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MEDIA CONTACT
Kat Harding | (919) 664-6795 | kharding@ncartmuseum.org

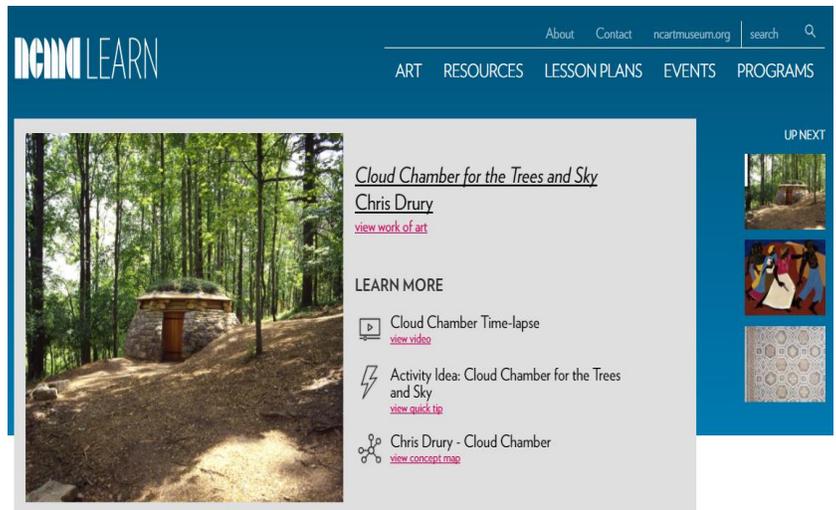
North Carolina Museum of Art Launches NCMALearn to Inspire Connections Between Education and Art

New offerings inspire students, educators, and lifelong learners with updated website and programming

Raleigh, N.C.—The North Carolina Museum of Art (NCMA) created [NCMALearn](#), a new web portal for educators and students of all grade levels and disciplines designed to facilitate learning in and through the arts using objects in the Museum’s permanent collection. The resource launched in time for a new school year, along with a series of teacher workshops, school tours, and virtual field trips created to respond to the needs of classrooms filled with students who work in the intersection of technology and multi-subject integration.

“More than 100 of the most teachable works of art in the Museum’s collection can be searched through different filters to show their relevance across subject and grade levels, with links to multimedia resources and standards-based lesson plans written by educators,” says Michelle Harrell, director of teaching and learning. “NCMALearn allows teachers and students working in a variety of subjects, including math, science, and social studies, to see how art can strengthen their understanding.”

The NCMA’s popular [Cloud Chamber](#) in the Museum Park, for example, illustrates the integration of art and science. Artist Chris Drury’s walk-in camera obscura projects an inverted image of the sky on the floor of the chamber. Viewers look down at the floor for the view, rather than up at the sky. In a single location, NCMALearn provides information on the work of art, hands-on classroom activity ideas relating to the senses and nature, a time-lapse video from inside the chamber, and a concept map to help learners connect the subject areas of science, technology, visual arts, change, environment, and perspective.



The website also serves as a hub for the variety of programming and events offered to teachers and students. Programming and events include:

School Tours

After studying works of art on NCMALearn in the classroom, educators can bring classes to the Museum to see the art in real life with docent-led tours of the collection. More information, including details on the School Bus Scholarship Fund (a fund to assist schools with 60 percent or more low-income students) is available [online](#).

Virtual Field Trips

The Museum brings classes that cannot physically be on the Museum's campus to the galleries through virtual field trips. Using video conference technology, a Museum employee can "tour" the students through the galleries exploring topics like Ancient Mosaics and Early Math, Gaining STEAM from Ancient Egyptian Artifacts, and Perspectives: Understanding African-American Experiences through Art. Virtual visits for teachers, new in the 2017–18 school year, are also offered. These brief programs can be incorporated into teacher training time.

Online Courses

In collaboration with the North Carolina Virtual Public School, the NCMA offers online courses for high school students across the state. Topics include fashion, game design, advertising, photography, and videography.

Teacher Workshops

Museum educators train teachers on the best way to integrate NCMA Learn assets into state-approved lesson plans. An online course, [Visual Literacy—Making Connections with Works of Art](#) opens Tuesday, October 17; other workshops include the [NCMA Educator Expo](#) on Thursday, November 2, at 4:30 pm; and [EdCamp NCMA](#) on Saturday, February 24, 2018, at 10:30 am.

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NCMA Learn, developed in partnership with Durham, N.C., technology company Cuberis, integrates art into the changing landscape of education, following current trends and answering the question, "Where does art fit in the classrooms of the future?" Even the planning grant itself, an IMLS Museum Solutions for Tomorrow's Learners Grant, took an approach used more frequently by designers and engineers than in museums. The Museum used a five-step design path—Ask, Imagine, Plan, Create, and Improve—to generate ideas for programs and activities that would meet the needs of teachers and students. The design process allowed the test to rapid-prototype approaches that responded to needs expressed by teachers and students throughout North Carolina.

"Working on NCMA Learn gave our team a firsthand look at just how much can be learned from a work of art," said Ray Parrish, owner and creative director at Cuberis. "Through its curated resources, the site provides students and educators with deep connections from art to a wide variety of subject matter and lesson plans. The artwork itself becomes the teaching tool and allows the students to explore the world around them through the work and the eyes of the artist."

NCMA Learn is made possible by the North Carolina GlaxoSmithKline Foundation.

For more information and to explore the site, go to learn.ncartmuseum.org.

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About the North Carolina Museum of Art

The North Carolina Museum of Art's permanent collection spans more than 5,000 years, from ancient Egypt to the present, making the institution one of the premier art museums in the South. The Museum's collection provides educational, aesthetic, intellectual, and cultural experiences for the citizens of North Carolina and beyond. The 164-acre Museum Park showcases the connection between art and nature through site-specific works of environmental art. The Museum offers changing national touring exhibitions, classes, lectures, family activities, films, and concerts.

The Museum opened West Building, home to the permanent collection, in 2010. The North Carolina Museum of Art, Lawrence J. Wheeler, director, is located at 2110 Blue Ridge Road in Raleigh. It is the art museum of the State of North Carolina, Roy Cooper, governor, and an agency of the Department of Natural and Cultural Resources, Susi Hamilton, secretary.