

## **Handout for AAEA conference- Technology in the Art Room**

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### **1) Before you set foot in the classroom**

- a. Prezi for engaging presentations- Prezi.com
- b. Reflection app- air play iDevice to your PC or Mac (\$14.99 as opposed to \$100 for Apple TV)
- c. Twitter- build a PLN- Professional Learning Network  
@Tiedemania, @fuglegun\*, @play2cre8, @ArtLadyHBK,  
@lockiechapman, @iansands, @thesmARTteacher, @saDoane  
@chelsiemeyer, @SCantorna,@theartofed\*\*, @MrsMorris\_Art,  
@theresamcgee\*
- d. Pinterest
- e. BLOG and read blogs! \*art of Ed is a must!

### **2) Apps for the Elementary Art Room**

- a. Art History
  - i. Frida (Kahlo)
  - ii. Van Gogh
  - iii. The Dot (Tumblebooks)
- b. Apps for creating art
  - i. Art Doodles (Keith Haring/ Matisse collage)
  - ii. Percolator (I love!)
  - iii. Faces iMake
  - iv. DoInk animation
  - v. iMotion (stop motion animation)

### **3) Apps for the High School Art Room**

- a. Portfolio- ArtSitenet.com and ArtSite app
- b. Art History
  - i. Monet HD
  - ii. Art Authority
  - iii. Yours, Vincent
  - iv. Museums such as MOMA
- c. Apps for creating art
  - i. Paper by 53- art journaling
  - ii. ProCreate
  - iii. iMotion
  - iv. Tagxedo.com (website not app)