

## STUDIO TIME GUIDE

### TIMER

Project a digital timer to a shared screen to help students monitor their work time. Offer a halfway reminder and a call when you are approaching 5-10 min before the end of the studio time.

### PEER SUPPORT

Appoint students with strong artistic or tech skills to serve as peer tutors.

### HIGHLIGHT WORK

Share in-progress student work to draw attention to ways that students are solving creative problems and using the studio time to its fullest.

### MUSIC

Turn on music to help students get into an art-making groove. Consider taking requests from students. Always be sure that music is appropriate for school!

### AGENDA

Create a plan for the day and cross off each item as you complete it. For students needing extra support, provide personal checklists with the day's plan.

### CIRCULATE

Circulate the room 5 minutes into class, midway through class, and 5 minutes before the end of class to assess where each student is on the project. This will keep students accountable and on task.

### EXPECTATIONS

At the beginning of class and 10 minutes before the end of class, go over the project requirements, assessment criteria, and procedures for turning in artwork.

### OFFICE HOURS

If possible, offer office hours for students to complete additional work on their projects.

### EARLY FINISHERS

**RECREATE.** Have students transform their finished project into a new format. Eg: turn a magazine spread into a billboard design; edit film into a 10-second teaser; animate a scene from a different angle.

**ADD DETAILS.** Point out places where students could embellish their work or make changes that would make their final art more professional.

**QUICK ASSIGNMENT.** Create a simple task related to the project that students can complete independently. Eg: make a flipbook using the corners of sketchbook pages; create a collage using magazine cutouts; photograph extreme closeups of school supplies.