



OVERVIEW

- Patchogue Arts Council's (PAC) PEACE Project provides professional development solutions for middle and high school educators and cultural partners across Long Island.
- Our empowered community of educators and cultural partners deliver an effective use of the arts, with practices focused on College, Career, and Civic Readiness (CCCR) and Culturally Responsive-Sustaining education (CR-S) to students.
- Our approach to learning addresses urgent issues in local, state, and national education, and we are committed to the evolution of diverse, inclusive, and equitable education.

We are pleased to share qualitative and quantitative feedback on how our year 1 PEACE Cohort successfully embedded CR-S, CCCR, and 21st Century Skills into arts based learning from June 2022-June 2023.

This feedback is used to:



Approach plans, implement, and assess our work in real time.



Understand participants experience with and input on the PEACE project.



Apply learnings to maximize efficacy beyond this project.



Welcome

Peticers

PEACE PROJECT YEAR 1 COHORT AT A GLANCE



- 34 YEAR 1 PEACE COHORT MEMBERS (2022 - 2023)
- 7 TEACHER/TEACHING ARTIST PARTNERSHIPS DEVELOPED
- 6-12 STUDENT GRADE RANGE



POST-PROJECT IMPROVEMENTS

- **95%** FEEL KNOWLEDGEABLE ON INTEGRATING **ARTS ACROSS DISCIPLINES (+14%)**
- FREQUENCY TO INCORPORATE ARTS IN LEARNING INCREASED +37%
- CR-S UNDERSTANDING GREW 39%, AND THE ABILITY TO INCORPORATE GREW +28%

SATISFACTION

- 92% OF PARTICIPANTS WOULD **RECOMMEND THE PEACE PROJECT TO OTHERS**
- 90% SATISFACTION INDEX (4.5/5)



PROJECT EFFECTIVENESS

- **OVERALL, 99% OF PARTICIPANTS FEEL** STUDENTS INCREASED THEIR SKILLS WITH PEACE
- PARTNERSHIPS REFLECT A 96% EFFECTIVENESS RATE, (CONTENT TO INTENDED OUTCOME) WITH THE HIGHEST IN **CR-S AT 100%**

PAC PEACE PROJECT COHORT 1 PRE/POST SURVEY RESULTS

There were a total of 34 participants in Cohort 1. In June 2022, a pre-survey was administered to participants to assess their knowledge, comfort, and ability to incorporate the arts using multiple instructional frameworks before program implementation. 34 participants completed the survey.

A post-survey was administered during May 2023 after implementation. 22 participants completed the post-survey. Upon analysis of the data, we matched 21 participants across the pre-and post-survey. **Only the matched survey results are presented.**



KNOWLEDGE INTEGRATION

FRAMEWORK INCORPORATION

The ability to incorporate frameworks into students work

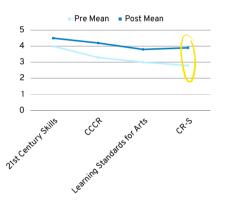
increased 21% across all 4 frameworks,

Largest increase in CR-S at 28%

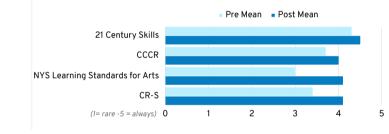
- Post program, 95% feel 'knowledgeable' to 'very knowledgeable' on integrating arts across disciplines
- + 14% to pre-program survey results



- Understanding of framework grew 25% post program.
- Largest increase in CR-S with +39%



- (Post program overall 92% (4.6/5) ability index)
 Pre Mean Post Mean
 21 Century Skills
 CCCR
 NYS Learning Standards for Arts
 CR-S
 (1= not at all able-5 = very able)
 0
 1
 2
 3
 4
 - The frequency to incorporate frameworks increased +16% across all 4 frameworks
 - Largest increase in NYS learning for arts (+37%)
 - (Post program overall 84% (4.2/5) frequency index)



SUSTAINED LEARNING & COMMUNITY IMPACT

90% Participants are comfortable using the arts for CR-S (+8%)

+10% Participation in local arts & cultural experiences

+33% Awareness increase for local arts opportunities

For children who are told

they have to hide in the darkness, they finally put their stories into the

light.

-Educator

There are incredible people involved in this project and an amazing effort to create opportunities for education, community engagement, and connections in the arts in classrooms.

This program is such a valuable vehicle to connect like-minded individuals across Long Island!

-Cultural Partner

It is my belief that art (art making, thinking, and appreciation) is a tool to make what students learn in the classroom relatable and attainable.

This project gave me the "force" needed to show proof and backing by administration.

-Arts Educator

The project and collaboration I worked on was extremely powerful and well-received by students, administration and peers.

[PEACE] prioritizes the space to

consciously reflect and

engage in connecting the arts and education in the school

setting and provides increasing

knowledge in effective and

creative ways to do that

-Educator

It was a testament to the importance of arts integration in the public schools. - Teaching Artist

PAC PEACE PROJECT COHORT 1 REFLECTION TOOL RESULTS

There were a total of 34 participants in Cohort 1. In May 2023, participants were asked to complete an Educator Reflection Tool and a Student Reflection Tool for each of their students.



The purpose of these tools are to assess the extent to which their units embedded 21st Century skills, CCCR, and CR-S approaches into art-based learning and collect feedback on how effective the content was in reaching the intended outcomes of the units.

We received 7 educator Reflection entries, representing 7 teacher/teaching artist partnerships.

OVERALL, PEACE PARTNERSHIPS REFLECT A 96% EFFECTIVE RATE

- Below is a breakdown of each disciplinary area, with examples on how projects embedded skills into art-based learning for sustainable, personal development.
- We've highlighted subgroups that are applicable to all partnerships, with acknowledgement to high effectiveness scores (content to intended outcome) to syndicate partnership impact

CULTURALLY RESPONSIVE-SUSTAINING

CR-S EFFECTIVENESS INDEX

Overall reflection survey results indicate a **100% effectiveness rate** for the cumulative subgroups (right).

Among the groups **'Welcoming & Affirming Environment' and 'Inclusive Curriculum & Assessment'** were applicable to 100% of the partnerships and received the highest effectiveness score.

'Welcoming & Affirming Environment': Contribute to shaping an environment that welcomes and allows unique expression of identities, cultural backgrounds, and beliefs

'Inclusive Curriculum & Assessment': Elevate historically marginalized voices by exploring power and privilege, biases, and inequities, and decentering dominant ideas and voices.

CR-S SKILL BUILDING: For applicable partnerships, 100% believe students increased skills in CR-S

CR-S IN ACTION: PROJECT NAME: 'DE DONDE SOY'

'This project really made the students dig deep into their feelings and emotions. It was understood since the start of this project that my classroom and anything along this project was a safe space. **Students were able to express their raw emotions with themselves, us, and their peers.** By doing this, they were are all able to reflect on themselves and their experiences.'

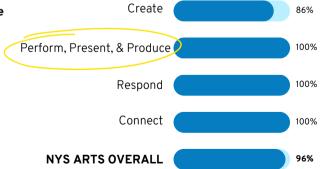
NYS LEARNING STANDARDS FOR THE ARTS

NYS ARTS EFFECTIVENESS INDEX

Overall reflection survey results indicate a **96% effectiveness rate** for the cumulative subgroups (right).

Among the groups **'Perform, Present, and Produce'** was applicable to 100% of the partnerships, and received the highest effectiveness score.

'Perform, Present & Produce': Select, analyze, interpret, develop, and refine artistic work for conveying meaning and sharing with others.



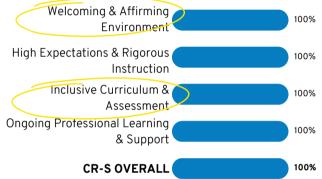
NYS ARTS SKILL BUILDING: For applicable partnerships, 100% believe students increased skills in NYS Arts

NYS ARTS IN ACTION: PROJECT NAME: 'WEAVING PROJECT'

"...Students examine the role of weaving in preserving cultural traditions and identity and develop an understanding of diverse cultural practices and contributions in the field of textile arts. By embedding the New York State Learning Standards for the Arts into the Weaving project, **students engage in meaningful artistic experiences that promote their artistic growth, cultural awareness, and interdisciplinary connections**. The project fosters creativity, critical thinking, and a deep appreciation for the arts while ensuring alignment with state-level learning standards."







COLLEGE CAREER CIVIC READINESS

CCCR EFFECTIVENESS INDEX

Overall reflection survey results indicate a **93% effectiveness rate** for the cumulative subgroups (right).

Among the groups, **'Civic Mindset' & 'Civic Skills & Action'** were applicable to 100% of the partnerships, and received the highest effectiveness scores.

'Civic Mindset': a strong understanding of self as part of/responsible to a larger social society through democratic, interpersonal, intrapersonal, and informed actions for the meaningful participation of civic life.

'Civic Skills & Action': a strong critical, analytic, verbal, communication, and media literacy in a variety of activities inside and outside of school.

CCCR SKILL BUILDING: For applicable partnerships, 97% believe students increased skills in CCCR

CCCR IN ACTION: PROJECT NAME: 'HANDS ON HISTORY'

"...Students [contributed to] larger mural to envision themselves as "part of the government." By doing this, students were able to talk about the process, work together, and discuss how the roles of each government building are part of their daily lives. Students, who traditionally are pulled for services for art class, were able to create something that was part of their school community."

21ST CENTURY SKILLS

21ST CENTURY SKILLS EFFECTIVENESS INDEX

Overall reflection survey results indicate a **95%** effectiveness rate for the cumulative subgroups (right).

Among the groups **'Communication'** was applicable to 100% of the partnerships, and received the highest effectiveness score.

'Communication': Work excels in expressing a main idea and/or subject, Writing, talk, and actions demonstrate substantial and detailed knowledge. Messages are characterized by a unique and compelling authorial voice or perspective; messages are characterized by a strong sense of purpose.



Civic Mindset

Civic Skills & Action

College & Career Goals

Career Development

Civic Knowledge

CCCR OVERALL

College & Career Pathways

Personal Choice in College &

21C SKILL BUILDING: For applicable partnerships, 100% believe students increased skills in 21st Century

21C SKILLS IN ACTION: PROJECT NAME: 'EXPLORING EMOTIONS & UNDERSTANDING YOURSELF'

'Students were encouraged to explore materials, ask questions, and be imaginative in how they could visually represent themselves. The communication comes in when their **finished project shows how they see themselves and is a true representation of who they are.'**



100%

100%

100%

100%

80%

80%

93%











