



ART

**DAKOTA STEAM
LEARNING
FACILITATOR GUIDE**



STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

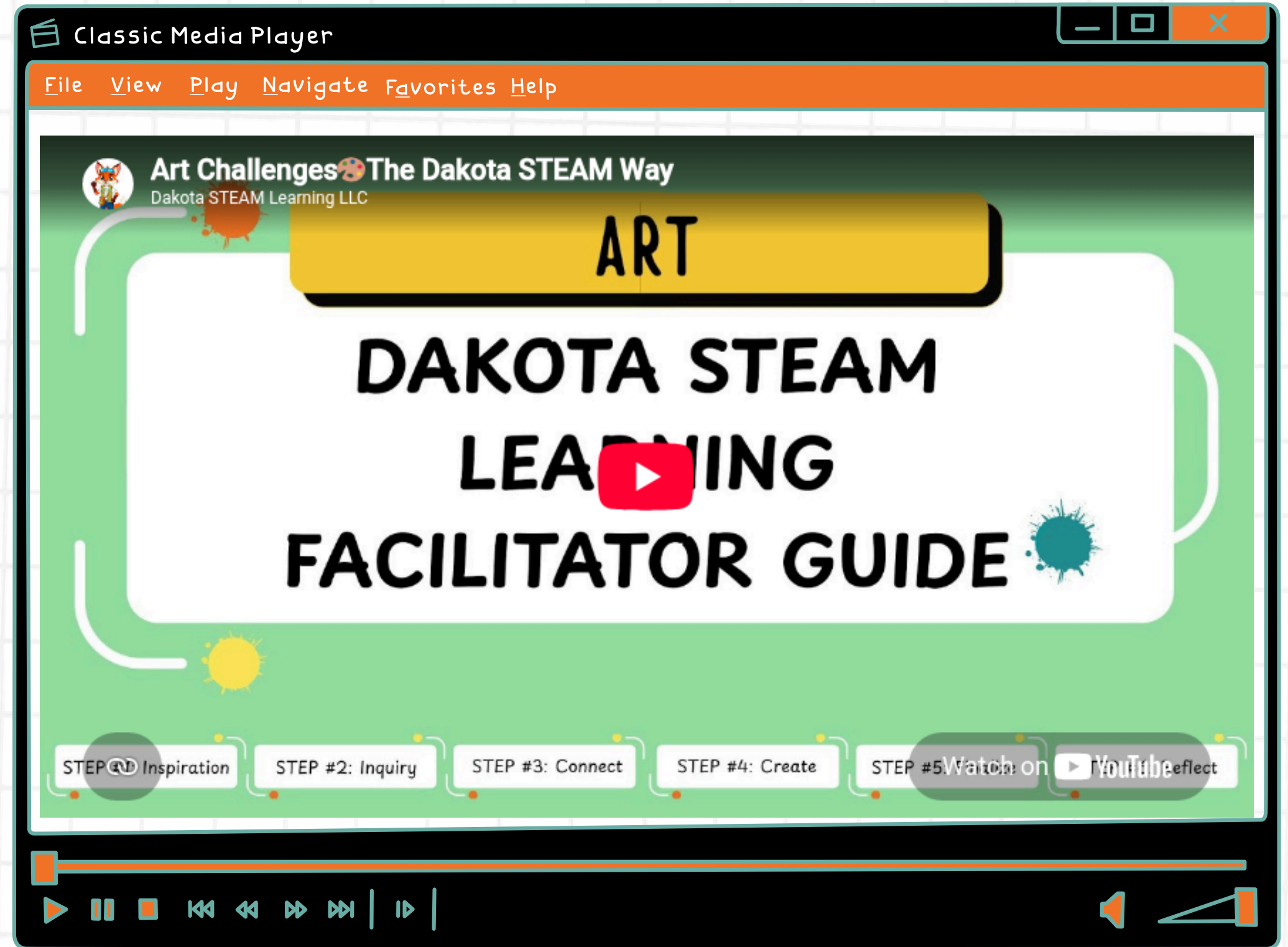
STEP #5: Finalize

STEP #6: Reflect

Art STEAM Challenge

Art Facilitator Guide

Our Facilitator Guides give educators the clarity, confidence, and support needed to lead engaging STEAM experiences with purpose. Organized by topic, the guides provide a diverse range of meaningful content, with a strong emphasis on science and robust engineering and art strands. They also offer intentional opportunities to connect math, technology, and other STEAM elements in ways that help students see how learning works together across disciplines. This slide guide matches our products found on our website.



Use the resources embedded to watch a follow-along video version of this lesson.

Today We Will...

LEARNING TARGETS

Be presented with a new artistic challenge.

Find the STEAM inside the project and use our inspiration to be creators.

Persevere when a challenge gets hard.



Highlight the STEAM goals for the day or learning targets.

Step #1: Inspiration

See the style of
art
we will be creating

STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

Progress Bar

The bottom bar serves as a valuable visual aid for your students, helping them understand their progress within the STEAM steps and allowing them to connect it with their journals.



STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

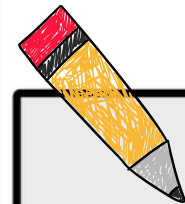
STEP #6: Reflect

**What can this
style of art
become?**

STEAM JOURNAL

STEP #1: INSPIRATION

What type of art will we be making?



Stop students
and record in
STEAM Journal

Art Style

The art style identifies the STEAM challenge art inspiration.

- Questions to ask on this slide are:
 - What do you notice about the example(s)?
 - Both professional and/or student art examples will be highlighted as inspiration.
 - What is unique about this art style or technique?

STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

What can this style of art become?

STEAM JOURNAL

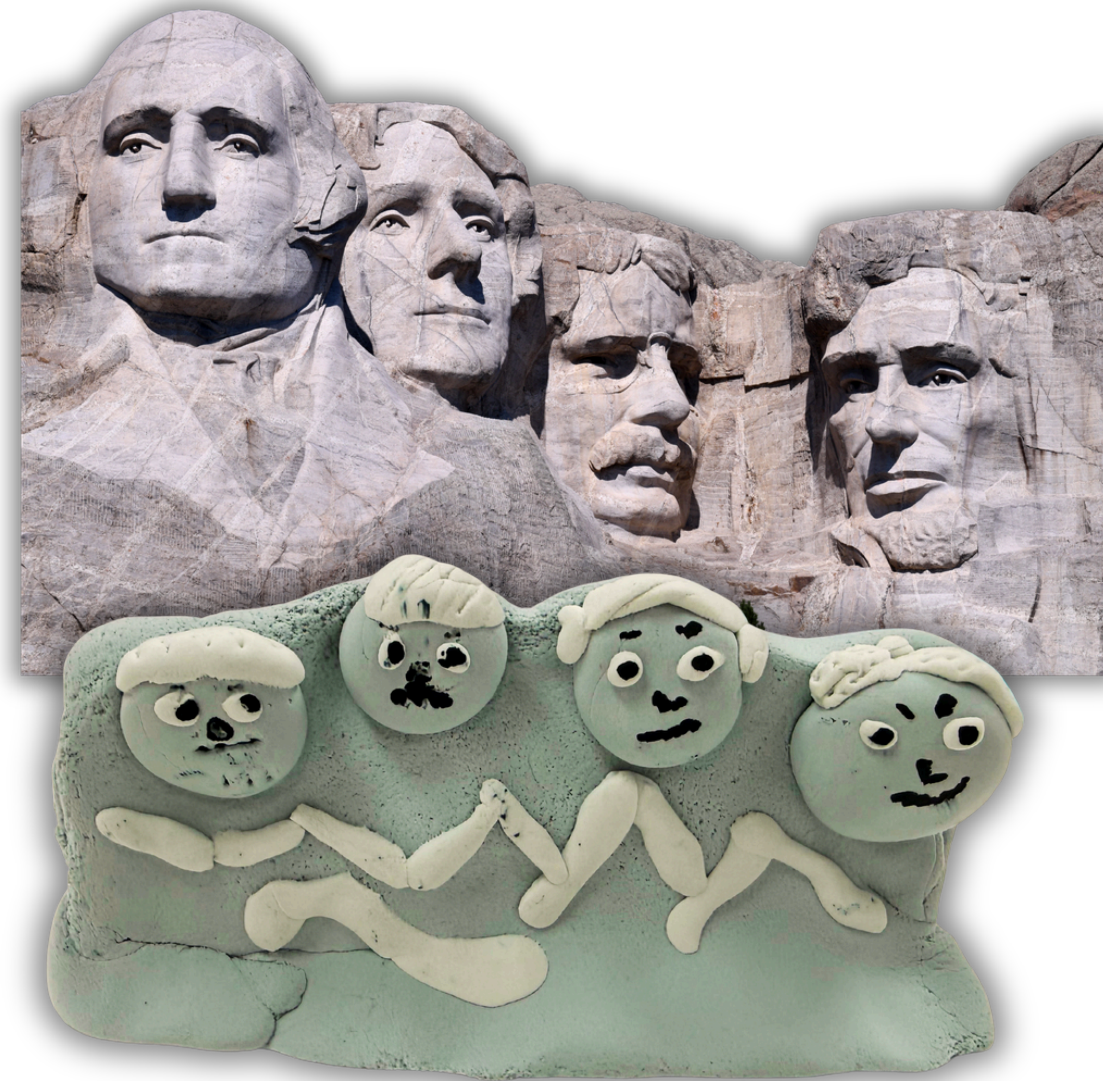
STEP #1: INSPIRATION

What type of art will we be making?



STEAM Slide Example

Sculpted Monuments



STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

Art History



ARTIST NAME

- Some lessons focus on a specific artist and their work, highlighting the artist's style.
- Other lessons focus on a specific art technique, a certain region or culture, etc., and its importance or significance over time.
- This information would be explained here.

STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

Art History



SCULPTURE

STEAM Slide Example

Sculpture remained a popular art form during the Renaissance. Many famous sculptures were created in Europe during this period. In the 19th and 20th centuries, sculpture evolved with new styles and materials. Auguste Rodin, a French sculptor, challenged traditional norms with expressive, emotional works such as *The Thinker* and *The Kiss*. Modern sculptors such as Henry Moore and Alexander Calder explored abstract and kinetic forms, using materials like bronze and steel, as well as mobile elements.

Today, sculpture continues to grow as artists experiment with various techniques, styles, and materials. Sculptures are displayed in public spaces, museums, and galleries worldwide, portraying a wide range of themes, emotions, and cultural influences. From classical statues to modern installations, sculpture remains a powerful and lasting form of artistic expression, inviting viewers of all ages to engage with creativity and imagination.

STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

Art History



ALMA THOMAS

Alma's paintings are filled with bright colors and engaging patterns. She preferred to use short, quick brushstrokes to add texture to her artwork.

Some of Alma Thomas's most well-known paintings include "Resurrection," which features colorful circles spreading out like ripples in water, and "Wind Dancing with Spring Flowers," which captures the spirit of spring with swirling shapes and vivid colors.

STEAM Slide Example

STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

ART HISTORY

STEAM Slide
Example

HISTORY

Flipbook animation is an early form of animation that creates the illusion of movement through a series of still images. It was invented in the late 1860s by John Barnes Linnett, who called it the "kineograph."

TECHNIQUE

A flipbook is a small book with slightly different pictures on each page. When the pages are flipped quickly, the images appear to move.

EXAMPLE



STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

Step #2: Inquiry

Make predictions
about how this
art is possible

STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

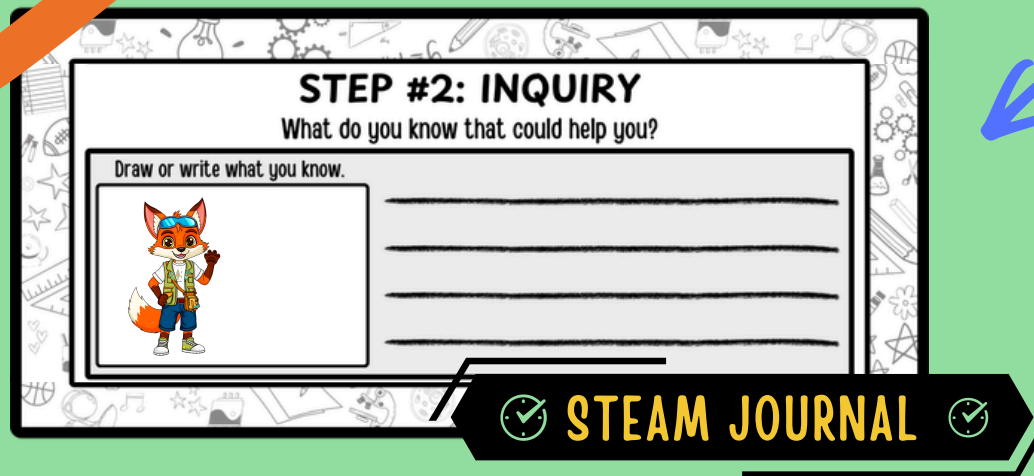
STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

Activate Schema: Background Information

Stop students
and record in
STEAM Journal



The screenshot shows a worksheet titled "STEP #2: INQUIRY" with the prompt "What do you know that could help you?". Below the prompt is a section labeled "Draw or write what you know." containing a small illustration of a fox-like character and several horizontal lines for writing. A black banner at the bottom of the worksheet reads "STEAM JOURNAL" with checkmark icons on either side.

ART EXAMPLE

This slide highlights a few examples of art and guiding inquiry questions.

Primarily, real student examples from this lesson will be used.

REFLECT

Have you ever seen this style of art before?
What is special about it?

What type of materials do you think the artist used to make this style of art?

ART EXAMPLE

Take a few minutes to ask students the questions on the slide. This will help students think about their own creation and how they might accomplish it.

STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

Activate Schema: Background Information

STEAM Slide Example

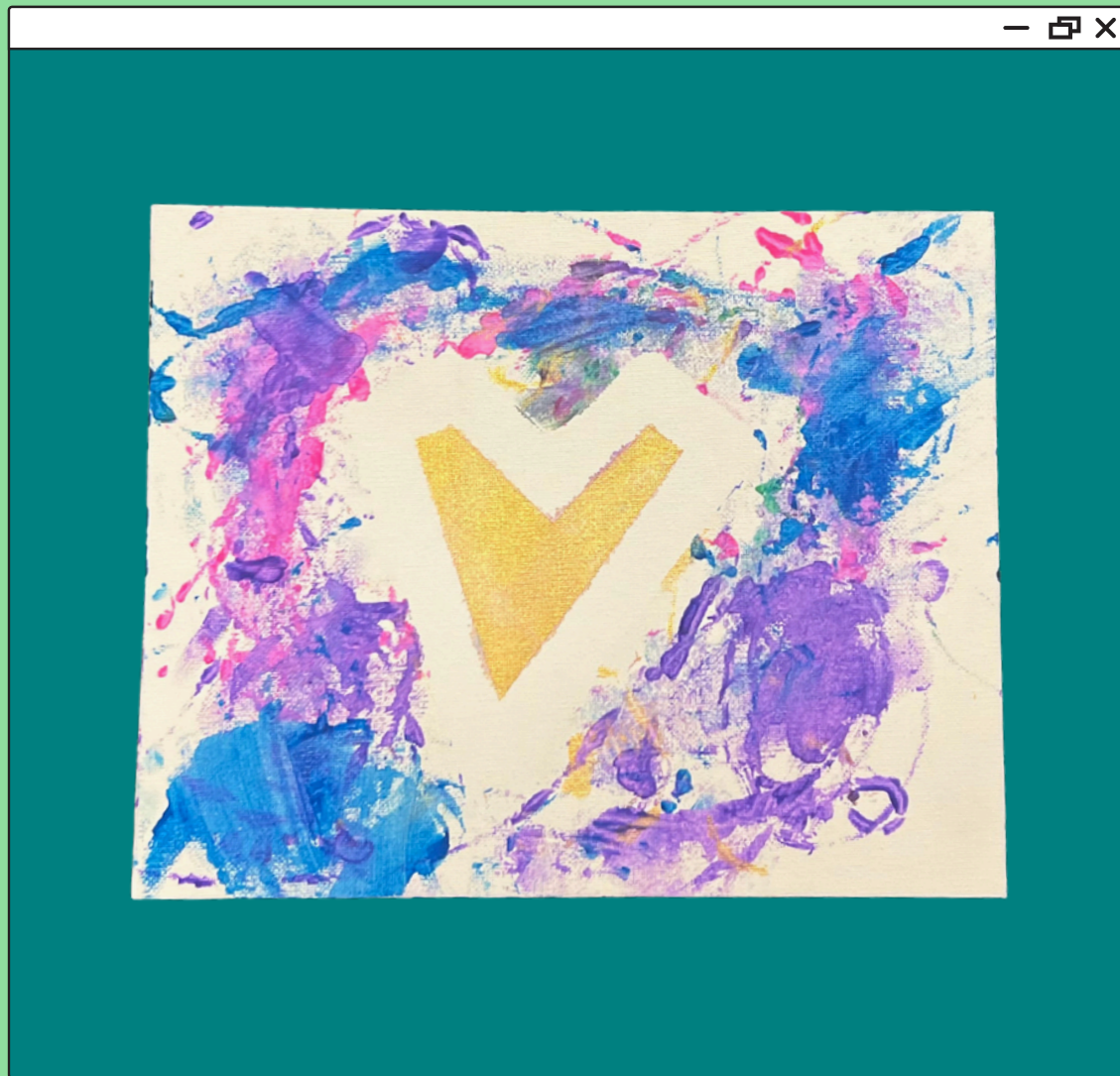
STEP #2: INQUIRY
What do you know that could help you?

Draw or write what you know.



STEAM JOURNAL

ART EXAMPLE



STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

REFLECT

Have you ever seen this
style of art before?
What is special about it?

What type of materials do
you think the artist used to
make this style of art?

ART EXAMPLE

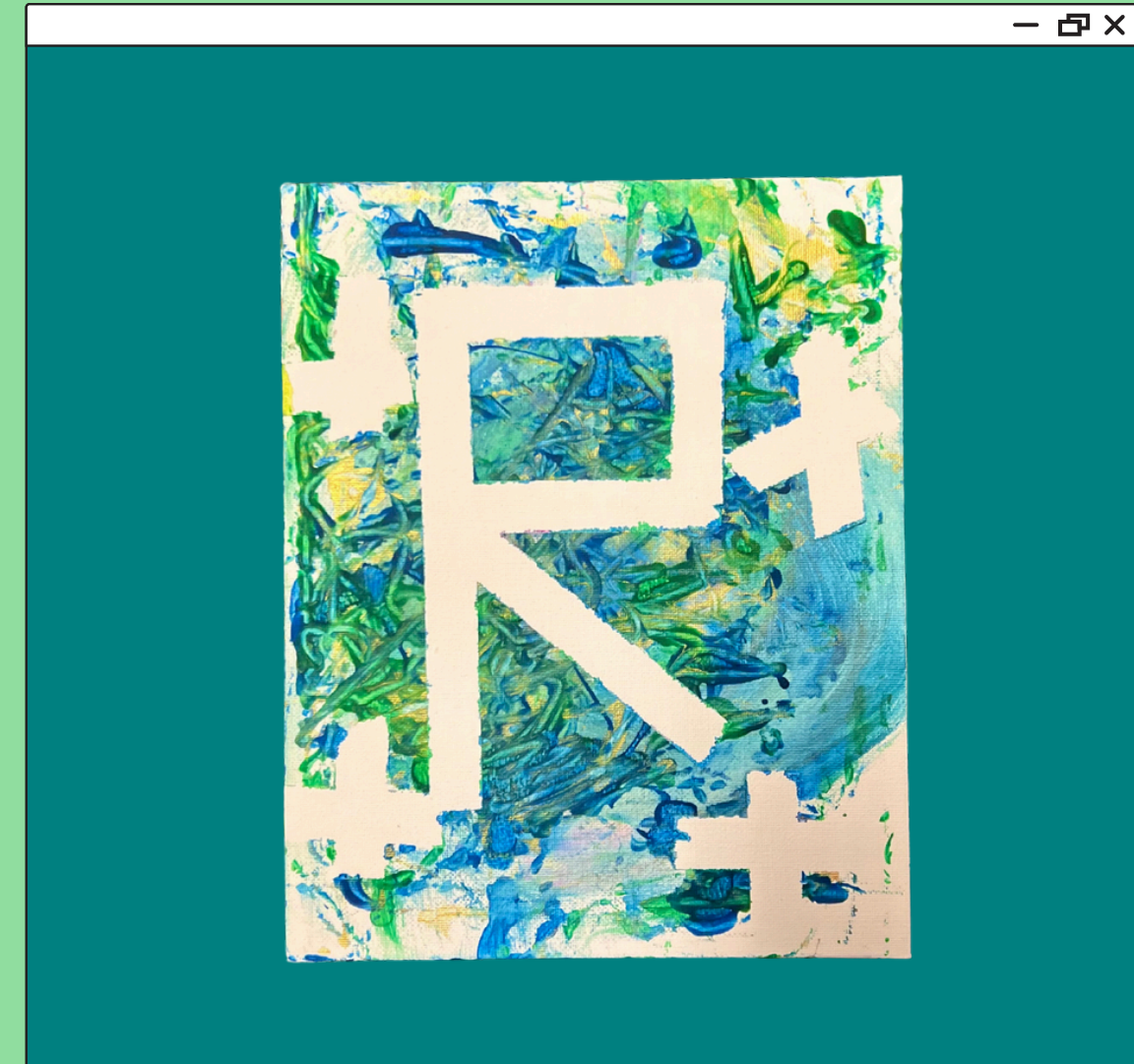


DIAGRAM TIME

Stop students
and record in
STEAM Journal

ART EXAMPLE

Stop at this slide to
fill in the STEAM
Journal.

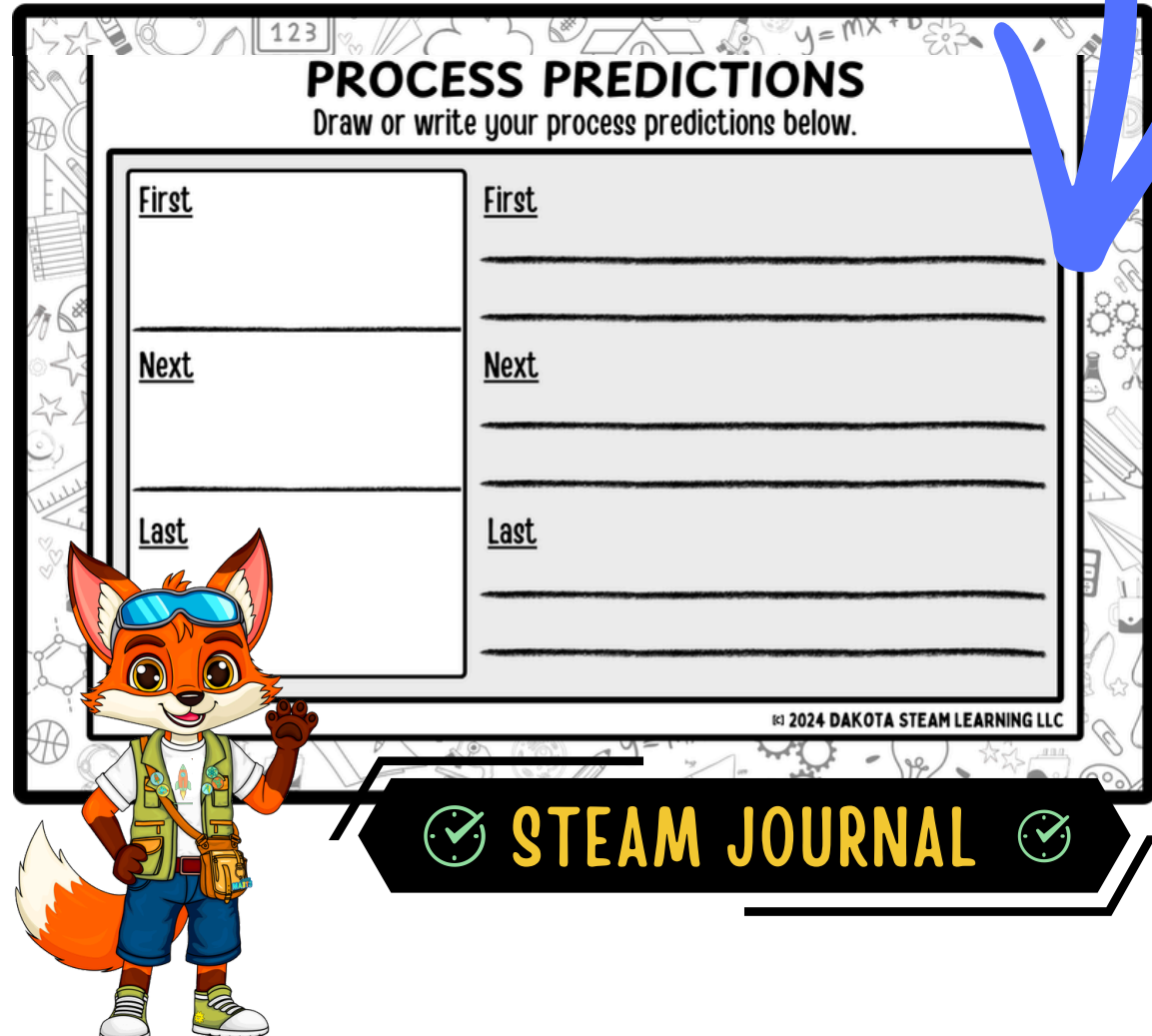
These questions
guide students to
think critically
about how this art
is made.

REFLECT

*What do you think the
process involves to
make a piece of
artwork in this style?*

*What did the artist
have to do before they
finished their final
creation?*

STEAM JOURNAL



PROCESS PREDICTIONS
Draw or write your process predictions below.

First	First
Next	Next
Last	Last

© 2024 DAKOTA STEAM LEARNING LLC

 **STEAM JOURNAL** 

STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

Step #3: Connect

Identify the
STEAM
elements within
the art project

STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

Science

Technology

Math

Creativity

Critical Thinking

Other

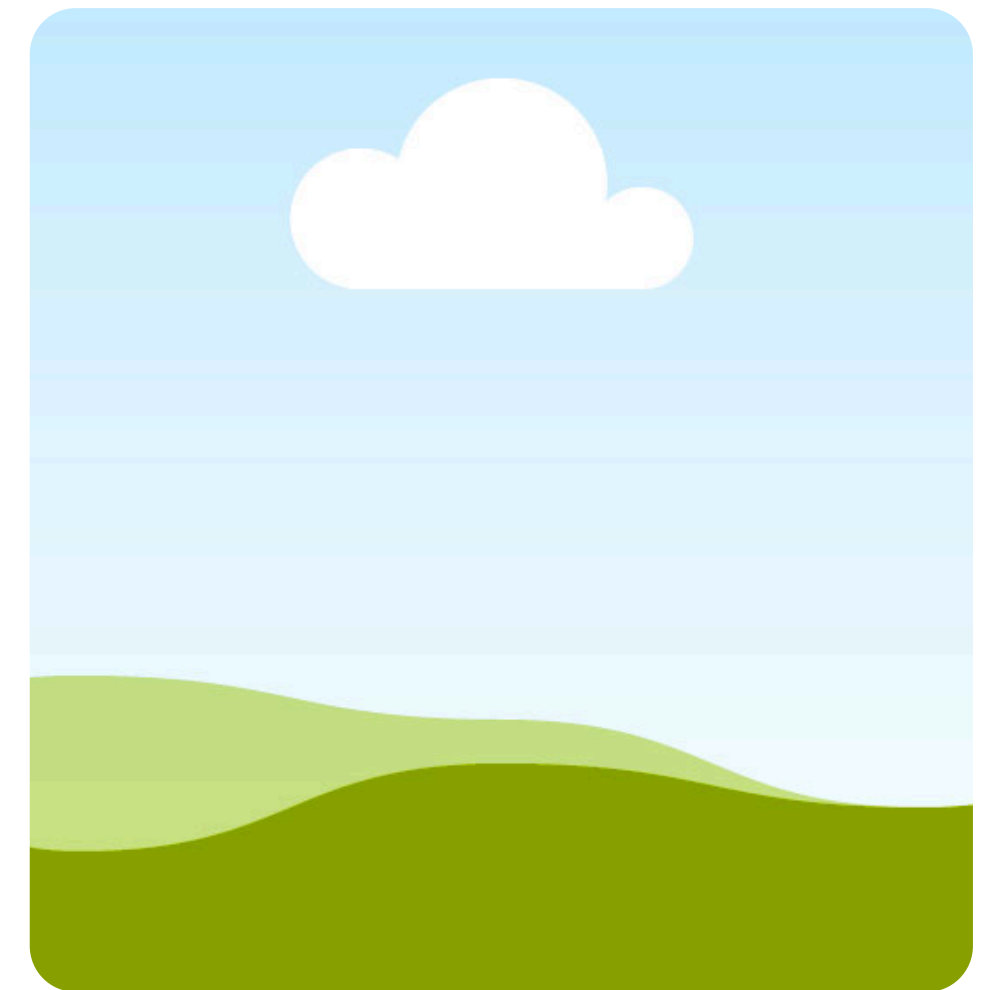
Where's the STEAM?

Stop students to record in their STEAM Journal at the end of the research section

Bar above will highlight the STEAM category.

SCIENCE

- Information and images specific to this STEAM category are explained here on these slides.
- STEAM concepts connected to the subject of the art as well as the art process are both highlighted for students.



STEP #3: CONNECT

Which STEAM elements are involved?

- | | | |
|-------------------------------------|--|-------------------------------------|
| ☐ Science | ☐ Technology | ☐ Math |
| ☐ Creativity | ☐ Critical Thinking | ☐ Other_____ |

How are the STEAM elements involved?

Draw or write your answer below.



STEAM JOURNAL

STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

Science

Technology

Math

Creativity

Critical Thinking

Other

STEAM Slide Example

SCIENCE

Where's the STEAM?

STEAM JOURNAL

STEP #3: CONNECT
Which STEAM elements are involved?

☐ Science	☐ Technology	☐ Math
☐ Creativity	☐ Critical Thinking	☐ Other _____

How are the STEAM elements involved?

Draw or write your answer below.

© 2024 DAKOTA STEAM LEARNING LLC

Magnets are special objects that can attract or repel certain materials, especially certain types of metal. They have two ends called poles: a north pole and a south pole. Magnets come in different shapes and sizes and can be found in nature or made by people. The force that magnets use to pull magnetic materials toward them is called magnetism. Magnets don't need to touch these materials to move them; they can attract or repel over a distance.



STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

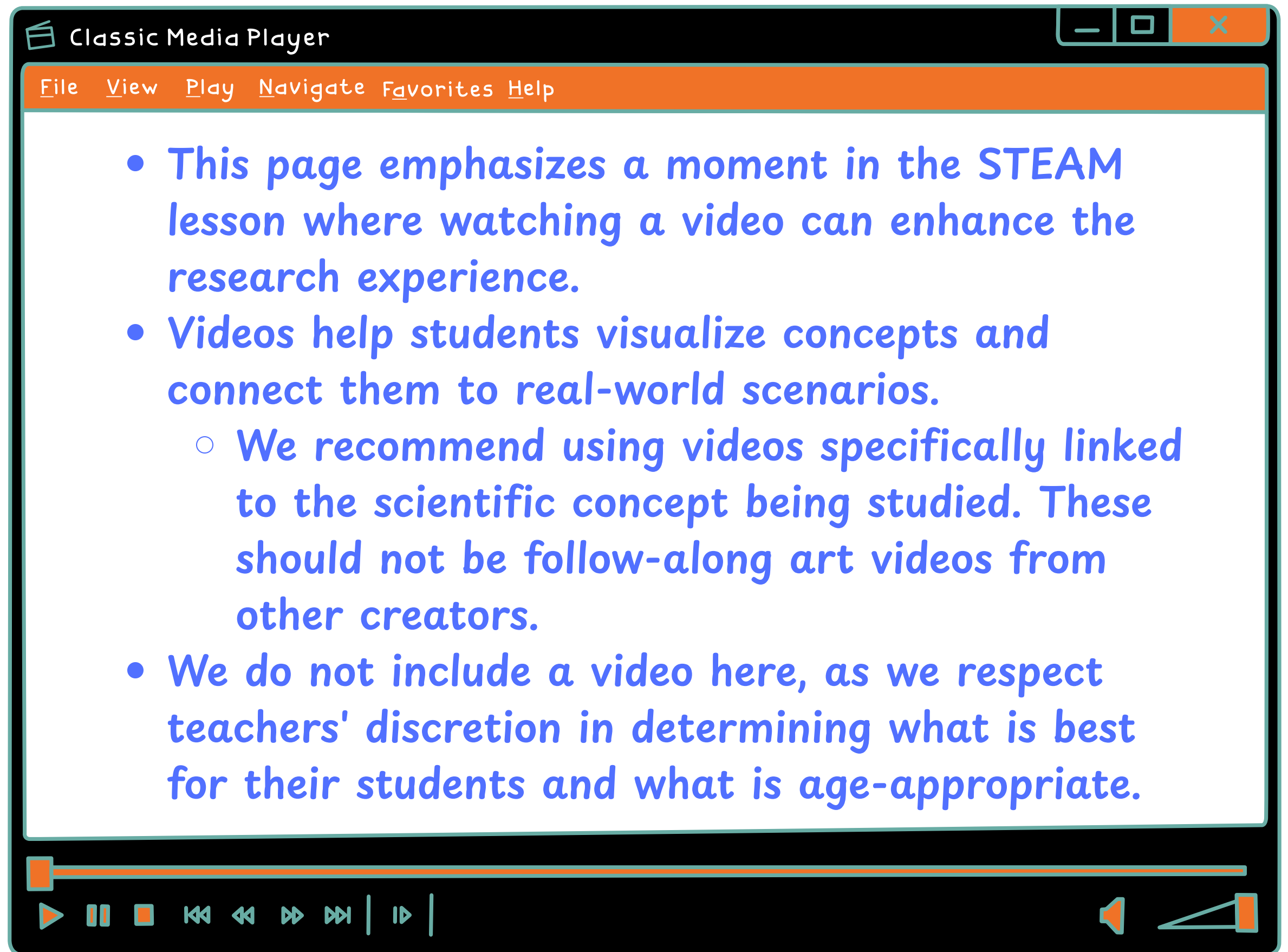
STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

STEAM RESEARCH

Optional:
Find a video to
learn more
about (research
topic).



STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

REVISIT DIAGRAM TIME

ART EXAMPLE

- This slide is a quick pause to reflect on and revisit their process predictions after gaining new information during the research section of the lesson. Once again, reinforcing critical thinking within art.

REFLECT

Knowing more about the STEAM elements in the art process, do you want to make any changes to your art process predictions?

STEAM JOURNAL

123

PROCESS PREDICTIONS
Draw or write your process predictions below.

First	First
Next	Next
Last	Last

© 2024 DAKOTA STEAM LEARNING LLC

STEAM JOURNAL

STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

Step #4: Create

Use the art
process to create a
piece of your own
in the same style

STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

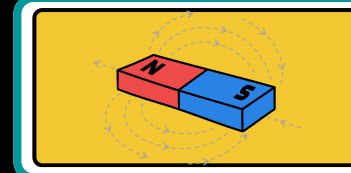
STEP #5: Finalize

STEP #6: Reflect

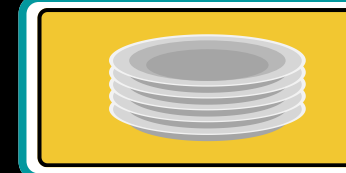
STEAM Materials

Material
list.

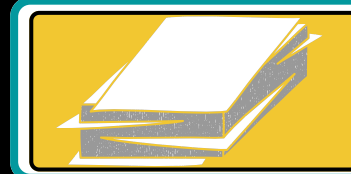
Art material
video:
This can
give insight
into how
materials
are
organized
for students.



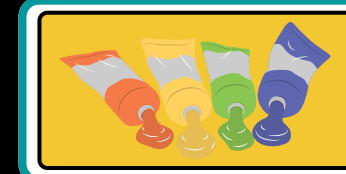
2 Magnets



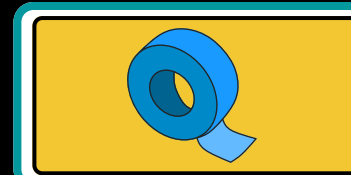
Plates



Canvas



Paint



Tape



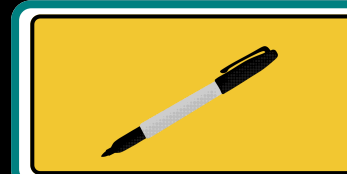
Tray



Pencil



Sponge Brush
(Optional)



Black Marker
(Optional)

Remember
Tools, Not Toys!
Be Safe, Have Fun!

Materials are identified for the students.
A detailed material list is provided for teachers
in the lesson plan.

STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

Create Step #1

Create Step #2

Create Step #3

Create Step #4

Create Step #5

Create Step #6

Create Step #7

Create Step #8

The bar above will emphasize the Create Steps and indicate the number of steps involved in each challenge.

CREATE #1



Each "Create Step" slide may include:

- An indication to complete a STEAM journal draft.
- Detailed descriptions of the step.
- Pictures may be provided to guide the step's process.
- Videos may also be provided that help guide the step's process.

STEP #4: CREATE
Follow our process to make your art rough draft.

STEP #4: CREATE
Follow the process to make your art rough draft.

© 2025 Dakota STEAM Learning LLC

STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

Create Step #1

Create Step #2

Create Step #3

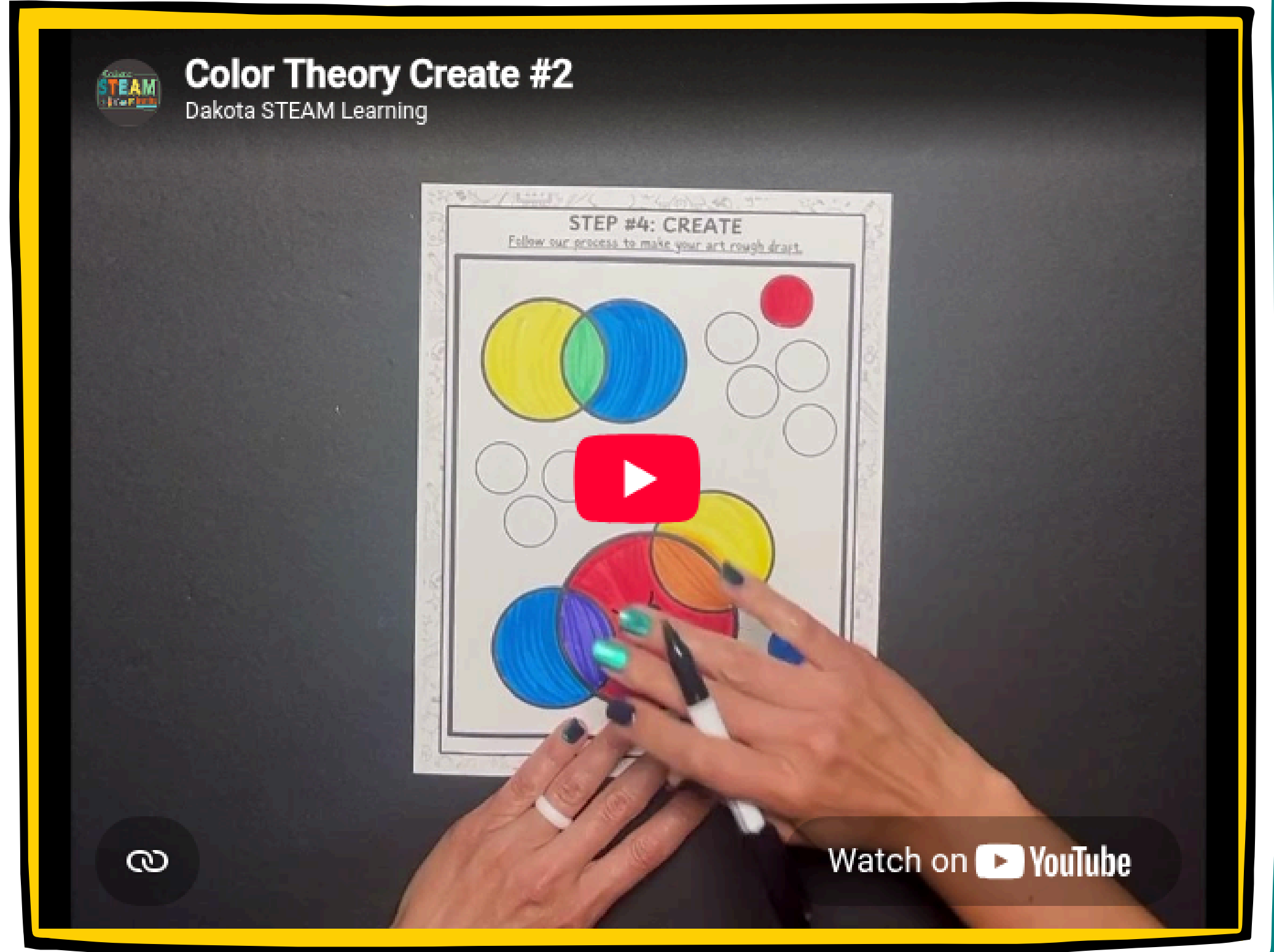
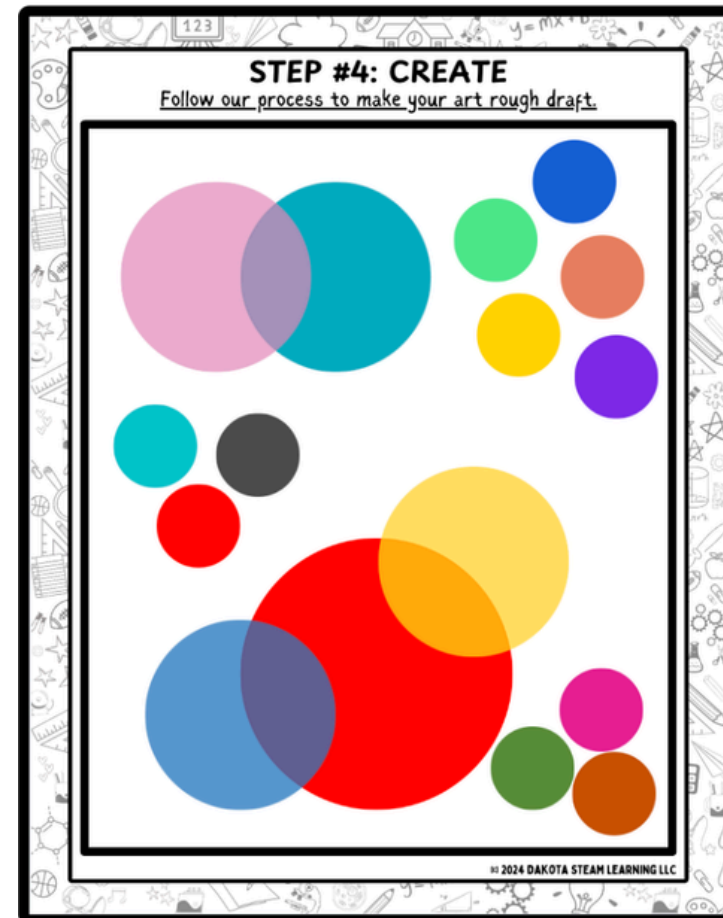
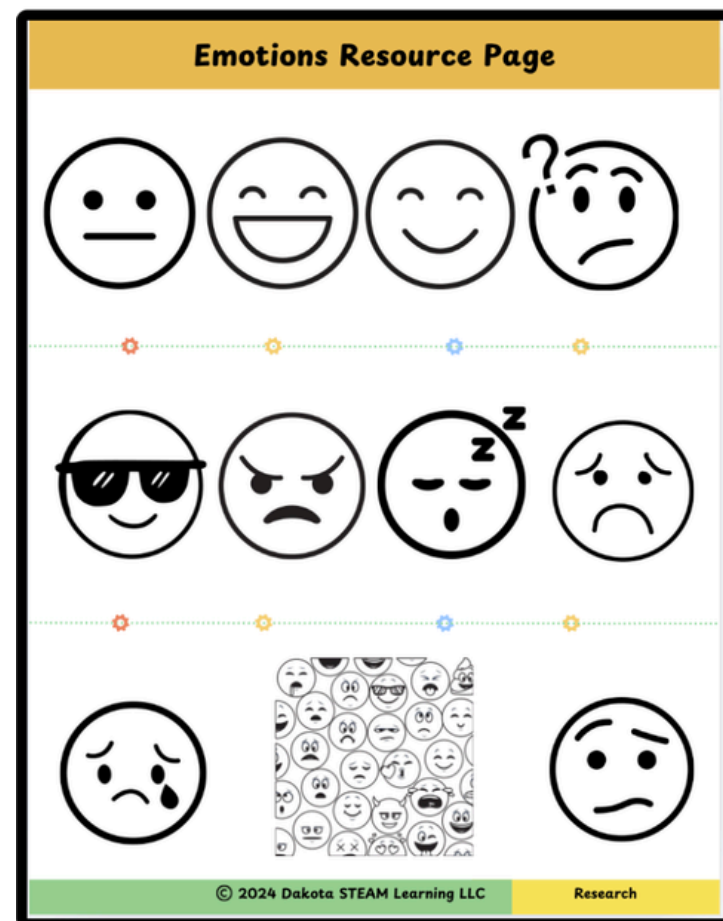
Create Step #4

Create Step #5

STEAM Slide Example

CREATE #2

Draw an emotion that represents each color that you chose or created.



STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

Step #5: Finalize

Use your knowledge to
make a final draft of
your art piece

STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

Step #5 Slides



Final Draft Slides

- These are designed as an additional independent creation using the same process as in STEP 4.
- Since students have already made a complete draft in STEP 4, this can be an optional step for interested students or be done at a later time, as students are already experienced with the process. Some students may struggle to complete several versions of the same art concept, while others thrive.



If completing as a whole group, check-in slides are included to guide assistance for students.



STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

Final Draft

- Use your knowledge and first draft to help you complete your final draft of your art piece.
- You can make changes to the content or just perfect your style.
- This should be the piece of work that you are most proud of.

DON'T FORGET

It may take more than 1 try to make your final draft.



STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

How are you
feeling about
your creation at
this point?



CHECK-IN #1

CHECK IN

STEP #5: FINAL DRAFT Check-ins

Check-in #1

Time



I'm doing great. I don't need help.



I'm doing okay. I could use a check-in.



I'm struggling. I could use some help.



Check-in #2

Time



STEAM JOURNAL

STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

How are you
feeling about
your creation at
this point?



CHECK-IN #2

CHECK IN

STEP #5: FINAL DRAFT Check-ins

Check-in #1

Time



I'm doing great. I don't need help.



I'm doing okay. I could use a check-in.



I'm struggling. I could use some help.



Check-in #2

Time



STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect



STEAM JOURNAL

STEP #6: Reflect

Think about this art style
and reflect on your
enjoyment and any
changes you would make

STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

Step #6 Slide

- Reflection
 - Can occur before or after you clean up from the art challenge.
 - Concludes the STEAM Journal
 - Students can share their reflections in a variety of ways: oral presentation, pair sharing, technological presentation or video, gallery walk, etc.



STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

REFLECTIONS



STEP #6: REFLECT
Final Art Creation

Think about this art style and reflect on your final creation.

☐ **Results**
Is this an art style you would like to create again?
Why? or Why not?

☐ **Reflect**
What would you like to do differently next time?

© 2024 DAKOTA STEAM LEARNING LLC

✓ STEAM JOURNAL ✓

Reflect
Is this an art style you would like to create again?
Why? or Why not?

Reflect
What would you like to do differently next time?

STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

Thank you for creating
with us today!

This concludes today's
activity!

Dakota STEAM Learning LLC

Discover More STEAM Content on Our Website and Social Media!



Be sure to tag us in your projects!

STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect

Dakota STEAM Learning LLC is giving notice to the public that Dakota STEAM Learning is claiming our content as intellectual property of Dakota STEAM Learning LLC.

© 2026 Dakota STEAM Learning LLC

Dakota STEAM does not guarantee any particular result in connection with the Activities and specifically that participation in the Activities does not guarantee any level of academic success for participants or the attainment of any particular skill set.

Dakota STEAM Learning LLC is giving notice to the public that Dakota STEAM Learning is claiming our content as intellectual property of Dakota STEAM Learning LLC. Buyers cannot create their own version of our products and claim ownership or use commercially. Dakota STEAM Learning's license is only for single user and for personal use only. Sharing or giving away our product is prohibited and additional licenses need to be purchased.



STEP #1: Inspiration

STEP #2: Inquiry

STEP #3: Connect

STEP #4: Create

STEP #5: Finalize

STEP #6: Reflect