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Teaching Philosophy/ Diversity Statement

When teaching my goals are to create a solid foundation and to construct a stimulating learning environment that motivates, fosters positive collaboration, allows students to explore and find their unique approaches while creating art and producing designs. To address a wide range of skills and abilities in the classroom, I will adapt my curriculum to meet the needs of diverse learners. Within the classroom, I would gain an understanding of my learners' abilities and needs, then further tailor the delivery of the content to fit their learning styles. I would include different active learning methods combining different auditory, visual and kinesthetic styles within lessons where I see fit. With this learning environment, I hope to assist students through their design thinking and creative processes in a way to facilitate growth and help them identify as an artist or designer.

I believe to execute successful pieces in art requires a full understanding of the basic and foundational concepts in art and design. Students will gain a thorough understanding of the elements and principles of art and design by executing projects that will require them to apply and use the concepts. As students identify, define, and synthesize these concepts, they will be able to creatively solve, develop, design, and create.

Along with traditional lectures, I ensure that students will gain knowledge, learn terminology, follow methods and techniques with in-class and documented demonstrations, recognize historical references, understand digital media overviews and partake in field trips to help expand their views on topics. To encourage useful collaboration and design thinking, I allow students to participate in group brainstorming and sketching sessions. These sessions also facilitate critical thinking, concept development, and overall gathering and creating ideas to help with problem-solving. Students will analyze and critique pieces to improve and solidify their works.

Critique is always an essential part of the design process. I use critiquing sessions to ensure that students are fulfilling and addressing the goals and objectives of each project. Individual feedback is also vital as it helps students with growth and improvement. Providing adequate feedback throughout the learning and development process is fundamental and guides students to the successful development of their works.

Students will demonstrate their learning with completed projects that fulfill project goals, objectives and apply learned concepts and techniques. Once students show a clear understanding of these concepts, I believe they will be able to artistically describe and explain their works, verbally, and in writing.

As a professor within my field, I try to put forth a number of skills and attributes to deliver effective delivery and learning within my classroom environment. Some of these include:

- Showing a strong understanding and be knowledgeable of the content being presented,
- Communicate and articulate the curriculum clearly,
- Create dynamic learning environments and be engaging in delivery to enhance learning,
- Demonstrate resourcefulness and be productive within the classroom,
- Assess, recognize and adapt in all environments and situations,
- Observe, listen, provide guidance and be patient with students,
- Possess and demonstrate strong leadership and classroom management skills,
- Expand their knowledge base and transfer newly developed skills to further enrich learning,
- Plan and collaborate effectively to develop content for the improvement of students' success.