Welcome!

MEGAT CONFERENCE 2025

Gifted & Talented Arts

S. Myrick

Meet the Instructor

Sara Myrick

- K-12 Certified Arts Educator
- K4-8 Eastport Elementary Art Educator
- Shead High School Art Educator
- Art G/T Instructor
- Community Workshop Facilitator for all ages
- College Art Instructor
- Small Business Owner

Art G/T Program Components

- Referrals- parents, teachers, principals, and self
- Assessments- portfolio submissions, self evaluations, parent evaluations, grade level assessments,
- Differentiation- alternative project opportunities in and outside of the classroom
- Enrichment- Offer advanced classes, enrichment activities, and independent research projects.
- Exploration- provide a safe and supportive learning environment that allows risks and making mistakes.
- Written Proposals- student lead projects with clear and measurable goals that can adapt
- STEAM- projects that integrate all subjects and technology
- Problem Solving- opportunities for ambiguity and experimentation
- Mentorship- providing support, counseling, and opportunities for peer mentorship

- **Maine's Approach:**
  In Maine, gifted and talented programs must provide opportunities for students with exceptional abilities in the visual and performing arts.
- **MEGAT:**
  MEGAT (Maine Education Rules, ch. 104) defines gifted and talented children as those who excel or have the potential to excel beyond their age peers in the regular school program, needing and benefiting from specialized programs.
- **Curriculum:**
  The Maine Learning Results serve as a guide for developing comprehensive and sequential standards-based curricula for student learning in all eight content areas, including the arts.

We focus on techniques and skills more than final products!

We bring in experts!

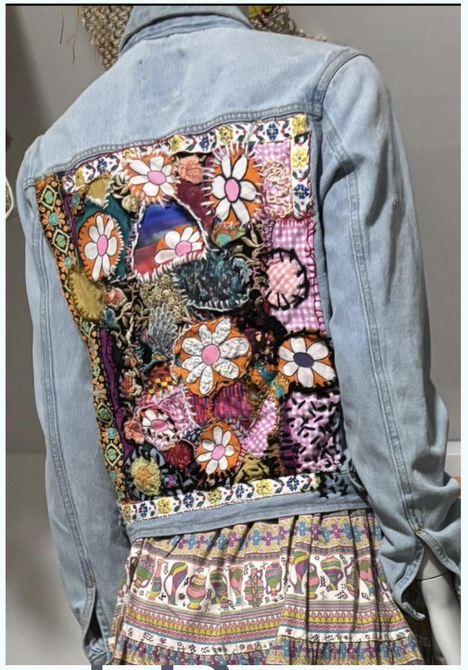
We integrate technology

Out of the Box!

Integrating technology into traditional art practices to create deeper connections,

Technology can significantly enhance the learning experience for gifted and talented art students, offering tools for exploration, creation, and deeper engagement with artistic concepts.

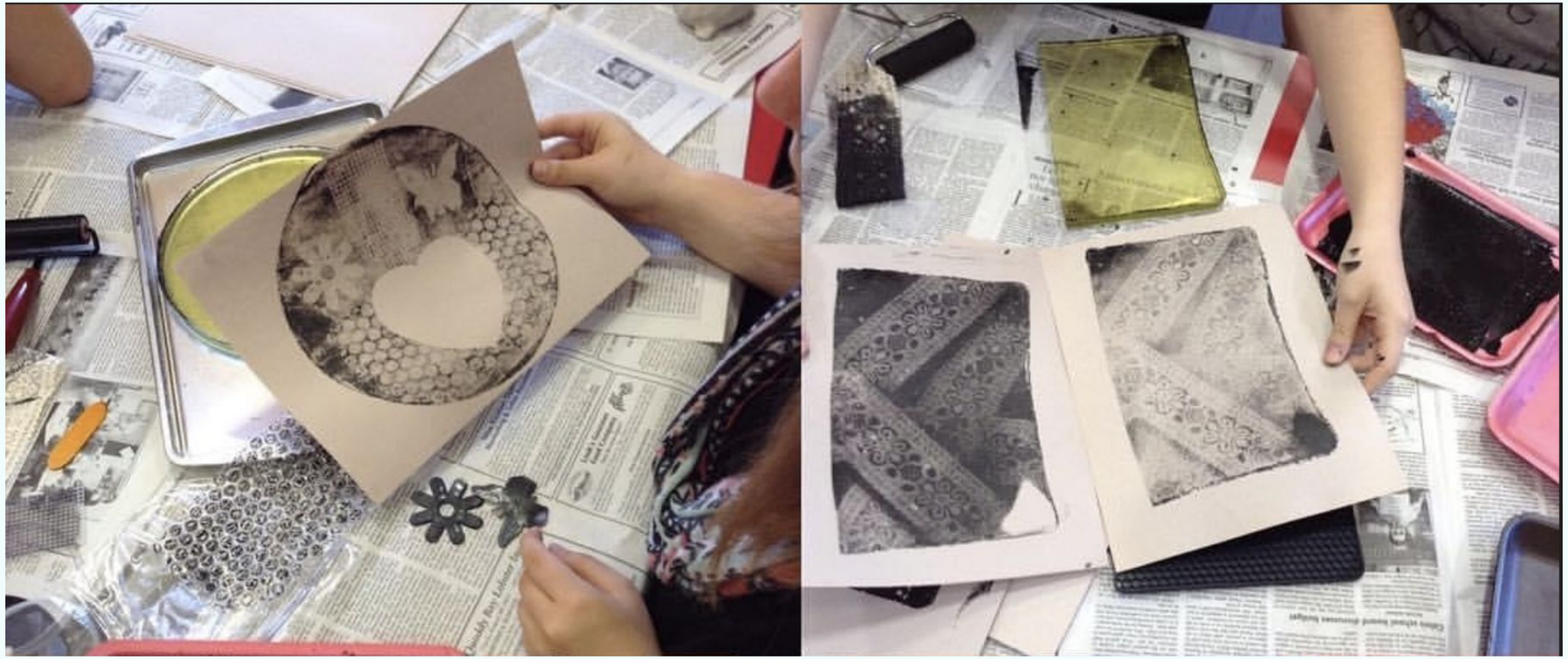
- Online Resources
- Multimedia Projects
- Virtual Learning Environments
- Networking and Collaboration
- Digital Art Tools
- 3D Modeling and Animation
- Interactive Art Installations
- Drawing Tablets
- VR Devices
- 3D Printers
- Laser Engravers
- State of the Art and Professional Tools



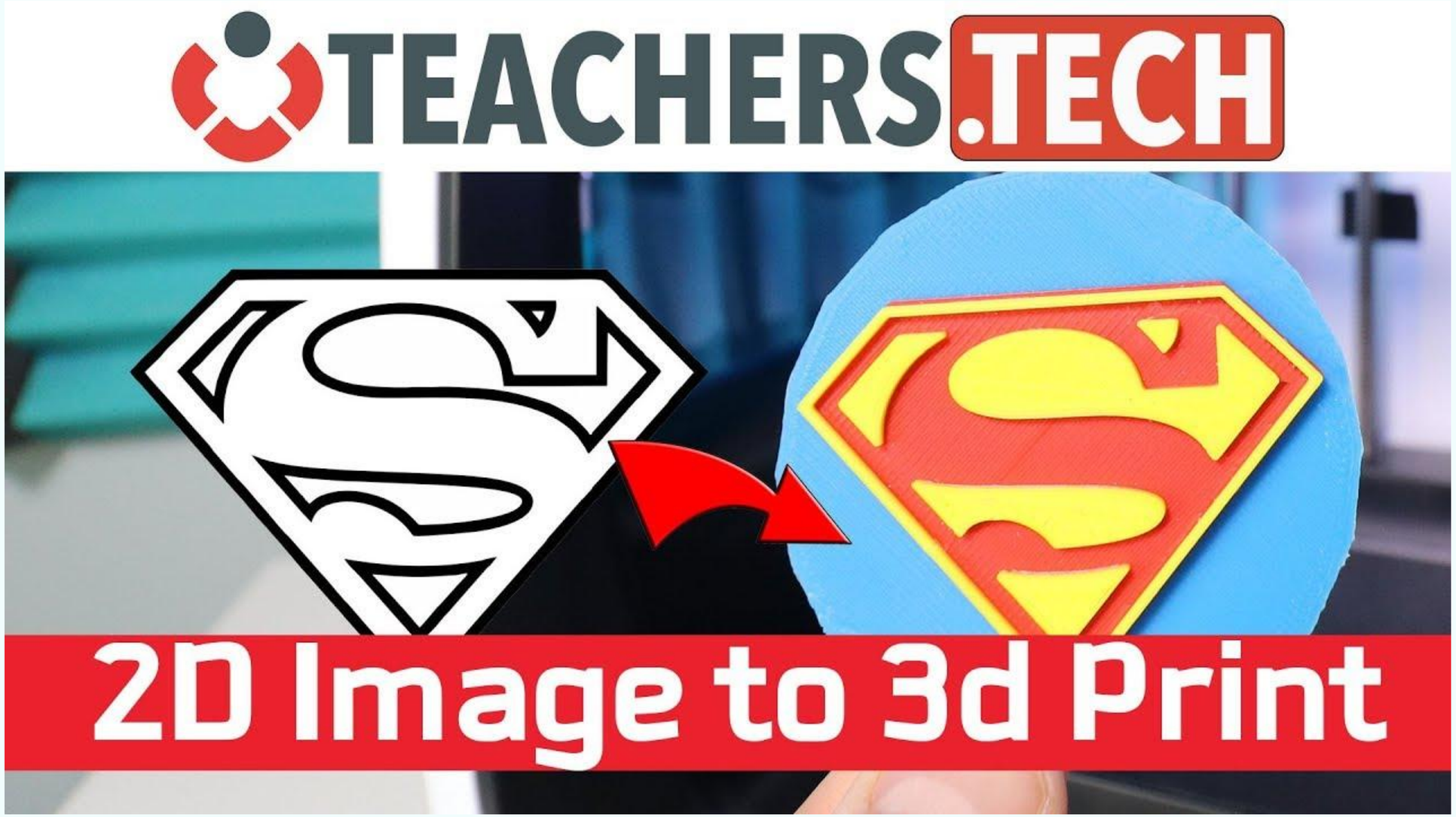
Successful Project Proposal Outcomes

Today’s Hands on Activity

We will be using drawn images printed as stamps using 3D technology to create reproducible prints on gelatin plate surfaces



Converting Drawings to Prints



To 3D print a drawing, you'll need to convert your 2D image into a 3D model, typically using CAD software, and then export it as an .STL file for 3D printing

References & Resources

https://www.maine.gov/doe/mtss/gtresources

https://nagc.org/blogpost/2061726/498432/Universal-Screening-for-Gifted-Education-in-the-Arts

https://theartofeducation.edu/?s=gifted&topic=3460&keyword=gifted&type=page%252Cpost%252Caoeu_podcast%252Caoeu_video%252Caoeu_document&pagenum=1

https://www.youtube.com/watch?v=plvSKzbyW3k

Gel Plates:
https://www.amazon.com/Gel-Press-GEL10800-12-Plate-Multicoloured/dp/B0752YJKWF/ref=rvi_d_sccl_49/141-6601263-3726847?pd_rd_w=M4NRf&content-id=amzn1.sym.f5690a4d-f2bb-45d9-9d1b-736fee412437&pf_rd_p=f5690a4d-f2bb-45d9-9d1b-736fee412437&pf_rd_r=PQZFGRQSCZT6H0GESXXA&pd_rd_wg=pwcXe&pd_rd_r=ee5a9500-45cf-421a-a0e4-c505b21edc68&pd_rd_i=B0752YJKWF&psc=1

Thank you for a wonderful conference experience!

- For questions, advice, and connection: sara.myrick@eespanthers.org
- Facebook: https://www.facebook.com/ArtwithMsM