition to create collage-painting pairs. Students arrange cut-outs of objects and products from magazines, newspapers, and catalogs, into a collage and then translate the imagery into abstract paintings of dynamic organic forms. This project can be used to reinforce students' understanding of the basic laws of physics. *This program aligns with the national STEM initiatives.*

## **BOOK ARTS**



A LeAp artist introduces students to the history and art of bookmaking, and well-known book illustrators and book artists. Using this knowledge, students write and illustrate their own books using a variety of techniques, including printmaking, collage, watercolor, and calligraphy. They also learn to make books in a variety of formats, including accordion, pop-up, fold-out, and flap books.

## **BRONZE SCULPTURES**



Working with a professional artist, students in grades 3–12 study a range of sculptures—from the realistic reliefs of Greek friezes to the abstract figures of Constantin Brancusi. Students then make large-scale relief murals out of papier-mâché with a faux bronze finish.

## **BUILDING A CLASSROOM ART MUSEUM**



Together with a professional artist, students create museum exhibits based on historic periods, art movements, or famous artists. Students visit museums, study relevant art, and learn art techniques to create original works of art. Finally, students create exhibits incorporating both their own artwork and examples of the art that inspired them, and become the curators, exhibition designers, and guides of their exhibits.

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### **CERAMICS**



Pottery and ceramics provide clues to cultures both past and present. Students explore the cultural and historical importance of ceramics by creating pots using hand, coil, and slab building techniques. Students also learn to throw on a wheel, if available. Additionally, the artist teaches sculpture, relief tiling, and decorative techniques.

### **CARTOONING**



A professional cartoonist introduces students to the history and art of cartooning. Students create their own political cartoons, comic books, or cartoon art. This program is easily integrated into the literacy curriculum.

### **FABRIC ARTS**



Students study textile arts with a LeAp fabric artist, learning the skills and techniques needed to create their own textile designs, banners, or quilts. Students use a variety of media and techniques including fabric, yarn, wire, paper weavings, tie-dye, resist dye, and soft sculpture.

### **FASHION DESIGN**



Students in grades 3–12 are introduced to creative design development as it relates to fashion designers, garments, and accessories in the fashion industry. The program focuses on the fashion industry and its connection to history and culture. Students research fashion online and learn the fundamentals of fashion design by creating their own unique garments and accessories. *This program aligns with the national STEM initiatives.*

# The Arts

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## MULTICULTURAL ARTS

A

Students study masterpieces from around the globe and create their own original artworks. For example, they may paint self-portraits in the style of Frida Kahlo or make illustrated scrolls modeled after Katsushika Hokusai's woodblock prints. Students also make African-style masks inspired by the Yoruba masters, or brilliant weavings and textile designs based on the work of South American artisans.

## GARDEN DESIGN & LANDSCAPE ARCHITECTURE

MS HS

Students apply the principles of garden design and landscape architecture to permanently change an empty lot, their own schoolyard, or a neighboring park. Students apply their math skills as they draft a site plan and then plant and maintain their own garden. They can also create stepping-stones, chimes, and outdoor sculptures. *This program aligns with the national STEM initiatives.*

## GRAPHIC ARTS

A

Working with a graphic designer, students learn the basic concepts of graphic design and then use their knowledge to create posters, book jackets, advertisements, or school magazines. Computers are used whenever possible, and all projects teach and reinforce literacy skills. *This program aligns with the national STEM initiatives.*

## MASK MAKING

A

Students discuss the visual elements of masks from around the world, as well as their cultural and historical significance. Students then create vibrant masks in the style of the culture they have studied. A wide variety of materials can be incorporated, including fabric, paper, gauze, plaster, and papier-mâché.

## **ROMARE BEARDEN - COLLAGE** A

Working with a professional artist, students learn about African-American artist Romare Bearden, his role in the Harlem Renaissance, and his style and technique of collage. Using visual imagery, they create their own collages that address an academic topic or social issue.

## **FIBER ARTS** A

A professional artist introduces students to fiber arts from various cultures around the world. Students then select a culture and weave, tangle, and twist fibers to create folk art, such as baskets, woven mats, raffia cloth, macramé, or hand-felted projects from pencil cases to puppets.

## **MURALS** A

Working with a professional muralist, students create a permanent mural for the inside or outside of their school, based on a particular style, theme, or academic subject area. The LeAp artist teaches students to work in a variety of media such as paint, collage, and relief. Note: The murals may also be temporary installations.

## **THE PAINTER'S BRUSH** A

A professional artist introduces students to the works of different painters such as Wassily Kandinsky, Vincent van Gogh, Diego Rivera, Miró, and Georgia O'Keefe, and teaches various painting skills and techniques. Students create works of art, from miniatures to murals, using a variety of painting media. Trips to museums are often incorporated into this program.

# The Arts

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## **PHOTOGRAPHY** A

Students learn the principles of good photography including composition, light, value, texture, and camera angles from a professional photographer. By applying these basic elements, students create portraits, action photographs, landscapes, photo essays, or photo collages. Additionally, students learn about famous photographers and may take trips to photography exhibitions. Digital photography, photo editing, and digital manipulation can also be taught using the school's equipment. *This program aligns with the national STEM initiatives.*

## **PORTFOLIO DEVELOPMENT** MS HS

This fast-paced program introduces students to a range of visual arts techniques such as drawing, painting, and printmaking. Working from personal experience and famous artworks, students create a range of projects including portraits, still-life drawings, landscape paintings, and figure drawing in a variety of digital and traditional art media. This program is excellent for beginners who want a rapid introduction to many artistic genres and media, as well as for advanced students interested in building a strong portfolio to apply to specialized high schools or colleges of art.

## **PORTRAITS AND SELF-PORTRAITS** A

Students examine famous portraits created by artists such as Vincent van Gogh and Andy Warhol. A LeAp artist teaches various painting techniques used by different artists. Students use these techniques as inspiration to establish their own styles and create self-portraits. This program incorporates biography and autobiography.

## **PRINTMAKING** A

A professional printmaker introduces students to several artists, from Albrecht Durer to Roy Lichtenstein, and teaches printmaking skills and techniques. Students then create their own monoprints, silk screens, and/or linocuts.

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### **MOSAIC**

A

A LeAp artist introduces the art of mosaic from a historical and multicultural perspective. Students learn about mosaic designs and patterns, as well as the various materials used, and then create their own mosaics.

### **PUBLIC ART**

MS

This program is designed to empower students to speak out on social issues in their communities through the creation and public exhibition of art. Students explore issues of importance to them; study the history, practice and power of public art; visit with distinguished guest artists, and ultimately express their viewpoints and ideas through the creation of large-scale artworks using a school lunchroom table as a canvas. Following a citywide opening event, the final artworks are displayed in a 10-park summer exhibition, comprising the largest student exhibition in the history of NYC Parks and the first to span the five boroughs. *Limited availability.*

### **PUPPETRY**

A

Students make puppets and create puppet shows inspired by traditions from around the world. A professional puppeteer teaches the art of puppetry from historical and cultural perspectives, and includes shadow, giant, finger, Bunraku, papier-mâché, fabric, sock, and marionette puppets.

### **SCULPTURE**

A

Students learn to use mass, form, negative space, and other concepts of three-dimensional art to create original sculptures. Students explore diverse media including wire, clay, found objects, metal, and wood to create sculptures modeled after large Dubuffets, crushed Chamberlains, soft Oldenbergs, or stark Nevelson reliefs. A visit to a museum can be incorporated into this program.

**STAINED GLASS**

Working with a professional artist, students study the art and craft of stained glass and then create their own works of art, ranging from self-portraits to landscape pictures. A trip to the Tiffany collection at the Queens Museum can be incorporated into this program.

**UNDERSTANDING HISTORY THROUGH ART™**

Students in grades 4–12 select a period of history and study its art and artists. With a professional artist, students create works of art based on their chosen historic period, art form, or individual artist. Projects can range from the study of Egyptian tomb paintings to Andy Warhol and American Pop Art.

**FRIDA KAHLO - SURREALISTIC IMAGERY**

Students study Kahlo, a Mexican surrealist artist, whose works reflect the magical realism of South and Central America. Students create their own works of art based on her style and technique.

**URBAN ART**

In this program, students examine the work of Keith Haring, Jean-Michel Basquiat, Banksy, and other public artists as they learn to transform everyday images into powerful works of urban art. Students then use typography, calligraphy, graphic design, collage techniques, and over-painting to express their vision of the street-life and cityscapes of their own neighborhood.

**VISUALIZING LIFE: PHOTOGRAPHY AND POETRY**

This program intertwines photography and poetry as students create powerful images and write poems to accompany their work. Students learn about composition, framing, and lighting, and make zoetropes, layered photo-collages, and photographic displays that express their creative story. *This program aligns with the national STEM initiatives.*



# MULTICULTURAL ARTS

## GLOBAL UNDERSTANDING/CULTURAL LITERACY™ A

Stories and activities from 12 countries help students better understand the cultural attitudes and perspectives of different peoples. This hands-on, interdisciplinary curriculum includes visual arts, drama, and music, as well as slide lectures, games, and mapping activities. This program increases students' reading, writing, social studies, and science skills. *This program aligns with the national STEM initiatives.*

This 10-day program comes with a set of books containing up to thirty student anthologies, a teacher's guide, and two CD-ROMs, which that include student handouts, art examples, maps, slide images, and more.

## MULTICULTURAL ARTS A

A professional artist introduces students to art forms and artists from around the world, from Frida Kahlo's portraiture to Sergei Prokofiev's scores, and from Katsushika Hokusai's woodblock prints to Ladysmith Black Mambazo's powerful songs. Students learn the music, dance, theater, and/or arts and crafts of a particular region such as North America, Latin America, the Caribbean, Europe, Russia, the Middle East, Africa, East Asia, and South Asia. They then create their own performances or art based on the culture or art form. All programs are integrated into the social studies, ELA, and arts curricula.

# The Arts

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## **EAST ASIAN CULTURE - EAST ASIAN ARTS**

A

Chinese and Japanese calligraphy, Sumi-e painting, Chinese opera masks, Korean screen painting, Indonesian Batak weaving and shadow puppets, Bunraku puppets, East Asian architecture, ceramics, and jewelry are all available in this program.

## **FANCIFUL FOLK ART**

A

Students learn about the historic and cultural significance of items such as masks, metalwork, bead-work, dolls, pottery, basketry, weaving, toys, instruments, and sand craft. Students then create their own folk art based on the particular culture they are studying. This program easily integrates into ELA.

## **AUSTRALIA AND NEW ZEALAND - ART & CULTURE**

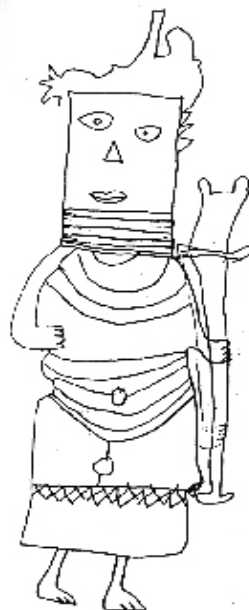
A

Students learn how the indigenous peoples of New Zealand and Australia are connected to the land and sea around them and how their art reflects their cultural beliefs. Students create bark paintings, tell stories through dot and stencil paintings, and create heavily ornamented Maori-style treasure objects.

## **CHINESE CALLIGRAPHY**

A

Students learn about the development of Chinese calligraphy and how it has influenced and been influenced by Chinese culture. A LeAp artist introduces them to the Chinese writing system and the structure of calligraphy styles, as they learn to use a brush and ink. Finally, students make Chinese scrolls on rice paper.



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## **SOUTH ASIAN CULTURE - SOUTH ASIAN ARTS**



Students work with an artist knowledgeable in South Asian culture to create Indian miniatures, Mogul paintings, calligraphy, architectural models of mosques, mosaics or batik, or study and replicate the music, instruments, or dances of Southeast Asia.

## **MIDDLE EASTERN CULTURES - ANCIENT AND MODERN**



Students study various cultures of the Middle East—from ancient Egypt and Roman Petra to modern Israel and Syria. Students create tomb paintings, make Roman arches out of clay, and learn Israeli dances or Arabic calligraphy, among many other possible projects.

## **ISLAMIC CULTURES AROUND THE WORLD**



A LeAp artist works with students to explore diverse Islamic cultures, from Turkey and Indonesia to Bosnia and Bangladesh. They create arts projects based on Islamic art, such as Arabic calligraphy or the miniature paintings of the Ottoman Empire.

## **AFRICAN CULTURE - AFRICAN ARTS**



Students study various African arts, including music, dance, and crafts. Students then learn traditional music and dances, and make their own art based on African masks, Yoruban textile designs, and Zulu beaded jewelry. Students may also study the African diaspora and learn the influence of these vibrant cultures in countries around the world.

## **CARIBBEAN CULTURE - CARIBBEAN ARTS**



Classes explore several Caribbean art forms such as Taino jewelry and textiles and the dances, music, reggae, and rhythms of the Caribbean.

# The Arts

## LATIN AMERICAN CULTURE - LATIN AMERICAN ARTS



This program explores the art of the Amazon Mexican murals, Mayan masks, Olmec sculpture, pre-Columbian ceramics, Ayamaran and Andean music, Chilean folk music, Brazilian Capoeira, and other Latin American art traditions.

## RUSSIAN CULTURE - RUSSIAN ARTS

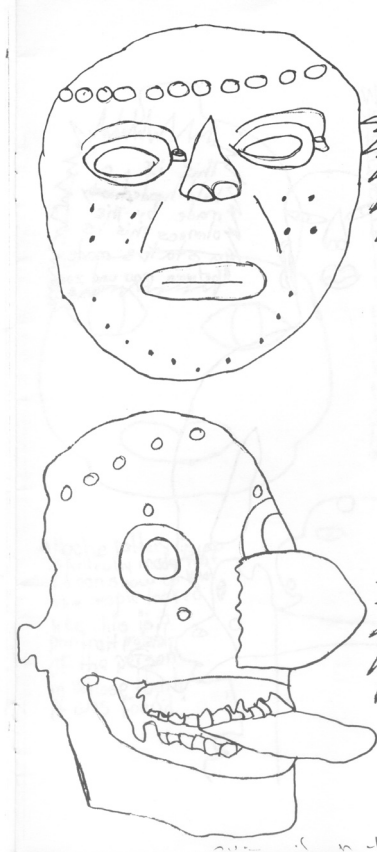


Students study Russian culture and apply what they learn to create their own Russian folk dances and music, traditional Russian architectural structures, classical Russian ballet, Soviet poster art, stacking dolls, faux Faberge eggs, or Russian icons.

## NATIVE AMERICAN CULTURE - NATIVE AMERICAN ARTS



An expert in Native American culture helps students examine different Native American tribes throughout history. Students then create Native American crafts, such as Iroquois-inspired bead work, sand paintings and kachina dolls of Southwestern tribes, our totems and carvings of the Hupa and Northwestern nations. Students may also learn traditional drumming and dancing.

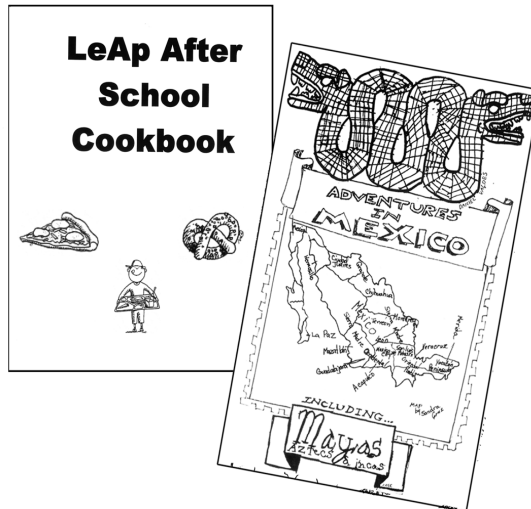


## INDIGENOUS PEOPLES AND TRIBAL CULTURES A

From the Andes and Easter Island to Africa and the Arctic, students learn about tribal cultures and their ways of life. Students create their own sculptures, carvings, rock paintings, masks, and textile designs based on the symbols and styles of indigenous peoples and tribes around the world.

## COOKING AROUND THE WORLD E MS

Students study the cuisine of various countries from around the world and the social importance of food. Students also use basic math skills and learn the aesthetics of food presentation and the etiquette of various cultures prior to cooking and tasting their dishes. Finally, they write recipes and essays about food and culture. *This program aligns with the national STEM initiatives.*



# MUSIC

## MIND AND MUSIC: MASTERING SKILLS A

Students learn to focus, cooperate with others, and follow directions, while learning about and creating music. A LeAp professional works with students and teachers, forming music ensembles, simulating orchestras, and building simple instruments. This program ends with a performance.

## INSTRUMENTAL MUSIC A

Students learn to read music, play instruments, create simple compositions, and perform with other students. Various styles of music from diverse cultures provide a rich multicultural experience. LeAp provides recorders or percussion instruments. Schools are responsible for providing other instruments.



## PERCUSSION A

Students listen to music—from marching bands and orchestras to ritual percussion circles—while learning about percussion instruments, and their role in different styles of music. Students then create musical instruments, and experiment with beat and rhythm. Finally, students compose their own music and perform as a percussion ensemble for an audience. *This program aligns with the national STEM initiatives.*

## **GUITAR** A

Students in grades 4–12 listen to guitar music, and then learn to play guitar using basic notation, chords, and fingering. The program culminates in a performance. Schools must supply the guitars.

## **KEYBOARD** A

Students in grades 4–12 learn about the basic elements of playing keyboard, including grand staff, measures, bars, beat, rhythm, sharps and flats, notation, and fingering. Working with a LeAp musician, students learn to play simple songs from sheet music and perform for other classes using school pianos or keyboards.

## **RECORDER** A

Students are introduced to simple music theory and then master the basics of playing the recorder, including fingering, pitch, scales, and tempo, as they learn to read music. This program ends with a performance. LeAp provides recorders for residencies of ten or more days.

## **VIOLIN** A

Beginning violin students learn the basics, such as note positioning, before moving on to reading music and playing short pieces. Advanced students improve their technique and develop expressive playing qualities. The LeAp violin instructor tailors each session to the students' proficiency levels and includes different technical and musical elements depending on students' needs. Schools must provide the violins.

# The Arts

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## **CHORAL MUSIC**



Students learn to read music, sing in two-part harmony, compose simple songs, and perform for an audience. Music from diverse cultures is included to provide a rich multicultural experience. This program can be integrated into many curriculum areas including social studies, literacy, and mathematics.

## **SONGWRITING**



Students and teachers select a theme, poem, or piece of literature as an inspiration to begin writing their own songs. Working with a professional songwriter, students learn about melody, arrangement, meter, rhythm, and lyrics and then compose and write original songs. This program ends with a musical performance.

## **AMERICAN HISTORY THROUGH MUSIC**



Students learn history by studying popular songs from the colonial era to the present day including Native American chants, Revolutionary War ballads, Civil War songs, Southern blues, Jazz, and Broadway hits. Students learn how composers such as Ives, Joplin, Copland, Armstrong, and Cage influenced and reflected the changing world around them. This program can focus on a specific era or provide an overview of American history.

## **JAZZ JAMMING**



Students explore the rich cultural heritage, major figures, and musical elements of jazz through interactive lessons developed by Wynton Marsalis and Jazz at Lincoln Center. Additionally, upper-elementary and middle school students work with a LeAp musician to create their own jazz band. An 11-day LeAp program entitles each school to one complete kit, which includes 10 CD lesson sets, a teaching guide, 30 student guides, and the *In the Studio* video.



## FROM BACH TO BEBOP: UNDERSTANDING MUSIC

E MS

Students explore the history of Western music by listening to diverse selections from Bach and Beethoven to Bluegrass and Bebop. Students learn to hear rhythmic structures and recognize musical genres. Lively instrument family games transform the classroom into an instant orchestra as certain students become woodwinds, others brass, and still others, conductors.

## CULTURES REFLECTED THROUGH MUSIC

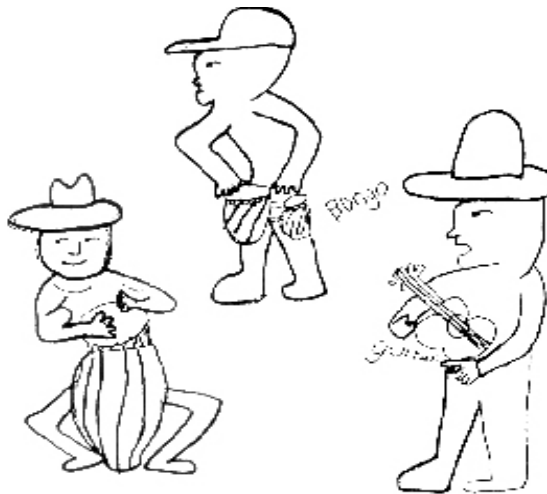
A

A professional musician introduces students to the music of many cultures, and teaches them to create and play related musical instruments. Students perform for other classes in the school.

## GRADUATION PERFORMANCE

A

A professional musician works with graduating students on their choral music and graduation performance. The school selects the music they want students to perform. A LeAp musician plays on graduation day.



## DANCE

### **EARLY CHILDHOOD MOVEMENT**

PK EC

A LeAp dancer guides young students through a series of kinesthetic exercises to develop gross motor skills, enhance coordination, improve flexibility, and strengthen muscles. Students improve literacy skills by dancing out stories and develop math skills by creating rhythms, patterns, and shapes. Additionally, they improve their abilities to cooperate and follow directions.

### **CREATIVE MOVEMENT**

E

Students interpret pieces of literature, poetry, or original writings through dance and then perform for other students in the school. Visits to dance performances can be included in this program.

### **DANCING AROUND THE WORLD**

A

Students develop a multicultural awareness by exploring and performing folk and court dances from around the world. A professional dancer introduces specific dance skills and techniques to students, and then they perform their selected dances.

### **LATIN DANCE**

A

A professional dancer introduces students to the rhythms of life in Latin America. Students learn rumba, salsa, cha cha, meringue, samba, and tango as they dance their way through the history and traditions of Latin America.

## AFRICAN DANCE

A

Students experience African culture through the movements of African dance. They learn about African life and customs and how those values are expressed in dances, such as harvest, warrior, and wedding dances. Ultimately, students will understand that the arts are not separate from daily life in Africa, but are a reflection of life which reinforces the community and traditions.



## FLAMENCO DANCE THEATER

MS HS

Working with a professional choreographer, students create a dance theater piece based on flamenco dance movements. Students read plays, analyze character and mood, and create original flamenco dances that express the conflicts and emotions of the original play. Throughout, students learn about the history of this dramatic dance form and its role in modern Hispanic cultures.

## BALLET

A

Students examine ballets from *The Nutcracker Suite* to *West Side Story*, learn basic steps and techniques, and then choreograph and perform ballets for their peers and parents. Visits to dance performances can be incorporated into this program.

## MODERN DANCE

A

Students study modern dance and dance choreographers, from Merce Cunningham to Alvin Ailey, by viewing videos or by attending live performances. Students choreograph their own dances and perform them for other students and parents.

# The Arts

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## **HIP-HOP / URBAN DANCE**

A

Students learn the cultural and social importance of urban dance forms from across the United States. A LeAp dancer teaches students a range of styles such as locking, popping, hip-hop, breaking, and house. After considering these movements in their historic and geographic contexts, students create their own hip-hop and street dances, and perform them for other students in the school.

## **JAZZ**

A

Students study the history of jazz dance and learn jazz steps and techniques. Working with a professional dancer, students choreograph and perform their dances for the school community. This program incorporates math skills and concepts. *This program aligns with the national STEM initiatives.*

## **DANCE FESTIVAL**

A

A professional dancer works with multiple classes in multiple dance styles to produce a student dance festival for holiday performances, Cinco de Mayo, spring carnivals, graduation performances, or any other event. Dance styles and programs are tailored to the needs and cultural interests of your school.

## **CAPOEIRA DANCE/ AFRO-BRAZILIAN SELF-DEFENSE**

A

A professional dancer, with a background in Afro-Brazilian dance, teaches students community empowerment through self-defense/dance. Students learn to sing Brazilian songs, play Brazilian instruments, and develop physical discipline.

## YOGA

MS HS

Basic yoga techniques help student dancers and athletes become more conscious of their bodies and develop the coordination and discipline they need to perform. A LeAp yoga instructor teaches students about health and well-being, and shows them how to stretch, strengthen muscle groups, and use breathing and concentration exercises to reduce stress, increase focus, and sharpen memory.

## SQUARE DANCING

E MS

From *do-si-do* to *promenade the hall*, students working in pairs and small groups learn a variety of square dance steps. The program integrates the study of American history and math and helps improve social skills. *This program aligns with the national STEM initiatives.*



# THEATER ARTS

## **PLAYWRITING - PLAY PRODUCTION** A

Students read plays and attend performances before learning playwriting techniques, including basic story structure, plot and character development, mood and setting, and conflict and resolution. Students then write original one-act plays or plays based on existing stories. Finally, working with an actor/director, students produce and perform their plays for the school.

## **STORYTELLING** E

A professional storyteller works with students, telling stories from around the world and teaching the art of storytelling. This program develops students' speaking and listening skills, while building their self-esteem and multicultural awareness. It also prepares students for citywide storytelling contests.

## **IMPROVISATION** A

Students learn the craft of acting, gain improvisational skills, and participate in theater games, while working with a professional actor. Students then create their own scenes, improvisations, and theater games to perform for other classes in the school.

### ILLUMINATING SHAKESPEARE MS HS

Students read, study, and interpret the works of Shakespeare, from *Romeo and Juliet* to *Macbeth*. Working with a Shakespearean actor, students perform scenes or whole plays, either for an assembly program or for a video recording.

### THEATER FROM SOPHOCLES TO MILLER MS HS

Students see, read, and study the works of one or more playwrights, from the ancient theater of Greece and Rome to modern drama. Students then interpret and perform scenes and whole plays. By closely examining, learning, and reciting these masterworks, students develop a clear understanding of the playwrights' language and intent, and the plays' lines come to life and. Finally, students perform scenes or whole plays, either for an assembly program or a video recording.

### AMERICAN HISTORY THROUGH DRAMA MS HS

Students examine recorded performances, read plays, and listen to musical theater pieces from and about different periods of American history. The program includes works such as *The Devil and Daniel Webster*, *1776*, *West Side Story*, *Death of a Salesman*, *South Pacific*, and *Fences*. Students write original pieces, which they perform for an audience.

### LEAP ONSTAGE MS HS

Junior and senior high school students from ten schools work with professional playwrights and directors on a comprehensive theater program that focuses on playwriting, play production, and theater appreciation. Students write ten-minute plays and then perform them on a professional stage. They also learn first-hand from industry professionals, including playwrights, actors, directors, and behind-the-scenes production crew members. *Limited Availability.*

# The Arts

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## **MIME**

E

A professional mime teaches this silent art, and then uses mime techniques to motivate students to write and interpret literature. This unusual form of communication builds students' confidence while improving their writing skills.

## **MUSICAL THEATER**

A

Students learn the history and elements of this unique art form by watching and performing classic works of musical theater. By examining the dialogue, lyrics, choreography, and set design of musicals, students will learn how theater entertains, informs, and communicates important cultural themes and issues. Students will write and perform their own original musicals.

## **TECHNICAL THEATER AND SET DESIGN**

A

A LeAp theater artist introduces students to the basics of technical theater, including lighting, sound, projections and set design. Students learn the technical skills needed to utilize the school's computerized theater equipment so that they can turn an empty stage into a work of art. Students also design and create scale models based on an existing or original play.

## **AUGUST WILSON -**

### **A CHRONICLE OF THE AFRICAN-AMERICAN EXPERIENCE**

HS

LeAp's August Wilson program introduces students to the life and work of renowned playwright August Wilson. Working with a LeAp theater professional, students study plays from his *Century Cycle*, a dramatic chronicle of the 20<sup>th</sup> century African-American experience. They examine important social issues and historical events, study several of Wilson's plays, and learn acting and performance techniques. Each student selects a monologue to perform and has the opportunity to compete in a school, city, and national competition. Prizes include scholarships at Point Park University, cash, and August Wilson's *Century Cycle Collection*.

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## COSTUME DESIGN

A

With the guidance of a professional costume designer, students create costumes for original or existing plays. After studying the history of costume design and the materials used to create costumes, students draw their own designs and create costumes using inexpensive, everyday materials.



# FILM, VIDEO & NEW MEDIA

All programs align with the national STEM (Science, Technology, Engineering, Mathematics) initiatives.

### **VIDEO - TRICKS OF THE TRADE**



A LeAp videographer helps students create, direct, and edit original documentaries, dramas, comedies, and advertisements. Students learn to identify and use visual cues, close-up, and wide shots, along with editing fundamentals, to convey meaning and create a cohesive visual story and film.

### **YOUNG FILMMAKERS - VISUAL STORYTELLERS**



Students explore the importance of images in telling a story before creating their own videos. They begin with in-depth screenplay writing that provides students both a creative outlet and a strong grasp of literary composition. They then work collaboratively to create and edit the final videos which they will screen for an audience of their teachers, parents, and peers.

### **DOCUMENTARY VIDEO**



This hands-on program emphasizes the importance of the students' own lives, interests, backgrounds, and communities. Students learn the art of direct film and create original character-driven documentaries in the style of *Spellbound* and *Mad Hot Ballroom*, or issue-based videos in the style of *Sicko* and *Super Size Me*.

### ANIMATED FILMS

A

Working with a professional animator, students learn the basic principles of animation by making flip-books. Students storyboard films and then create short collage, cell, or clay animation films on a wide range of subjects. Students can also create computerized animations using video arts and the school computers.

### DEVELOPING MEDIA LITERACY: MESSAGES & MARKETING

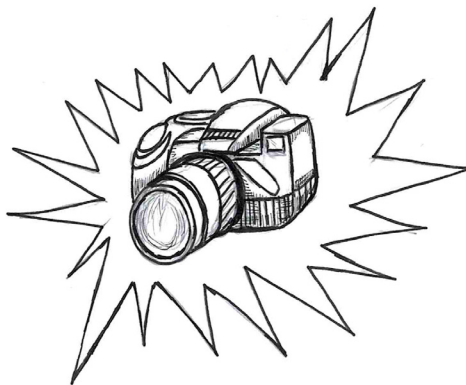
MS HS

Students look at the way the media both creates and reflects popular opinion and learn to analyze the messages that are targeted at teens. Students then respond to media bias by creating their own video segments, advertisements, and public service announcements. By becoming media literate, students are empowered to make a positive contribution to society, challenge cynicism, and apathy, and become agents of change.

### DIGITAL PHOTOGRAPHY

A

After studying the principles of photography from composition to camera angles, students use the school's equipment to take digital photographs. They learn how to import these images to school computers and then manipulate the images using simple photo-editing software. Finally, students write texts to accompany their images and create photo essays and books.



**GRAPHIC ARTS**

Using the school's computer graphics programs, students in grades 3–12 learn desktop publishing, graphics manipulation, drawing, scanning, and/or morphing. Students study the art of graphic design and apply what they have learned to produce their own brochures, publications, flyers, or posters.

**WEB DESIGN**

Students use computers to design and create interactive web pages including text, images, and simple animations. Using the school's software, a LeAp computer artist shows students how to maximize the potential of this versatile medium to design, create, and maintain dynamic, informative, and visually appealing websites.

# 3 Pre-Kindergarten

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## PRE-KINDERGARTEN

LeAp's PreK programs use multi-sensory, arts-based teaching strategies in music, theater, visual art, and creative movement to successfully teach ELA, math, STEM, and social skills to young children. Whether addressing vocabulary, phonemic awareness, sight words, alphabet letter recognition in ELA or number recognition, patterns and counting in math, LeAp's programs address the varied learning styles of young students. LeAp's hands-on strategies effectively open students' minds to the exciting world around them and encourage young children to explore and grow.

### **MATH THROUGH MUSIC FOR TINY TOTS** PK

This program teaches young children to master basic math concepts, such as counting, number patterns and number recognition. Students make their own simple instruments and play music. Through number games, singing, and repeating simple rhythms and beats, early learners begin to learn basic math skills while developing critical thinking, problem solving and how to work well with others.

### **MATH AND LANGUAGE THROUGH VISUAL ARTS** PK

LeAp's visual arts activities help young students learn the basic elements of pattern and repetition, space, comparative sizes, basic shapes, colors, texture, and how to tell a story through use of visual images. The program helps students form mental images of words and ideas, and improve observational and listening skills. Students work with a variety of art media to create drawings, simple books, paintings, collages, sculptures, puppets, and/or masks. The projects develop fine motor skills, strengthen vocabulary, and improve their basic understanding of math concepts.

## Pre-Kindergarten

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### **ALPHABET, ANIMALS, AND ASTRONOMY THROUGH CREATIVE MOVEMENT**

PK

Through creative movement, students improvise, create, and perform dances that incorporate basic math and ELA concepts from simple geometry, patterns, counting, and directionals to vocabulary development, and interpretation of text. Students explore a wide variety of subjects including the animal kingdom, the solar system, plant diversity, and stories. Kinesthetic learners benefit from movement and play by focusing on subject matter and physically experiencing subjects. Gross motor skills, balance, and spatial relations are vastly improved while social skills are developed through group and team work.

### **FABLES AND FOLKTALES THROUGH DRAMA AND IMPROVISATION**

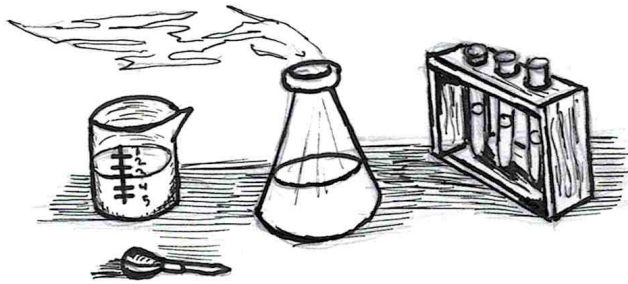
PK

PreK students participate in a variety of drama activities that develop literacy and creative problem solving skills. By listening to classic fables and tales and then creating or using puppets, or acting out characters from beloved stories, students engage with literature and build vocabulary. Students learn to follow one and two step directions without a prompt, identify the attributes of objects, demonstrate a basic understanding of a story's central message and improvise scenes based on stories or personal experiences.



## LITTLE SCIENTISTS PK

PreK students begin to explore and observe the world around them and use hands-on science activities and simple experiments to learn about life cycles, habitats, and environmental science. Activities such as painting murals to understand marine life, creating bird dioramas, constructing models and making books about dinosaurs. This hands-on approach reinforces analytical thinking skills while providing an introduction to science and the scientific method.



## ACTIVE LEARNING LEADS TO LITERACY™ (ALLL PreK) PK

In the PreK adaptation of LeAp's nationally recognized ALLL program, young students learn English language arts through an arts-based approach that incorporates drama, visual arts, music, creative movement, cooking, and games to engage students with new vocabulary. Early learners are prompted and supported to describe the relationship between illustrations and the story in which they appear, describe familiar events, create visualizations of the stories they have heard, and form letters through dance and visual arts. In this program, students build phonemic awareness, expand vocabulary, master letter recognition, and develop strong listening skills.

## 4 Special Populations

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# GIFTED AND TALENTED

Since 1977, LeAp has worked in PreK–12 citywide, as well as with gifted students at Hunter College Elementary School and specialized high schools. Since Joseph Renzulli’s gifted model was introduced to the New York City Department of Education, LeAp has been using his enrichment triad model, along with Benjamin Bloom’s taxonomy and Howard Gardner’s theory of multiple intelligences, to engage the gifted child. LeAp’s teaching consultants are trained to utilize a variety of learning modalities to meet the needs and abilities of the gifted and talented.

Every program in the LeAp catalog can be adapted to the interests of your gifted and talented students. The following programs are particularly open-ended and appropriate for the inquisitive nature of gifted students.

### ARCHITECTURE: FROM COTTAGES TO CASTLES A

In this open-ended program, students become historians, urban anthropologists, and working architects. They examine the built environment around them and work with a professional architect to plan, draw, and build models of their dream houses, ideal neighborhoods and improved cities. *This program aligns with the national STEM initiatives.*



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## BOARD GAMES

A

Working with a designer, students create original board games based on their areas of interest. Using computers, students research their topic and write the rules of play, as well as make playing pieces, playing cards, and game boards. They test market their board game with a student focus group before finally developing a proposal to market their games. This open-ended program strengthens critical thinking skills and problem-solving strategies. *This program aligns with the national STEM initiatives.*

## BOOK ARTS: YOUNG AUTHORS, YOUNG ILLUSTRATORS

A

Students learn the art and history of bookmaking and research, create, and illustrate a book on a subject of interest to them. A professional book artist helps students make a book selected from a variety of formats including pop-up, concertina, hardbound, and others. Students also write and illustrate their book in a style that interests them, ranging from prints to watercolor and collage.



## BUILDING A CLASSROOM MUSEUM

A

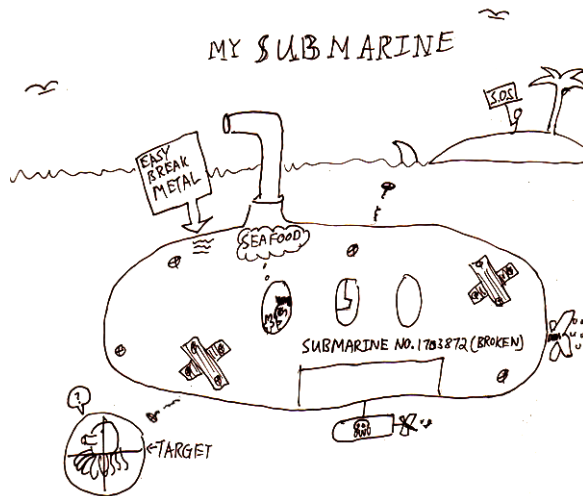
Students' interests and areas of study come to life as they transform the classroom into a living museum. After selecting a subject and conducting Internet research, their particular subject matter, students create and design exhibits by making art objects, faux artifacts, dioramas, wall texts, and signage. Finally the students act as docents and give gallery talks about their exhibits. *This program aligns with the national STEM initiatives.*

# Special Populations

## CREATING A CULTURE

A

Students organize themselves into societal groups, including hunters and gatherers, horticulturalists, herders, and industrialists. Then they create a variety of maps, from political and population maps to topographical maps, and examine how geography and the available natural resources shape a culture. They explore how people adapt to the world around them and build models of their societies. After developing their separate societal groups, the students then merge their groups and negotiate the cultural collision to create one unified society.



## INDUSTRIAL DESIGN

A

A professional industrial designer challenges students to find opportunities for innovation and invention in the world around them as they redesign a range of objects from toothpicks and toasters to automobiles and airplanes. According to their interests, students learn technical and industrial design drawing styles, model-making, and design research and presentation techniques. *This program aligns with the national STEM initiatives.*

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## **JUNIOR EDISON: CREATING INVENTIONS TO SOLVE EVERYDAY NEEDS** A

Students find inspiration in the history of human invention from the marvels of Ancient Egypt and Mayan culture to present-day nano-technology and computer engineering. After selecting an area of interest, students design an invention that solves a particular problem. They then create working models and market their inventions to their peers and visiting professionals. *This program aligns with the national STEM initiatives.*

## **POETRY AND THE VISUAL IMAGE** A

The combination of poetry and photography creates an exciting exchange between word and image. Students create unique photo-poem works by writing poems in a variety of genres and creating powerful images modeled on a range of photographic styles, ranging from Dada camera-less abstractions to photo-realism. Throughout, students work with professional poets and photographers.

## **STARTING YOUR OWN CLASSROOM BUSINESS** A

Students create and operate their own business, such as jewelry-making, t-shirt designing, or other areas of interest. After choosing the focus of their business, they learn about the life of products from beginning to end as they manage all areas of production, marketing, sales, and record-keeping. Throughout, students work with entrepreneurs and business professionals. *This program aligns with the national STEM initiatives.*

## **VIDEO VISIONS** A

Students use video technology to produce original game shows, talk shows, sitcoms, or documentaries on a subject of interest to them. They work with professional film makers and videographers to learn research techniques, script-writing skills, and how to operate video equipment, create special effects, and do in-camera editing. Final videos are presented to a live audience. *This program aligns with the national STEM initiatives.*

## Special Populations

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# ELL/BILINGUAL EDUCATION

LeAp's ELL/Bilingual workshops address the needs of students with limited English proficiency and create a language-rich environment where all students can succeed. Programs use a variety of learning approaches and include hands-on activities that focus on developing oral and written communication skills. Every program in the catalog can be tailored to English language learners and bilingual students. The programs listed below effectively build English language skills.

### **COMMUNICATING THROUGH CARTOONS**

A

Students write and illustrate cartoon stories and sentences to help build language fluency, an understanding of sequencing, and sentence structure.

### **CREATIVE DRAMATICS**

E MS

Students write original skits or act out existing stories and plays based on any topic of study and make simple props and masks for their performance. Students practice writing dialogue, reading fluently, speaking clearly, and feeling comfortable and confident using English in front of others.

### **BUILDING VOCABULARY THROUGH DANCE**

A

This lively program hones students' listening and comprehension skills and builds vocabulary as they learn a variety of dances. For instance, the preposition dance requires them to move over, under, between, and around each other, while the adverb dance challenges them to make sneaky, stealthy, and silent movements.

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### **PORTRAITS / SELF-PORTRAITS: BIOGRAPHY / AUTOBIOGRAPHY**

A

Students use a variety of art techniques from painting to photo-collage in order to create portraits and self-portraits. Students write simple biographies, and autobiographies and descriptive essays to build basic writing skills.

### **PUPPETRY AND LITERACY**

E MS

Literature comes to life as students create character puppets and perform for their class. Puppet plays help students improve their speaking and listening comprehension skills. They analyze characters, understand plot, and interpret setting and mood. Students may also write and enact original plays.

### **SONGWRITING**

A

Students and teachers select a theme, poem, or piece of literature as an inspiration to begin writing their own songs. Working with a professional songwriter, students learn about melody, arrangement, meter, rhythm, and lyrics and then compose and write original songs. This program ends with a musical performance.

### **STORYTELLING**

E MS

A LeAp storyteller helps students develop speaking and listening comprehension skills through the art of storytelling. Students also work on speaking clearly and with confidence as they develop their vocabulary, reading, and comprehension skills.

### **WRITING THROUGH MIME**

E

Students master a wide variety of writing skills while they participate in this silent art. They learn to organize their ideas, practice punctuation, and understand sequencing and sentence structure as they use miming games to act out sentences, paragraphs, and pieces of literature.

# SPECIAL NEEDS STUDENTS

LeAp's programs for special needs students address the unique needs of this population in grades PreK–12. These programs utilize a variety of learning modalities appropriate for students with learning disabilities and District 75 classes. Our special education programming uses tactile activities that are picture and game-based to help students develop problem-solving and interpretation skills.

Many of the programs in the catalog can be adapted to a CTT class for special needs students. Programs marked  EC,  E or  A are all appropriate for this population and incorporate individualized pacing and interdisciplinary learning opportunities to help all students succeed.

The following programs have been proven to be particularly effective with special needs students and are multi-sensory programs. Complete descriptions of these programs can be found in their corresponding sections in the catalog. *All of the Math, Science and Technology programs align with the STEM initiatives.*

### **ENGLISH LANGUAGE ARTS (p. 7)**

Active Learning Leads to Literacy (ALLL K-2)

Arts Learning Leads to Literacy (ALLL 3-5)

Arts-Based Learning Leads to Literacy (ALLL 6-8)

Creative Movement / Interpretation of

Literature-Inspired Dances

Fables and Fairytales

Fun with Phonics

LeAping into Literature

Narrative Procedure - With a Twist

Word and Literature Games



# Special Needs Students

## **MATHEMATICS (p. 17)**

Basic Math Skills through Creative Math Projects  
Board Games to Puzzles  
Math through Art  
Math through Dance  
Math through Music  
Measurement and Math: Cooking  
Number Patterns, Number Games

## **SOCIAL STUDIES (p. 21)**

Building a Classroom Museum  
Cultures Reflected through Music  
Folk Art from Far Places  
Lively American History  
Local History Comes Alive  
Mapping Communities, Mapping Continents  
Multicultural Studies: African, Latin American, Asian, and Native American

## **SCIENCE (p. 29)**

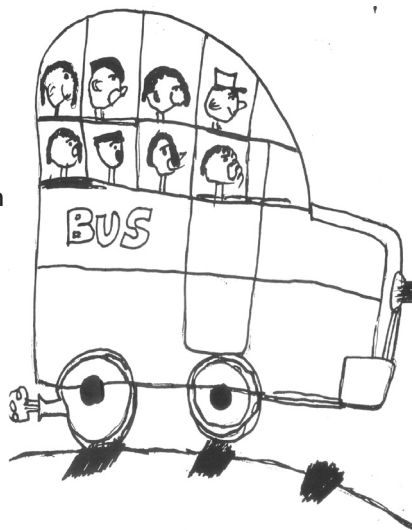
Adopt A Bird  
Comets, Asteroids, and the Solar System  
Digging up Dinos  
Hands-on Science  
Healthy Body, Healthy Mind  
Lots to Landscapes / Environmental Science  
Rain or Shine / Create Your Own Weather Station

## **TECHNOLOGY (p. 36)**

Digital Photography  
Publications and Activity Books by Students  
Video Visions  
Exploring Renewable Energy Sources

## **THE ARTS (p. 40)**

Book Arts  
Murals  
Fabric Arts  
Fanciful Folk Tales, Fanciful Folk Art  
Puppetry  
Cooking Around the World



### **THE ARTS** *continued* (p. 40)

Choral Music

Cultures Reflected through Music

Mind and Music: Mastering Skills

Public Art

Percussion

Creative Movement

Dancing Around the World

Storytelling

Mime

Playwriting - Play Production

### **SOCIAL SKILLS** (p. 81)

Creating Good Sports

Healthy Bodies, Healthy Minds: Fit for Life

Improv & Theater Games

Yoga for Peace of Mind

Stress Reduction





## SOCIAL SKILLS

### **CONFLICT RESOLUTION / BULLYING / VIOLENCE PREVENTION** A

Students learn alternate means of dealing with conflict and bullying through activities such as role-playing, songwriting, group performances, reading and performing skits, writing stories, and creating comic strips. These activities provide students with the ability to communicate clearly and effectively, build trust, appreciate and respect others, find possibilities in seemingly impossible situations, and improve their self-esteem. *A hands-on, active learning approach characterizes all of our conflict resolution/violence prevention programming and can be adapted to any program described in this catalog.*

### **PEER LEADERSHIP AND TEAM BUILDING** E MS HS

Through creative writing, drama and movement, and visual arts activities, students learn constructive strategies to manage and diffuse conflict, anger, and other strong emotions. Students role-play scenarios and learn ways to cultivate community, encourage others, and maintain their self-confidence in the face of challenges. As a result of this residency, students become leaders and role models in the classroom, school, and community.

### **SUBSTANCE ABUSE PREVENTION & INTERVENTION** A

LeAp's Substance Abuse Program uses video, dance, art, music, storytelling, and science experiments to teach students the dangers of substance abuse and how to prevent it. Activities focus on building confidence, resisting peer pressure, and developing decision-making and problem-solving skills. The program is designed to have an impact on students in grades PreK–12, helping them develop the skills they need to make healthy choices. *This program aligns with the national STEM initiatives.*

# Social Skills

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## GAMES OF CONSEQUENCE

A

Students create original board games that encourage healthy decision-making and reinforce the idea that every choice, whether good or bad, has consequences. Students model their games on classic board games and then design and make original game boards, playing pieces, and game cards.

## IMPROV & THEATER GAMES

A

In this lively, fun approach to conflict resolution and community building, students learn to evaluate and respond to situations individually and as a group. They work collaboratively to resolve problems through improvisation games. By becoming a class improv troupe, students develop listening skills, establish a climate of respect and acceptance, and build self-esteem.



## STRESS REDUCTION

MS

HS

Students learn visualization exercises and techniques to improve concentration, focus, and memory. Students develop strategies to reduce stress at different times of the day and year. The program enhances test-taking skills for students in all grades.

### **YOGA FOR PEACE OF MIND**

A

Students learn basic yoga techniques such as breathing, muscle strengthening, stretching, and relaxation to increase mind/body awareness, concentration, memory, self-confidence, and trust in peers.

### **BEHAVIORAL MANAGEMENT**

A

This program teaches students behavioral management skills, helps them solve conflicts, and sharpens their focus on school and their studies. The program uses brain puzzles, exercises, and improvisation.

### **CREATING GOOD SPORTS**

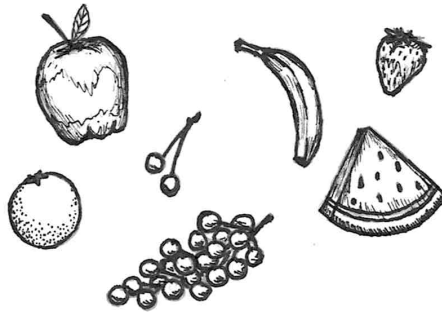
A

Students learn about cooperative play, teamwork, and good sportsmanship through a variety of sports and games. Students also improve their ability to listen, follow directions, and focus—skills which will help them in and out of the classroom.

### **HEALTHY BODIES, HEALTHY MINDS: FIT FOR LIFE**

A

Students focus on nutrition and exercise as they learn aerobics, dance movements, yoga, balancing, and healthy eating habits. Through these activities, health professionals show students how important a healthy body and sound mind are in improving their everyday lives.

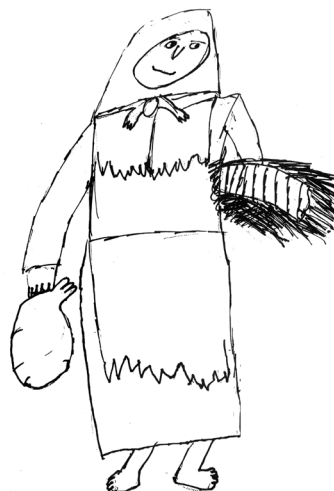


## ASSEMBLIES

LeAp Assembly Programs are available for up to 300 students per performance. Schools can choose either a single performance followed by one classroom visit or two back-to-back performances with no classroom visits.

### STORIES FROM AROUND THE WORLD E

A LeAp professional storyteller performs fairytales, folktales, or fables from around the world. Students are encouraged to participate in this mesmerizing experience. Special holiday assemblies are available.



### IMPROVISATIONAL THEATER A

LeAp thespians guide students in creating and performing spontaneous skits in this highly interactive assembly program. This experience with improvisational theater helps to boost students' self-esteem and self-awareness.

### AESOP'S FABLES PK EC

A professional acting company uses Aesop's best-loved fables including *The North Wind and the Sun*, *The Lion and the Mouse*, *The Ant and the Parrot*, and *The Tortoise and the Hare* to introduce students to the roots of storytelling.

### GREEK MYTHOLOGY

E MS

Professional actors introduce students to the Greek gods by telling famous myths, such as the fall of Icarus and how Zeus became ruler of Olympus. Ancient explanations of the seasons are explored in the myth of Hades kidnapping Persephone.

### GREEK DRAMA

MS HS

LeAp actors perform scenes and choral odes from classic Greek tragedies. Aeschylus' *Antigone* introduces students to the daily life and traditions of Ancient Greece. Additionally, students “meet” the major gods and goddesses and get to know their often humorous loves, lives, and personality traits.

### THE MOVEMENT & MAGIC OF THEATER

A

Parallel Exit creates physical theater inspired by the films of Buster Keaton and Charlie Chaplin. These interactive assemblies engage students on visceral, intellectual, and emotional levels.

#### Available Assemblies:

#### *LET'S JOIN THE CIRCUS!*

A team of professional circus artists perform and invite students from the audience to learn circus skills and techniques including juggling, acrobatics, tumbling, clowning and physical comedy, balancing objects, and magic. After mastering a variety of skills, students create and perform a short sequence based on their newly acquired techniques.

#### *MIME AND PHYSICAL THEATER*

Students experience the art of storytelling without words. Professional physical performers teach students basic mime techniques and incorporate them in the creation of characters and short scenes. Students learn how to move with simplicity, clarity, precision, and expressiveness. Working collaboratively, they create scenes done entirely without dialogue.

# Assemblies

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## *RHYTHM AND TAP DANCE*

A professional tap company performs and invites students from the audience to join them onstage to learn simple steps. Students perform a short piece with the tap dancers, and the whole audience participates in creating rhythm with their bodies. Rhythm and counter-rhythm are introduced and related to mathematics.

## **LIVING OUR LIVES**

**EDUCATIONAL PLAY PRODUCTIONS (EPP)**– Carmen Rivera and Candido Tirado EPP uses theatre and follow-up discussions to take a frank look at the issues affecting students' lives. Students examine the consequences of the choices they make and learn the importance of considering all the options and making informed decisions.

### **Available Assemblies:**

E

#### *THE DOG ATE MY HOMEWORK*

This play teaches good study habits through the life of a young boy, who'd rather watch TV or play with his playstation than study. He falls asleep and has a nightmare, in which he's gotten left back so many times, that he's in the third grade with his granddaughter. Throughout the play he learns the study skills he needs to be a good student.

#### *THE BULLY PLAY: REPORTING IS NOT SNITCHING*

E

“Reporting is not Snitching” is an interactive play that deals with the very pervasive problem of bullying. A young boy, Alex, is suffering a great deal because a bully is bothering him at school. Throughout the play he learns strategies to deal with the bully. Strategies for teachers and parents are also included in the play.

### *THE BULLY SERIES: CAN'T TAKE IT ANYMORE* A

A teenager, his friend, a bully, and a silent observer all learn to deal with and take responsibility for their part in the cruel act of bullying. Based on real life stories, this play explores the many facets of bullying.

### *DETENTION* MS HS

Three teenaged girls get sent to detention. Throughout the play they provoke, confront, and reveal their personal issues such as self-esteem, fear, and dealing with an abusive relationship. By the end of the play, they make choices to get their lives back on track and out of detention.

### *WAIT A MINUTE* MS HS

“Wait a Minute” is a very funny and true-to-life take on teenaged parenthood. Into the world of Ruben and Teresa, a very demanding baby magically enters, and throws their well-constructed teenaged lives into chaos. The play examines the consequences of questionable choices.

### *MOMMA'S BOYZ* MS HS

Three friends from the inner city make a questionable decision to sell drugs, subsequently leading them into a world of violence. The outcome is tragic, but a magical force intervenes giving them a second chance to revisit that decision.

### *GANGBANGER'S REGRET* MS HS

A gangbanger has to choose between seeking revenge for the killing of his friend or to take care of his baby. One choice leads to life, the other to death.

All plays for the elementary schools are 30 minutes plus a short post-show discussion. All plays for the middle / high schools are 40 minutes plus a short post-show discussion.

# Assemblies

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## **SIMPLIFIED SHAKESPEARE**

MS HS

In this romp through Shakespeare's best known plays, monologues, and sonnets, students see how Shakespeare combined dialogue and action to create unforgettable characters and scenes. Including selections from *Hamlet*, *MacBeth*, *A Midsummer's Night Dream*, and *Romeo and Juliet*, this taste of Shakespeare is a perfect introduction to the best of the bard.

## **CLOWNING & PERFORMANCE ART**

E

Students learn the art of clowning and performance art in this lively and fun interactive assembly.

## **POETRY SLAM**

MS HS

Students actively participate in this engaging assembly by judging the poetry and performances of nationally recognized slam poets. The professional slam poets go head-to-head in three energetic rounds, showing students the power of the spoken word. When combined with the Poetry Slam Residency (see page 12), students have the opportunity to compete with their peers and the professional poets.

## **AN INTRODUCTION TO THE VOICES OF THE BAND**

E

A dynamic LeAp musician introduces students to the four families of instruments, musical vocabulary, individual instruments, and musical styles from classical to ragtime. Students are encouraged to put these newfound skills into practice by playing an instrument.

## **PERCUSSION ENSEMBLE**

A

LeAp musicians introduce students to percussion instruments and various forms of percussion music, ranging from marching bands to jazz ensembles. Students learn to make and play their own percussion instruments, and experiment with beat and rhythm in follow-up classroom visits.

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## **BLUES AND BLUEGRASS** A

LeAp musicians perform popular blues and bluegrass songs for students. The musicians highlight the historical relevance of these music genres within American social and cultural movements.

## **JAZZ: FROM SWING TO BEBOP** A

LeAp jazz musicians present a history of jazz through performance and discussion. This engaging assembly program spans many decades of jazz, ranging from the swing music of the past to the modern sounds of today.

## **A MUSICAL TOUR: IMPROVISATION AND SHARED SONGS** A

Students take an interactive journey through the history of music from the medieval ballads of the troubadours and ageless folk melodies to classical, romantic, jazz, and modern pieces. Throughout, students participate in musical games and call-and-response activities as they learn the joyful secrets of improvisation and collaborative music.



# Assemblies

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## LATIN MUSIC A

During this interactive performance, students are introduced to music from Cuba, Colombia, and Venezuela. A Latin band demonstrates a range of Latin rhythms, discusses the history of Latin American music, and introduces basic dance movements from each country. Students then have the opportunity to participate in a sing-along as the band plays traditional Latin American songs.

## DANCING AROUND THE WORLD E

Dressing in colorful costumes, LeAp dancers take your students on a lively tour of the globe that can be tailored to your school's needs. World cultures come to life through a variety of dances ranging from African tribal dances to classic ballroom styles, and from Brazilian and Caribbean samba, salsa, and reggae steps to American tap, jazz, and Irish clogging. This spirited program promotes cross-cultural appreciation and understanding.



## DANCE: FROM HIP-HOP TO BALLET A

Students are introduced to many exciting forms of dance from jazz, hip-hop, and tap, to ballet and modern technique. This assembly can either be a performance or a discussion focusing on the history of dance. If a performance assembly is chosen, students from the audience are invited to participate.

### **THE ART OF STORYTELLING**

MS HS

The Moth storytelling assembly features professional storytellers, along with a host and a violinist who serves as a timekeeper. All stories are directed by The Moth, and storytellers can include well-known personalities as well as other experienced professionals. Schools can choose from story themes such as empowerment, harassment, family relations, tolerance, and other teen issues. Following an assembly, a Q&A session or a storytelling boot-camp classroom workshop for up to four classes is available. A microphone with a stand is required for an assembly.

### **AFRICAN DANCE AND MUSIC**

A

A troupe of performers presents the sounds, stories, and rhythms of Africa in this vibrant assembly, which can include drumming, dancing, singing, and storytelling. Students learn the history and importance of these art forms within African culture.

### **HISTORY OF STREET DANCE**

A

Professional dancers reveal the cultural importance of contemporary urban dance styles, such as locking, popping, breaking, freestyle, hip-hop, and house. Through performance and discussion, the dancers teach students the geographic, historic, and social context of the movements and music. After demonstrating some astounding street choreography, the dancers invite audience members to participate in this interactive assembly.

# 7 Parental Involvement

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## PARENTAL INVOLVEMENT

Parental Involvement workshops can be conducted as a single session or as an extended series. The workshops can be conducted solely for parents, or for parents and children. *Any program in this catalog can be tailored as a Parental Involvement Workshop, but the programs below are specifically designed for parents.*

LeAp would be happy to collaborate with any school on a Parents As Arts Partners (PAAP) grant.

Some past successful programs include:

- Exploring our Community through the Arts
- Quilt making, Celebrating Our Traditions
- Our Families, Our Stories (Storytelling and Bookmaking)
- Move to the Beat: Latin American Dance and Culture

### **ADULT LITERACY SKILLS FOR ELL/BILINGUAL ADULTS**

LeAp's Adult ELL program uses drama, movement, and games to make English language learners feel more comfortable and confident when they read, write, and speak English. Hands-on activities help adults develop strong vocabulary and grammar.

### **GED PREPARATION**

Parents improve their basic writing and mathematics skills in this 10-to-20 session program designed to help parents prepare for the GED exam. Creative approaches to essay writing and mathematics give adult students the confidence and tools to succeed on the GED test. This program includes a comprehensive GED preparation workbook and materials for up to 20 participants.

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## Parental Involvement

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### **USING COMPUTERS: BASIC SKILLS AND INTERNET ACCESS**

This program uses the school's computers to help parents feel comfortable in the digital age. Parents learn word processing applications, how to create resumes and cover letters, and how to use spreadsheets to track data and create budgets. Additionally, they learn how to use the internet to find job opportunities, look for activities and programs in their neighborhoods, and research answers to their questions.

### **JEWELRY MAKING / JEWELRY COOPERATIVE**

Parents express their creativity by making beautiful handmade jewelry including pins, tie tacks, earrings, bracelets, and necklaces. This workshop is geared to a wide audience, allowing everyone to work at their own skill level and pace, and leave with a unique product of which they can feel proud. A jewelry cooperative teaches basic business skills, including pricing and calculating profit and loss. Some schools have used this as a way of raising funds for the PTA.

### **FASHION DESIGN**

A LeAp consultant introduces parents to creative design as it relates to clothing and accessories in the fashion industry. Parents learn the fundamentals of design, while studying the world of fashion and its connection to history, business, and culture. Parents create fashion sketches and select fabric swatches in multi-workshop series. Parents create actual fashion products.

### **T-SHIRTS AND MORE**

A LeAp fabric artist teaches parents how to make attractive painted, stenciled, and/or tie-dyed t-shirts. Participants can also learn to use the resist-dye method to create designs for scarves, napkins, and mats.

### **MAKING ART FROM EVERYDAY OBJECTS**

Parents create a personalized object such as a decorative mirror or picture frame, and learn how to design and decorate their home with readily available, inexpensive objects. A LeAp artist shows parents how to make good study spaces for children, organize their homes, and create better storage areas.

# Parental Involvement

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## **ZUMBA™**

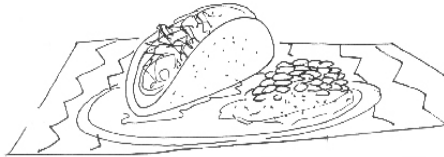
A LeAp instructor, certified in Zumba, introduces a fun and entertaining way to promote healthy living. Through this Latin American dance-based program, parents unwind and de-stress while building a sense of community and promoting wellness to their students through leading by example.

## **SEWING CRAFTY GIFTS**

Parents learn basic sewing techniques and simple appliqué by making eyeglass cases, cell phone holders, change purses, and pillowcases. Advanced classes focus on decorative stitching, quilting, and fabric collage. Simplified classes are available for parents and children.

## **COOKING: SIMPLE HEALTHY MEALS**

A LeAp consultant helps parents discover how to cook tasty, nutritional, child-friendly dishes from various cultures, in order to build healthy eating habits. Parents are also shown how to use cooking to improve their children's math and reading skills. In multi-session programs, a trip to the supermarket is included.



## **HOLIDAY CARDS AND GIFT WRAPPING**

Parents learn to make exciting decorative cards to give as gifts, use for holidays, or sell, using a variety of printmaking and art techniques. A LeAp artist also demonstrates how to create personalized packages, unique boxes, and gift bags.

Parents create original holiday decorations, such as candles, puppets, giant paper flowers for Mother's Day or Easter, Kwanza masks and dolls, wearable Halloween masks, dragon kites for the Chinese New Year, or elegant Easter eggs decorated with rhinestones and sequins.

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## **THE LIVELY VISUAL ARTS**

A LeAp artist teaches parents a variety of art techniques including painting, drawing, and sculpting. Parents then create original works of art, inspiring them to discover their hidden potential and express their feelings creatively.

## **SCRAPBOOKS AND FAMILY ALBUMS**

Parents create their own hardbound photograph albums to capture family memories. They make front and back covers and bind blank pages using Asian-style bookbinding techniques, and create personalized scrapbook pages using mementos, decorative papers, and photographs.

## **DIGITAL PHOTOGRAPHY**

Parents learn to take better photographs and tell their family stories through images. A LeAp photographer teaches parents about composition, texture, value, and lighting techniques. Parents also learn how to use the manual settings on their cameras to take truly unique pictures.

## **INTERNATIONAL CRAFTS**

This program teaches parents activities and crafts from around the world—from weaving to candle making—that they can do with their children to increase literacy and cultural understanding.

## **PUPPET MAKING**

Parents learn how to make shadow, giant, paper bag, sock, finger, felt, and marionette puppets. A LeAp artist also shows them how puppetry builds confidence in shy and reticent children by freeing them to speak up and share their opinions "through" the puppet.

## Parental Involvement

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### **MINIATURE DOLLS FROM AROUND THE WORLD**

Parents and their children create dolls from around the world using fimo clay, fabric, stockings, needles, thread, and/or stuffing.

### **CULTURES: AFRICAN, LATIN AMERICAN, ASIAN OR NATIVE AMERICAN**

LeAp consultants introduce various African, Latin American, Asian or Native American cultures, and help parents explore the customs, languages, beliefs, and art forms of these cultures through slide shows, cooking, music, and art.

### **NEW YORK CITY RESOURCES AND EDUCATIONAL GAMES**

Parents learn about the many cultural and educational resources throughout New York City and their neighborhoods. They learn about holiday and summer programs, free classes and events, as well as cultural institutions, parks, and library services. Parents also learn simple games and activities to help improve their children's academic skills and to engage them during weekends and school vacations.

### **WORKING WITH SPECIAL NEEDS CHILDREN**

A LeAp artist teaches parents new ways to interact with their children and help them succeed in school. Activities such as dramatization of literature, creative cookery, and crafts from around the world are tailored to suit the abilities and learning modalities of students with special needs – from dyslexia and autism to behavioral management issues.

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### **DEVELOPING FINE MOTOR SKILLS**

A LeAp artist teaches parents how helping their children develop fine motor skills improves handwriting, decreases frustration, and helps them succeed in school. Parents learn a wide variety of simple craft projects—from story collages to jewelry making—that they can recreate at home with their children.

### **MATH GAMES, PUZZLES, AND CRAFTS**

Parents and children learn how to create fun math board games and puzzles; practice using a ruler; improve their problem solving skills; master arithmetic concepts; and develop reasoning skills. Craft activities such as jewelry making and weaving emphasize shapes, patterns, graphing, and scale.

### **ITSY BITSY LEARNERS: AGES 1-3**

In this series, parents learn to transform everyday events into opportunities to help their very young children develop math and literacy skills. For instance, shopping becomes an educational adventure as children actively look for and identify colors, shapes, and objects. Parents also learn to make wordless books, play musical games, and make simple foods to encourage language acquisition and vocabulary development.

### **LITERACY GAMES AND ACTIVITIES: AGES 4-6**

This series teaches parents simple, but effective, literacy activities that they can recreate at home with their children. For example, parents learn to make collage art and books to develop vocabulary and sequencing skills. By making finger puppets, forming whole-body letter shapes, and playing word bingo, parents learn ways to strengthen their children's phonics skills and language abilities.

# Parental Involvement

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## **LITERACY GAMES AND ACTIVITIES: AGES 7-10**

Parents learn a variety of games and strategies to help their children improve their literacy skills. For example, this series teaches parents ways to use creative cooking, phonics bingo, flap books, silly sentence songs, and other hands-on activities to strengthen their children's reading and oral expression, listening and writing skills, and phonemic awareness.

## **STRESS MANAGEMENT**

Parents learn simple stress management techniques through yoga, dance, and drama exercises.

# STAFF DEVELOPMENT

LeAp develops customized staff development workshops to address your needs. *Workshops can be based on any program described in this catalog, and all use a hands-on, active learning approach.* LeAp professional development workshops can take place during the day, after school, or at retreats. Additionally, the workshops can be conducted as a single session or as an extended series.

### **ACTIVE LEARNING LEADS TO LITERACY™ (ALLL PreK-2)**

Teachers learn hands-on approaches to teaching literacy in grades K-2. This workshop incorporates drama, visual arts, music, creative movement, cooking, games, and storytelling strategies that improve young and emerging reader's decoding skills, vocabulary, language fluency, reading comprehension, and writing skills. *ALLL K-2 activities easily integrate into any literacy program.* **An eight-year longitudinal study by NYU has proven that ALLL K-2 significantly improves student literacy levels as measured by ECLAS.**

### **ARTS LEARNING LEADS TO LITERACY™ (ALLL 3-5)**

An innovative program based on Embedded Embodied Cognitive Theory helps teachers increase their students' literacy skills. This workshop for 3rd – 5th grade teachers uses drama, visual arts, music, and dance to build vocabulary, language fluency, reading comprehension, and writing skills. *ALLL 3-5 strategies link literacy skills to social studies and science.* **The program is in the fourth year of a four year study funded by the USDOE and initial test scores evaluated by NYU indicate a significant improvement on the NYS ELA tests compared to control classes.**

# Staff Development

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## **ARTS-BASED LEARNING LEADS TO LITERACY™ (ALLL 6-8)**

Through monthly workshops and biweekly in-class modeling workshops, teachers become familiar with LeAp's innovative hands-on strategies proven to increase students' literacy abilities. This program focuses on drama, visual arts, music, and dance to effectively teach reading comprehension, grammatical structure, writing skills, and vocabulary for students of any level and ability. ALLL 6-8 strategies link literacy skills to English language arts and social studies. This program is in the second year of a 4-year study funded by the USDOE.

## **BUILDING A CLASSROOM MUSEUM**

Teachers learn how to create museum exhibits with their students that focus on a specific culture, time period, or historic figure. They make and incorporate art objects, facsimiles of artifacts, dioramas, diagrams, and labels. This program teaches creative problem solving, research techniques, and social studies. *This program aligns with the national STEM initiatives.*

## **STAR WRITING**

STAR (Structure Thinking Analysis and Research) helps teachers guide students in writing concise, grammatically correct essays, folktales, journalistic accounts, biographies, and reports using simple strategies and graphic organizers.

## **GLOBAL UNDERSTANDING/CULTURAL LITERACY™**

Teachers of all grades explore literature from twelve countries. They learn how to work with their students to effectively interpret the literature, gaining insight into the cultural attitudes and values of different peoples. This program can be targeted to help students pass their Global Regents exam. This interdisciplinary curriculum increases students' reading and writing skills, develops their cultural literacy, and strengthens their research, history, social studies, and problem-solving skills. This teacher workshop comes with sample student anthologies, teacher guides, and two CD-ROMs that include student handouts, art examples, maps, slide images, and more.

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## **ORAL HISTORY / LOCAL HISTORY COMES ALIVE**

A LeAp historian teaches research techniques to help teachers collect and interpret oral histories. Teachers learn to conduct interviews, develop questionnaires, draw genealogical charts, research, and present data. Teachers are shown how to research New York City and/or State history using maps, photographs, architecture, historic sites, local documents, period literature, art, and music to create exhibits with detailed maps, texts, graphs, and visuals.

## **PLAYWRITING, PLAY PRODUCTION**

Teachers learn to use the collaborative process of playwriting to improve students' literacy, math, and social skills. A theater professional teaches playwriting techniques such as story structure, setting, mood, character development, and plot. Finally, teachers learn to block scenes, direct the action, and give students the confidence and self-assurance they need to perform.

## **MAPPING COMMUNITIES, MAPPING CONTINENTS**

Teachers learn to build students' mapping skills through hands-on activities such as making 3-D demographic and topographic maps, diagramming transportation routes, or creating community dioramas. Acetate map overlays are used to demonstrate the relationships between various concepts and systems such as demographics and economic distribution, natural resources and transportation, and political borders. This program can also provide strategies to help students pass 5<sup>th</sup>- and 8<sup>th</sup>-grade social studies exams and the Global Studies Regents exam. *This program aligns with the national STEM initiatives.*

## **ARCHAEOLOGY: HANDS-ON HISTORY**

Teachers learn a wide range of archaeological principles, from plotting and graphing to stratigraphy and situ. They use primary sources, including maps and other original documents to create dig boxes before going on an actual dig. Teachers also learn how to use mathematics to measure and calculate area; to tabulate, represent, and analyze their data; to work with and create a variety of charts and graphic organizers, and to record their finds using scientific and descriptive writing. *This program aligns with the national STEM initiatives.*

# Staff Development

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## **VISUALIZATION OF LITERATURE**

A LeAp artist demonstrates how to teach literacy by using visual arts projects such as pop-up books, puppets, murals, and classroom museums. Teachers also focus on the storyboard process and write original adaptations and scripts based on folktales, fairytales, and other existing stories.

## **CULTURES REFLECTED THROUGH MUSIC**

A LeAp musician introduces teachers to the music of various cultures, and demonstrates how to create and play musical instruments as a means of developing multicultural appreciation and mathematics skills.

## **PLAYING YOUR WAY INTO CORE SUBJECTS**

Teachers learn to use instrumental, percussion, or vocal music to enhance math, social studies, science, or language arts. The workshop also focuses on teamwork, listening skills, and building self-esteem.

## **A CREATIVE APPROACH TO TEACHING MATH**

Teachers learn how to enliven their math curriculum by integrating art, dance, music, or board games into their classrooms. For example, pop-up books, math games, and fraction quilts are used to teach arithmetic concepts, patterns, and problem-solving skills. Instrument making and playing are used to explore the mathematics of sound and mathematical reasoning. *This program aligns with the national STEM initiatives.*

## **STARTING YOUR OWN CLASSROOM BUSINESS**

Teachers of grades 3-12 learn how to start and operate a classroom business, and integrate all aspects of this business into their mathematics curriculum. Teachers make handmade cards or jewelry, and learn some basic business concepts such as calculating percentages, working with fractions, and applying mathematics, including profit and loss, ledgers, spreadsheets, and basic accounting. *This program aligns with the national STEM initiatives.*

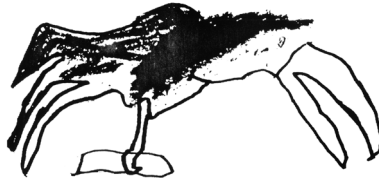
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### **CREATIVE PROBLEM SOLVING**

This workshop demonstrates how teachers can turn their students into expert problem solvers by teaching them to distinguish between facts and opinions. This workshop, which can be adapted to any academic subject area, shows teachers how to help their students recognize important key words and concepts and choose the necessary facts to solve problems and support their solutions. *This program aligns with the national STEM initiatives.*

### **HANDS-ON SCIENCE**

A LeAp science expert demonstrates strategies to help students learn through the scientific method, focusing on hypotheses, observation vs. inference, data representation, and conclusions. Teachers learn to conduct experiments from all areas of the science curriculum. LeAp's extensive library of experiments includes topics such as acidity of liquids, tropisms, plant adaptation, starches and foods, the microcosmic world of the cell, the study of ecosystems, and electrolysis of water. This series is excellent preparation for the NYS Science Performance test. *This program aligns with the national STEM initiatives.*



### **ENVIRONMENTAL EDUCATION THROUGH SITE ANALYSIS**

A LeAp science expert models hands-on, discovery-based teaching methods by leading an environmental study of an urban lot, public park, lawn, or schoolyard. Teachers learn interesting and informative experiments that are fun and easy to do with students of all ages. This field study project covers many scientific concepts such as observation and inference, classification, energy and food webs, and biogeochemical cycles, among others. *This program aligns with the national STEM initiatives.*

# Staff Development

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## **TOYS AND TECHNOLOGY, THE SCIENCE OF EVERYDAY LIFE**

Teachers learn to take apart, rebuild, and modify toys, batteries, lamps, and other everyday items in order to demonstrate the basic principles of physics. They build simple machines such as a hydraulic jack from a bottle, balloon and soda can, or a ball bearing from jar lids and marbles. Finally, they create their own inventions, toys, Tiffany lamps, or Rube Goldberg devices. *This program aligns with the national STEM initiatives.*

## **MURALS**

Teachers learn to create temporary and permanent murals for their classrooms and school using a variety of media including collage, mosaic, pastel resist, and paint. A LeAp artist demonstrates how to use scalar drawings to transform small sketches into wall-sized murals, and how to manage art supplies when working on large scale projects with students.

## **UNIQUE BOOKMAKING**

This workshop demonstrates how to create hardcover and softbound books using a variety of methods such as woven paper, chopstick binding, accordion fold, and flap techniques. Teachers also learn a variety of ways to illustrate books including pop-up elements, printmaking, collage, watercolor, and/or calligraphy.

## **MINI-AUTHORS**

A professional writer helps students to develop a love of language and words through author, character, and genre studies. Teachers read and discuss biographies and autobiographies, fiction and non-fiction, and poetry and prose, as well as analyze the elements of the genre and write their own original pieces.



## Staff Development

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### **PHOTOJOURNALISM**

Teachers learn how to use a camera to tell a story and how headlines, captions, and camera angles can change a photograph's meaning. They also learn basic photography skills such as composition and how to manipulate light, texture and contrast. This program ties into English language arts and social studies. *This program aligns with the national STEM initiatives.*

### **VIDEO VISIONS**

Working with a professional video artist, teachers learn the research techniques, writing skills, and camera skills necessary to write and produce newscasts, commercials, comedies, docudramas, or soaps. *This program aligns with the national STEM initiatives.*

### **BULLYING PREVENTION**

Teachers learn how to prevent bullying and deal with conflicts. A LeAp artist demonstrates how to effectively recognize signs of bullying, respond to specific conflicts, and foster an environment where bullying is resolved through cooperation and negotiation. Different methods of bullying prevention are taught, including drama, comic strips, dance, puppetry, poetry, and photo essays to explore ways of finding positive solutions to this growing problem.

### **STRESS MANAGEMENT**

Teachers learn simple stress management techniques through yoga, dance, and drama exercises, which they can use for their own benefit or with their students.

## PARTNERSHIPS & COLLABORATIONS

### **AMERICAN MUSEUM OF NATURAL HISTORY**

The engaging exhibits, child-friendly collections, and knowledgeable educators of the American Museum of Natural History encourage students to explore, research, and discover the natural sciences. Using self-guided study sheets, students tour the museum and use the collections as a primary source for inquiry-based learning. Upon returning to the classroom, a LeAp artist/scientist helps students create their own exhibits, dioramas, books, and murals based on the chosen area of study.

### **NYC DEPARTMENT OF PARKS & RECREATION**

LeAp's collaboration with NYC Department of Parks & Recreation provides a unique opportunity for middle school students in our Public Art Program to exhibit their art in parks throughout the five boroughs, comprising the largest student exhibition in NYC Parks history. In this program, students explore community social issues, study the history of public art, meet well-known public artists, and create large-scale works of art using a school lunchroom table as the canvas. In the summer, the art tables are displayed in a citywide, 10-park exhibition, providing a public forum for the work, and empowering young people through their art to voice their views on social issues.

## Partnerships & Collaborations

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### **KENNY LEON'S TRUE COLORS THEATRE COMPANY**

Kenny Leon's True Colors Theatre Company is an Atlanta-based theatre company that aims to preserve the classics by presenting them to a new generation and to help cultivate the voices that will be the classics of the next generation. LeAp has been collaborating with True Colors and Jujamcyn Theaters in NYC, to conduct the NYC regional August Wilson Monologue Program and Competition that explores the life and work of renowned playwright, August Wilson. This regional competition is part of a national initiative, including ten cities, to preserve the legacy of August Wilson.

### **SAMUEL FRENCH PUBLISHERS**

Samuel French, Inc., the premier play publisher and licensing agent, handles such esteemed work as August Wilson's *Century Cycle*, Thornton Wilder's *Our Town* and Eugene O'Neill's *Ah, Wilderness*. The company represents thousands of playwrights, translators, lyricists, and composers throughout the world and facilitates the licensing of material that keeps performing arts humming in high schools, community theatres, and professional theatres globally. Samuel French has been partnering with LeAp OnStage by publishing student playwrights, registering their work with the Library of Congress, and distributing them to students, parents, and others involved in the program.

### **SOCRATES SCULPTURE PARK**

Socrates Sculpture Park is the only site in the New York Metropolitan area specifically dedicated to providing artists with opportunities to create and exhibit large-scale sculpture and multi-media installations in a unique outdoor environment that encourages strong interaction between artists, artworks and the public. Socrates Sculpture Park is partnering with LeAp's Public Art Program to give Public Art students an opportunity to share their experiences within the program with other, local students at workshops held at Socrates.

# Partnerships & Collaborations

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## **NYC DEPARTMENT OF EDUCATION - SUMMER QUEST**

LeAp was selected by the NYC Department of Education as a model Summer Quest program to prevent summer learning loss for elementary and middle school students. The program provides students with fun, hands-on arts and enrichment experiences while strengthening their academic skills. Classroom teachers collaborate with LeAp educators to offer students Common-Core aligned instruction, academic activities, sports and recreation, and field trips.

## **NYC DEPARTMENT OF YOUTH & COMMUNITY DEVELOPMENT**

LeAp collaborates with DYCD's SONYC (School's Out New York City) to serve six schools in the Bronx and Brooklyn by providing engaging activities for youth in 6th, 7th and 8th grades five days per week throughout the school year and during the summer. The LeAp model offers young people rigorous educational, athletic, and artistic instruction with underlying social and emotional value. The program is structured into clubs that involve engaging arts and academic activities and students also take trips to cultural organizations.

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# 10 Publications & Materials

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## PUBLICATIONS & MATERIALS

LeAp has published over 40 educational books and created over 500 innovative arts education lesson plans to help teachers provide an engaging educational experience. LeAp has the following innovative teaching materials available for sale on its website at [www.leapnyc.org](http://www.leapnyc.org).

### **EFFECTIVE LESSON PLANS**

LeAp's lesson plans address all grade levels and all academic subject areas, and are integrated into all of the arts. They include: Literacy & the Arts, Math & the Arts, Author Studies, Physics, Chemistry, Geography, Multicultural Studies, Mathematics, and Architecture.

### **GLOBAL UNDERSTANDING/CULTURAL LITERACY™ BOOK SERIES**

This book series is an innovative educational tool for students in grades PreK-12. These comprehensive anthologies link literacy to every academic subject and use stories, writing, comparison charts, music, drama, games, visual arts, maps, images, and more to enhance the teaching of the core curriculum. The books employ a multi-disciplinary approach to the study of 12 diverse cultures, including those of China, Japan, India, Indonesia, South Africa, Brazil, Mexico, Chile, Germany, Saudi Arabia, Turkey, and Russia. Through lively lessons, hands-on activities, artistic projects, and creative games, students fall in love with learning while increasing their overall academic performance. *The 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, and 6<sup>th</sup> grade anthologies include space for students to illustrate the stories.* Classroom sets are available on LeAp's website and at [amazon.com](http://amazon.com) as well as the NYSTL website. **Book Contract # 7000579.**

## Publications & Materials

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**LeAp's Global Understanding / Cultural Literacy book series, which focuses on 12 countries, includes:**

***Animal Tales***, for students, grades K-5

A beautifully illustrated book for parents or teachers to read aloud to young children, or for older children to read on their own. It contains 12 stories from around the world with vibrant pictures, games, art, and music activities that encourage children to read and learn about new cultures.

***Trickster Tales***, for students, grade 3

This unique and interactive introductory book explores the role of trickster in 12 cultures and helps young readers expand their literacy skills while comparing social attitudes in diverse cultures. It can be used as a springboard for writing, arts, and drama projects.

***Cinderella Tales***, for students, grade 4

This book is for mid-level readers and highlights the many ways that the Cinderella story can be told. It presents 14 tales of Cinderella, male and female, allowing students to conduct a compare and contrast analysis. Many of the versions are very different from our own and illuminate a wide range of cultural values and practices.

***Folk Tales***, for students, grade 5

From China's *White Lotus Magic* to Brazil's *The Three Old Ladies*, these imaginative stories encompass folk tales from around the world that your students will enjoy. These stories reflect the beliefs and diverse points of view of each culture they represent. As they are the retelling of common folk tales, this book makes learning about these countries effortless and fun.

***Classic Literature***, for students, grade 6

This thought provoking collection of classic literature—from China's *Dream of the Red Chamber* to Germany's *Emil and the Detectives*—combines well-known literary works drawn from the 12 countries. These stories illuminate historical events, cultural attitudes, and social customs. The stories also address how the geography, economy, religion, and history influence the social customs and values of 12 cultures.

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## Publications & Materials

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***Famous Tales Anthology***, for students, grades 7-8

This anthology contains essays, short stories, and excerpts from literature from around the globe that highlight the various symbols, values, and cultural beliefs of people from a variety of world cultures. From tragic love stories to cautionary tales and allegories, this collection is designed to improve middle school students' literacy and social studies skills.

***Uncommon Tales Anthology***, for students, grades 9-12

A perfect tool to prepare for the NYS Global History Regents Exams, this book introduces high school students and advanced readers to world cultures, while strengthening their literacy skills. It includes 56 fully-annotated stories related to the environmental, historical, and religious influences on culture, as well as social attitudes—attitudes toward gender and authority—and cross cultural links. Each chapter is accompanied by a detailed introductory essay. All of the materials in this book were tested and revised with over 400 9<sup>th</sup> and 10<sup>th</sup> grade students in order to ensure that they were relevant and engaging for this age level.

***Teacher's Guides***, for grades 3-6

This over 900 page, two-volume educational tool focuses on all 12 countries from the Global Understanding book series. Accompanied by a CD-ROM with slides, games, maps, and activities, this guide includes comprehensive background information, primary source maps and reading, writing and comparative language activities, 250 images, over 200 lesson plans, and 75 hands-on activities and games to engage students.

***Teacher's Guides***, for grades 7-12

With over 200 detailed lesson plans and two CD ROMS, this guide also includes interactive classroom activities, including political systems, economic systems, all of the major religions, report and essay writing activities to strengthen student skills, historic modern maps, charts, game boards, slides, art materials, worksheets, and 15 minute fillers for students. This is an effective tool that aligns with the English and arts curricula as well as the NYS Global History Regents Exam.

## Publications & Materials

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### **Teacher's Guides**, for grades 7-12

With over 200 detailed lesson plans and two CD ROMS, this guide also includes interactive classroom activities, including political systems, economic systems, all of the major religions, report and essay writing activities to strengthen student skills, historic modern maps, charts, game boards, slides, art materials, worksheets, and 15-minute fillers for students. This is an effective tool that aligns with the English and arts curricula as well as the NYS Global History and Geography Regents Exam.

### **Additional Curriculum Guides and Materials:**

#### **ACTIVE LEARNING LEADS TO LITERACY (ALLL) K-5**

This book is an innovative educational tool for students in grades K-5. Inside, readers will discover all the information any individual teacher or entire school district would need to replicate the proven effective *Active Learning Leads to Literacy (ALLL)* program. All lesson plans and materials are on a downloadable CD-ROM.

#### **AMERICAN HISTORY COMES ALIVE**

This publication, funded by the USDOE, includes a summary of the many tested activities that will engage 7<sup>th</sup> and 8<sup>th</sup> graders in the study of American History as well as background information, useful web links, lesson plans, activity sheets, and many primary source materials for use with 7<sup>th</sup>- and 8<sup>th</sup>-grade social studies classes. All lesson plans and materials are on a downloadable CD-ROM.

#### **DRAMA: SOCIAL VOICE OF HISTORY**

This publication provides teachers with an exciting approach to teaching history through theater. Using well-known dramatic works, theater visits, playwriting, and other hands-on activities, this book, written by theater professionals and educators, presents an innovative and easily replicable way of teaching English and social studies through drama.

To order: 1-212-769-4160 or [orders@leapnyc.org](mailto:orders@leapnyc.org)



## Publications & Materials

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### **JAPAN: AN ISLAND CULTURE**

This educational resource for teachers provides a remarkable way of learning about Japanese culture. This kit includes a book, slides, background information, games, a self-guided museum visit, and hands-on activities such as the web of obligations bowing game and the proverb game comparing American and Japanese proverbs. The materials are designed to supplement the classroom study of Japan and highlight the link between traditional and modern Japanese culture.

### **KOREA: CROSSROADS OF ASIAN CULTURE**

This teacher guide was developed and tested with middle school students to engage students in the study of Korean culture, history, and traditional social structure. This kit contains numerous slides, maps, classroom activities, lectures, and even a self-guided tour of the Hall of Asian People at the American Museum of Natural History.

### **UNDERSTANDING HISTORY THROUGH ART**

Initially funded by the National Endowment for the Humanities, this kit uses art as a primary source material in the study of world and American history. This six book series focuses on art from Ancient Egypt to modern day. These publications are designed specifically for middle school students and present an engaging way of looking at history through various forms of art. These materials include a CD-ROM featuring art from international museums along with accompanying text, detailed museum worksheets for the Metropolitan Museum of Art, and hands-on classroom activities. Through highlighting dress, teenage customs, etc., they provide a fun and exciting way that directly relates to the students' lives and interests.

### **CITY AS HISTORY**

This teacher guide, created by renowned educators and authors, uses resources in New York City, such as historic houses, museums, parks and the harbor. By utilizing these resources along with hands-on activities, this book provides a wide variety of exciting lessons to help expand students' understanding and knowledge of American history.

# Publications & Materials

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## **Student Created Books and Pamphlets:**

*Immigrants in the Bronx: A Passage through Time*

*Immigrants in the Bronx: Today's Arrivals*

*Immigrants in Harlem: Today's Arrivals*

*A Book Series: Haiti, Mexico, Russia, Mythology, Peru, Cuba, Dominican Republic, Nigeria, Guyana, Siberia, and Brazil.*

## **TRAINING VIDEOS & DVDS**

LeAp has produced over 30 innovative training videos and DVDs designed to provide teachers with the skills needed to successfully implement the LeAp program. Titles include: Creative Problem Solving, Play Writing & Production, Star Writing, Autobiography/Box Project, Stress Management, Bookmaking, Math through Dance, Photography, Songwriting, Hands on Science, and Archaeology. Additional titles are listed at [www.leapnyc.org](http://www.leapnyc.org).

## **CD-ROMS**

LeAp has created educational CD-ROMS to be used by staff developers and teachers to support the academic curriculum. They include primary source materials, old maps, art, photographs, and historic documents. It also includes lesson plans to help teachers facilitate the use of these materials.

LeAp CD-ROMs include:

Global Understanding/Cultural Literacy

New York history through its Archives

Understanding History through Art