



Sample Professional Development Day Schedule

A final, more detailed calendar of events will be provided to students who have fully registered and paid closer to the start of the event.

	<u>Friday, March 6th, 2026</u>
<u>9:30-9:45</u>	Arrival - Coffee & tea
<u>9:45-10:20</u>	Keynote Speaker
<u>10:30-12:20</u>	Workshop sessions
<u>12:30 - 1:20</u>	Lunch
<u>1:30 - 3:20</u>	Workshop sessions
<u>3:30- 4:00</u>	Event wrap up

Workshop options:

Attendees will choose two out of the three options to participate in at registration.

Intro to Mold-making - One part molds: Explore the fundamentals of plaster mold-making in this hands-on workshop focused on one-part molds. Learn simple techniques for creating molds that can replicate found or handmade objects, an adaptable and exciting process for any classroom.

Cyanotype prints using found materials: Learn to bring STEAM concepts to life through the art of cyanotype printing. Using UV light and found materials, you'll explore this simple, hands-on process that blends science, art, and creativity. This accessible and engaging project is easy to adapt for any classroom and grade level.

Critique as Collaboration: Learn how to lead engaging, age-appropriate discussions that help students think deeply and talk meaningfully about art. This workshop explores visual literacy and offers strategies for using open-ended questions to spark curiosity, critical thinking, and collaborative dialogue. Discover ways to turn critique into a positive, inquiry-based practice, giving students the tools to explore, question, and engage deeply with creative work.