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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 2016-2017 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. The LeAp model has been proven effective and is nationally recognized.

### **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/STEAM, and NYC Department of Education's Blueprint for Teaching and Learning in the Arts**

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

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

LeAp customizes every program to meet the specific learning styles of students including ELL, special needs, and gifted.

### **LeAp Specialists**

LeAp's robust staff of teaching artists is comprised of teachers with professional careers in music, dance, theater, visual art, and film. Working alongside classroom teachers, they integrate the core curriculum into their art form to inspire, engage, and educate.

## **Cost Effective:**

LeAp provides economical, high-quality programming. LeAp's innovative arts-based 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.*

## **Typical 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

\$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

# Table of Contents

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<b>1</b> Academics		<b>5</b> Social and Emotional Learning	73
English Language Arts	7		
Mathematics	17		
Social Studies	21	<b>6</b> Assemblies	76
Science	28		
Technology	34		
<b>2</b> Arts		<b>7</b> Family Engagement Workshops	83
Visual Arts	37		
Multicultural Arts	47		
Music	48	<b>8</b> Staff Development	91
Dance	51		
Theater Arts	55		
Film, Video, & New Media	58	<b>9</b> Partnerships & Collaborations	98
<b>3</b> Pre-Kindergarten	61		
<b>4</b> Special Populations			
Gifted and Talented	64		
ELL/Bilingual	67		
Special Needs	70		

## 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)

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. A longitudinal and quantitative study of this program, by independent NYU evaluators, showed that students receiving the ALLL program scored significantly higher than their peers.

### ALLL PreK-2 PK E

ALLL PreK-2 activities fully integrate into any literacy program, including Readers and Writers Workshop. 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. ALLL classes take field trips to the Metropolitan Museum of Art and participate in bird walks in Central Park. Statistical evidence shows the ALLL program greatly increases literacy levels of students, as measured by the ECLAS test.

### 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. ALLL classes take field trips to the Metropolitan Museum of Art.

# Academics

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**ALLL 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 and effective activities. ALLL classes take field trips to the Metropolitan Museum of Art.

**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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# English Language Arts

## 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 STEAM 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 to 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 docu-dramas, and books based on their interpretations or extensions of the original literary works. *This program aligns with the national STEAM initiatives.*

# Academics

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## **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.

# English Language Arts

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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**

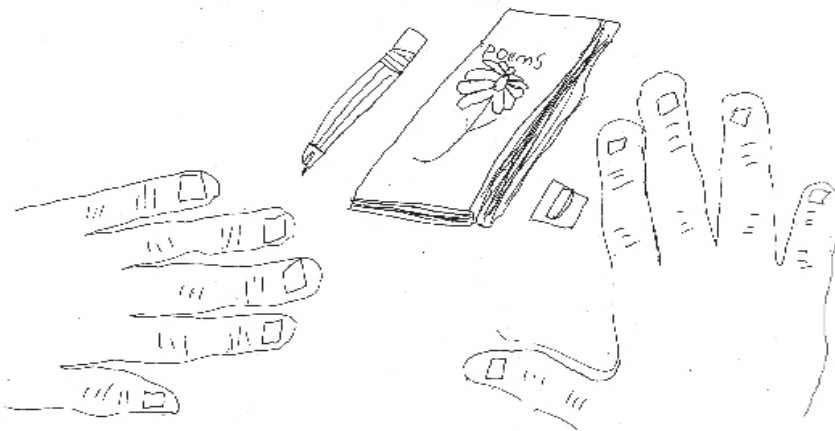
A

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.



# Academics

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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 STEAM 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.

# Academics

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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**

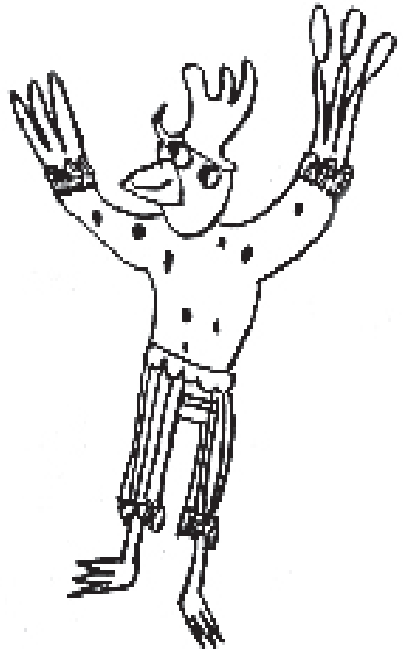
E

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, 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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# English Language Arts

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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.

**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 STEAM (Science, Technology, Engineering, Art, 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.

## **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.

# Academics

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



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 wide variety of math skills, across all grade levels.



## **STARTING YOUR OWN CLASSROOM BUSINESS**



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.

## **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.

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

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.

## **MATH THROUGH MUSIC** E MS

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, 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**

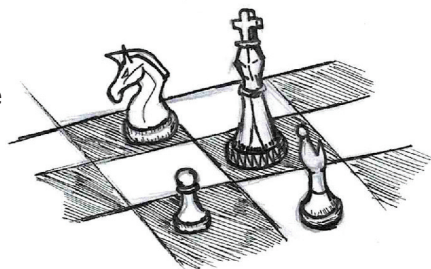
MS HS

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 STEAM initiatives.*

# Academics

## 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.

## 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 STEAM 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.

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## **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.

## **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.

## **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 STEAM initiatives.*

# Academics

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## 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.



## 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.*

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## **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.

## **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 STEAM initiatives.*

# Academics

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## **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.



## **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 STEAM initiatives.*

## **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 STEAM initiatives.

# Academics

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## SCIENCE

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

### **HAITI RECOVERY: EARTHQUAKE PROOF HOUSING** MS HS

The earthquake that struck Haiti in January 2010 destroyed over 250,000 residential structures and created massive homelessness. In this residency, students will design earthquake proof housing structures. Students will begin by observing the stability of various configurations of small boxes on a vibrating table. Based on general observations, teams of students will begin testing possible configurations on clay, gravel or sand foundations. Each group of students will build a model for low rise, high-rise or mid-rise buildings by stacking modular boxes in earthquake proof configurations. Balsa wood blocks will serve as stairwells and/or elevator shafts. Students will come up with the best design, to house the greatest number of people on their soil condition, within budget constraints. Each model will include a proposal for a mural on at least one face of the building. Final projects will be developed in the context of discussions of principles of design including emphasis on rhythm, repetition and balance/symmetry.

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

**RESIDENCY TITLE: MILL POND PARK FLOOD PREVENTION** MS HS

The storm surge created by Superstorm Sandy flooded much of the southern Bronx, including Mill Pond Park, in the southwest corner of the Bronx near the Mott Haven neighborhood. The park is an important part of the attempt by many community groups to reclaim The Bronx waterfront. During this residency, students work in groups to create a scale model of proposed flood barriers for the “promenade” section of the park, located on a pier, and the beach section. Students will choose from a variety of possible barriers, each with different cost, and benefits. Student groups consider the aesthetics of the choices they are making as well as ways to retain sight lines and access to the water. Finished projects will be displayed either on scale maps of the park, or scale models of the park. Final designs may be viewed and/or judged by a panel of local designers and activists working on Mill Pond Park and other waterfront reclamation projects. Students will learn how to apply their STEAM knowledge, including geometry, physics, and the arts to a real life problem.

**RESIDENCY TITLE: BUSH TERMINAL PARK FLOOD PREVENTION** MS HS

The storm surge created by Superstorm Sandy flooded much of the Brooklyn coastline, including Bush Terminal Park, near Sunset Park. The park is an important part of the attempt by many community groups to reclaim the Brooklyn waterfront. During this residency, students work in groups to create a scale model of proposed flood barriers for the “promenade” section of the park, located on a pier, and the beach section. Students will choose from a variety of possible barriers, each with different cost, and benefits. Student groups will consider the aesthetics of the choices they are making as well as ways to retain sight lines and access to the water. Finished projects will be displayed either on scale maps of the park, or scale models of the park. Final designs may be viewed and/or judged by a panel of local designers and activists working on Bush Terminal Park and other waterfront reclamation projects. Students will learn how to apply their STEAM knowledge, including geometry, physics, and the arts to a real life problem.

# Academics

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## **PINHOLE PHOTOGRAPHY**

MS HS

Analogue art making in a digital world! In this workshop, groups of students will design and build pinhole cameras capable of shooting 35mm film. The first part of the residency will focus on examining the parts of a 35mm camera, allowing students to begin design work. Cameras will be built out of simple materials. In this residency, students learn some of the basics of optics. Students will also learn to troubleshoot, refine and improve a design. They will also explore the aesthetics of photography, including issues of light and shadow, contrast and composition.

## **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.

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## **GOING GREEN: GLOBAL ECOLOGY/GLOBAL ENVIRONMENT** 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.

## **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.

## **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 everyday products.

## **THE PHYSICS OF SIMPLE MACHINES AND MECHANICAL TOYS** A

Students examine mechanical toys from various cultures and time periods, and create their own small mechanical toys, in the style of Rube Goldberg (Pulitzer Prize-winning cartoonist and sculptor). Throughout the program, students conduct experiments that link the science curriculum with toy making. This program introduces students to physics, including Newton’s Three Laws, problem solving, and technical logic.

# Academics

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## **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.

## **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.

## **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.

## **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.

## **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?



**FORENSIC SCIENCE**

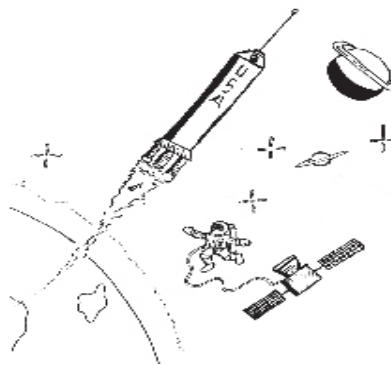
E MS

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.

**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.

**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.

**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.

# Academics

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## TECHNOLOGY

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

### **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.

### **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.

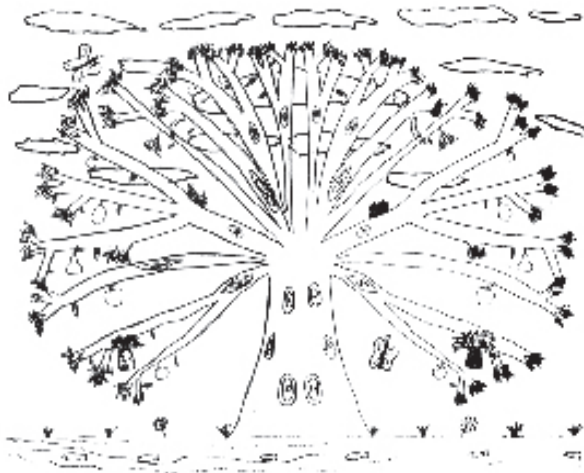
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## COMPUTER CODING AND WEB DESIGN A

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 STEAM-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.*



**EXPLORING RENEWABLE ENERGY SOURCES**

A

Students learn about alternative energy sources including solar, wind, and hydropower 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.

**Lego<sup>®</sup> Robotics (PreK-8)**

E MS

Students build mechanized machines from Lego<sup>®</sup> 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<sup>®</sup> Mindstorm / EV3 robots with color, light, voice, sound, and GPS sensors. Students will broaden their STEAM 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.

## 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.

### 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 STEAM initiatives.*



# Arts

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## **JOSEPH CORNELL - BOXES**



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 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 STEAM 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.

## **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.

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## CARTOONING A

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 A

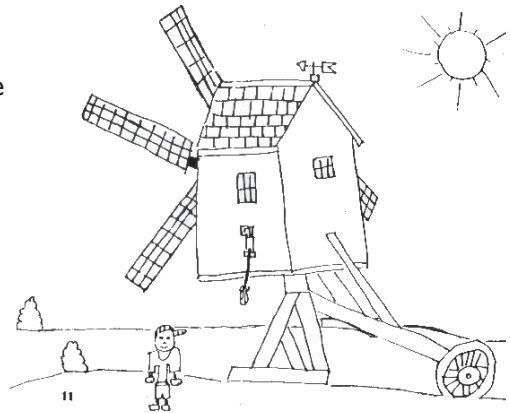
Students study textile arts with a LeAp fabric artist, learning the skills and techniques needed to create their own textile designs, banners, or quilts. Students use a variety of media and techniques including fabric, yarn, wire, paper weavings, tie-dye, resist dye, and soft sculpture.

## FASHION DESIGN A

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 STEAM initiatives.*

## 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.



# Arts

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## **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 STEAM 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 STEAM 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.

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## **MURALS**



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 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.

## **PHOTOGRAPHY**



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 STEAM initiatives.*

## **PORTFOLIO DEVELOPMENT**



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.

# Arts

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## **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.

## **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.*

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## **HAITI RECOVERY: EARTHQUAKE PROOF HOUSING** MS HS

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## **MILL POND PARK FLOOD PREVENTION** MS HS

The storm surge created by Superstorm Sandy flooded much of the southern Bronx, including Mill Pond Park, in the southwest corner of the Bronx near the Mott Haven neighborhood. The park is an important part of the attempt by many community groups to reclaim The Bronx waterfront. During this residency, students work in groups to create a scale model of proposed flood barriers for the “promenade” section of the park, located on a pier, and the beach section. Students will choose from a variety of possible barriers, each with different cost, and benefits. Student groups consider the aesthetics of the choices they are making as well as ways to retain sight lines and access to the water. Finished projects will be displayed either on scale maps of the park, or scale models of the park. Final designs may be viewed and/or judged by a panel of local designers and activists working on Mill Pond Park and other waterfront reclamation projects. Students will learn how to apply their STEAM knowledge, including geometry, physics, and the arts to a real life problem.

# Arts

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## **BUSH TERMINAL PARK FLOOD PREVENTION** MS HS

The storm surge created by Superstorm Sandy flooded much of the Brooklyn coastline, including Bush Terminal Park, near Sunset Park. The park is an important part of the attempt by many community groups to reclaim the Brooklyn waterfront. During this residency, students work in groups to create a scale model of proposed flood barriers for the “promenade” section of the park, located on a pier, and the beach section. Students will choose from a variety of possible barriers, each with different cost, and benefits. Student groups will consider the aesthetics of the choices they are making as well as ways to retain sight lines and access to the water. Finished projects will be displayed either on scale maps of the park, or scale models of the park. Final designs may be viewed and/or judged by a panel of local designers and activists working on Bush Terminal Park and other waterfront reclamation projects. Students will learn how to apply their STEAM knowledge, including geometry, physics, and the arts to a real life problem.

## **BUILDING A CLASSROOM ART MUSEUM** A

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.

## **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.

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## **SCULPTURE**



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.

## **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** A

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 STEAM initiatives.*

# MULTICULTURAL ARTS

## MULTICULTURAL ARTS



A professional artist introduces students to art forms and artists from around the world, such as North America, Latin America, the Caribbean, Europe, Russia, the Middle East, Africa, East Asia, and South Asia. Some examples of art forms/artists studied include 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. 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.

## GLOBAL UNDERSTANDING/CULTURAL LITERACY™



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 STEAM 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.

## MUSIC

### **MIND AND MUSIC: MASTERING SKILLS**



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**



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**



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 STEAM initiatives.*



## **GUITAR**



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**



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**



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**



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.

**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.

**CULTURES REFLECTED THROUGH MUSIC** 

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 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.

# Arts

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## **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**



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**



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.

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



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**



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.

**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**

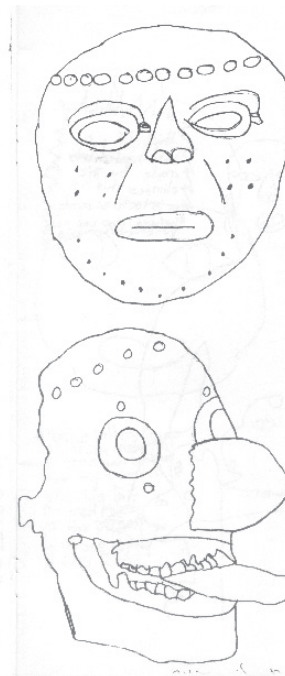
A

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**

A

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.



# 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.

# Arts

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## 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.

## 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 firsthand from industry professionals, including playwrights, actors, directors, and behind-the-scenes production crew members. *Limited Availability.*



## 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.

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## **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*.

## **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 STEAM (Science, Technology, Engineering, Art, Mathematics) initiatives.

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

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** A

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.

## DIGITAL PHOTOGRAPHY



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.

## PINHOLE PHOTOGRAPHY

Analogue art making in a digital world! In this workshop, groups of students will design and build pinhole cameras capable of shooting 35mm film. The first part of the residency will focus on examining the parts of a 35mm camera, allowing students to begin design work. Cameras will be built out of simple materials. In this residency, students learn some of the basics of optics. Students will also learn to troubleshoot, refine and improve a design. They will also explore the aesthetics of photography, including issues of light and shadow, contrast and composition.



**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, STEAM, 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

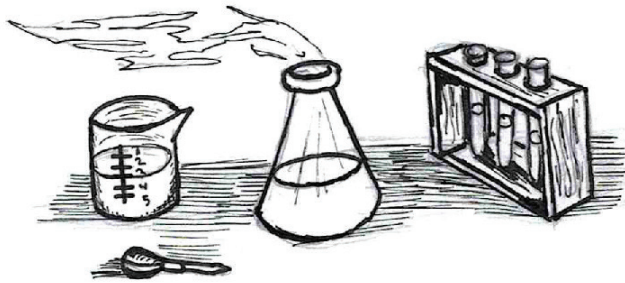
PreK students participate in a variety of drama activities that develop literacy and creative problem solving skills. By listening to classic fables and tales and then creating or using puppets, or acting out characters from beloved stories, students engage with literature and build vocabulary. Students 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. Some examples are 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 STEAM initiatives.*



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## **BOARD GAMES**



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 STEAM initiatives.*

## **BOOK ARTS: YOUNG AUTHORS, YOUNG ILLUSTRATORS**



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.

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



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 STEAM initiatives.*

# Special Populations

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## **POETRY AND THE VISUAL IMAGE**



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**



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 STEAM initiatives.*

## **VIDEO VISIONS**



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 STEAM initiatives.*

# 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.

### **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.

# Special Populations

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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, 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.



# ELL/Bilingual Education

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## **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 Populations

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## 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 STEAM initiatives.*

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

Active Learning Leads to Literacy (*ALLL PreK-8*)

Creative Movement / Interpretation of Literature-Inspired Dances

Fables and Fairytales

LeAping into Literature

Narrative Procedure - With a Twist

Word and Literature Games

# Special Needs Students

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## **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

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

Cultures Reflected through Music  
Folk Art from Far Places  
Lively American History  
Mapping Communities, Mapping  
Continents  
Multicultural Studies: African,  
Latin American, Asian, and Native  
American

## **SCIENCE (p. 28)**

Digging up Dinos  
Hands-on Science  
Healthy Body, Healthy Mind

## **TECHNOLOGY (p. 34)**

Digital Photography  
Exploring Renewable Energy Sources

## **ARTS (p. 37)**

Book Arts  
Murals  
Fabric Arts  
Puppetry  
Cooking Around the World



# Special Populations

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## **ARTS** *continued* (p. 37)

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 AND EMOTIONAL LEARNING** (p. 73)

Creating Good Sports

Healthy Bodies, Healthy Minds: Fit for Life

Improv & Theater Games

Yoga for Peace of Mind

Stress Reduction



## 5 Social and Emotional Learning

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# SOCIAL AND EMOTIONAL LEARNING

All of Leap's programs include elements of Social and Emotional Learning. These residencies highlight specific competencies that our children need to succeed in the classroom and in life.

### 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.

# Social and Emotional Learning

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## **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 STEAM initiatives.*

## **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.

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# Social and Emotional Learning

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## **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.

# 6 Assemblies

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## 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.

### **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.

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## *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.

## *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.

# Assemblies

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## *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.

## **SIMPLIFIED SHAKESPEARE** MS

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.

## **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.

# Assemblies

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## **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.

## **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.



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## **DANCE: FROM HIP-HOP TO BALLET** A

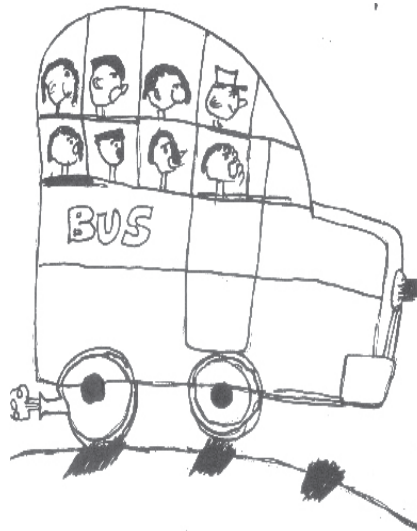
Students are introduced to many exciting forms of dance from jazz, hip-hop, and tap, to ballet and modern technique. This assembly can either be a performance or a discussion focusing on the history of dance. If a performance assembly is chosen, students from the audience are invited to participate.

## **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.



# Assemblies

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## 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.



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## 7 Family Engagement Workshops

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# FAMILY ENGAGEMENT WORKSHOPS

Family Engagement 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 to a Family Engagement Workshop, but the programs below are specifically designed for parents.*

LeAp can 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.

### **HOW TO TALK SO KIDS WILL LISTEN AND LISTEN SO KIDS WILL TALK**

This is a skill-based program that empowers parents to manage their children's behavior in a respectful manner and promotes improved communication skills. The four main areas covered are: Acknowledging Feelings; Engaging Cooperation; Alternatives to Punishment; and Encouraging Autonomy.

# Family Engagement Workshops

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## **BE SUPPORTIVE WITH YOUR SPACE**

Stepping back and not rescuing our kids is what promotes independence, competence and coping skills, all things needed to handle life and its challenges. This workshop demonstrates techniques and models the behavior needed by parents to be supportive and encouraging without preventing their children from making their own decisions.

## **BUILDING RESILIENCY IN OUR CHILDREN**

Teaching our kids coping skills to deal with life and its inevitable difficulties is a challenge. Bouncing back keeps us going on the path towards happiness and success. This workshop explains the keys to helping our children cope and deal with these life issues.

## **EMOTIONAL INTELLIGENCE AND CHARACTER STRENGTHS - THE NON-ACADEMIC KEYS TO SUCCESS**

This workshop focuses on much needed development of EQ and all that goes into making our kids good, productive human beings.

## **THE IMPORTANCE OF PLAY**

Down-time and unstructured play promotes creativity, imagination, and overall well-being. This workshop shows parents how to feel comfortable and safe, while creating a home that allows for play.

## **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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# Family Engagement Workshops

## **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.

# Family Engagement Workshops

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## **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.

## **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.



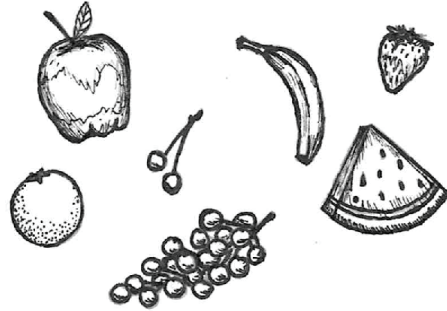
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# Family Engagement Workshops

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## **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.

## **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.

# Family Engagement Workshops

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## **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.



# Family Engagement Workshops

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## **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.

## **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.

# Family Engagement Workshops

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## **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.

## **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.

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## 8 Staff Development

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# STAFF DEVELOPMENT

LeAp develops customized staff development workshops to address each school's 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 off site. Additionally, the workshops can be conducted as a single session or as an extended series.

### **ACTIVE LEARNING LEADS TO LITERACY™ (ALLL)**

ALLL, a nationally recognized LeAp program, 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. A longitudinal and quantitative study of this program, by independent NYU evaluators, showed that students receiving the ALLL program scored significantly higher than their peers.

### **ALLL PreK-2**

Teachers learn LeAp's innovative hands-on approach and strategies to teaching literacy in grades PreK-2. ALLL PreK-2 activities fully integrate into any literacy program. 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. Teachers learn how to incorporate activities like adverb orchestra, verb charades, silly sentences, pop-up accordion books, and letter yoga into their daily routine.

# Staff Development

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## **ALLL 3-5**

An innovative, arts-based program that helps teachers increase their students' literacy skills. 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, teachers create hardbound books, Beat Poetry cut-ups, and mini-musicals. Other students compare and contrast the melodies and rhythms of Latin American music and then create original songs to accompany traditional beats. ALLL 3-5 strategies link literacy skills to social studies and science.

## **ALLL 6-8**

Teachers learn LeAp's innovative hands-on approach and strategies to teaching literacy in grades 6-8. Teachers will learn how to use comic bookmaking, songwriting, playwriting, and filmmaking to enhance their current curriculum. This program focuses on visual and dramatic arts 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 and effective activities.

## **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.

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## **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.

## **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.

## **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 STEAM 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 STEAM initiatives.*

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## **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 STEAM initiatives.*

## **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 STEAM 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 microscopic 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 STEAM initiatives.*

# Staff Development

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## **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.

## **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 STEAM initiatives.*

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## **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.

## **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.

# 9 Partnerships & Collaborations

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## 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.

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# 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 YOUTH & COMMUNITY DEVELOPMENT**

LeAp collaborates with DYCD's SONYC (School's Out New York City) to serve eight 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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