



MARQUIS STUDIOS  
THE ARTS FOR KIDS

## Arts Program Menu



Follow us on social media! @MarquisStudios



**Marquis Studios is Supported By:** Brooklyn Community Foundation, Columbia University, Con Edison, Council Member Helen Rosenthal, Emily Davie and Joseph S. Kornfeld Foundation, Equitable Communities, Frank & Lydia Bergen Foundation, Manhattan Borough President, National Endowment for the Arts (NEA), New York City Department of Cultural Affairs (DCA), New York Community Trust Alma Timolat Stanley Fund, New York State Council on the Arts (NYSCA), The Rudin Foundation, The Bay and Paul Foundations Inc, The Harriet & Esteban Vicente Foundation, The Japan Foundation Center for Global Partnership (CBG), The John F. Kennedy Center for the Performing Arts, The May and Samuel Rudin Family Foundation, The Milton and Sally Avery Foundation, The MUFG Foundation, UBS Matching Gifts Program, Vanguard Charitable, Zegar Family Fund. CASA (Cultural After School Adventures) programs are supported, in part, by public funds from the NYC Dept. of Cultural Affairs in partnerships with the city council. A special thanks to Council Members: Adrienne Adams, Carlina Rivera, Deborah Rose, Fernando Cabrera, Joseph Borelli, Keith Powers, Margaret Chin, Mark Gionaj, and Mark Treyger.

Marquis Studios  
20 Jay Street, Suite 826  
Brooklyn, NY 11201

Phone: (718) 694-9400  
Fax: (718) 694-0106  
[www.marquisstudios.org](http://www.marquisstudios.org)

## ABOUT MARQUIS STUDIOS

Marquis Studios is a nonprofit organization founded by David Marquis in 1977. We provide a full spectrum of multi-cultural arts education residencies where students explore the visual and performing arts. We're located in over 150 NYC public schools throughout the five boroughs and nine of those schools are involved in our pARTnership program. Our team of professional Teaching Artists develop residencies that align with what students are learning in school. Students are encouraged to explore the arts, work collaboratively and develop a passion for creative learning. In 2013, Marquis Studios was named the affiliate of VSA, a national organization that promotes the arts for students of all ability levels.

### ABOUT OUR PROGRAMS

- Each residency focuses on a specific arts discipline and is customized to students' appropriate age and/or skill level. Programs are available for Pre-K through 12<sup>th</sup> grade, District 75 & English Language Learners.
- All residencies integrate the arts within academic subjects according to the Next Generation Learning Standards and the NYC Blueprint for Teaching and Learning in the Arts.
- Each residency is led by a professional Teaching Artist who partners with classroom teachers and after-school coordinators to support curriculum objectives and provide artistically enriching experiences to students.
- Schools may choose to have residencies culminate in a formal performance, an informal sharing OR an exhibit of student work.

### PROGRAM STRUCTURE

- **In-school residencies:** serves four to six classrooms during the school day.
- **After-school residencies:** 1.5-2 hours of instructional time during after-school hours. Programs can be broken into two 45 minute sessions.
- **Parent Child workshops:** 1.5-2 hours of instructional time during after-school hours or on Saturday mornings.
- **Professional Development workshops:** 1.5-2 hours of training for school staff.
- **Cycles:** Residencies are generally conducted over a ten week period, but can be extended upon request. Programming is provided on a cycle basis and observes all school closures:
  - Cycle 1: October-December
  - Cycle 2: January-March
  - Cycle 3: April-June

## STEAM PROGRAMS

The arts are an essential component in how students can contextualize and apply their education. Including the Arts into lessons in Science, Technology, Engineering and Math encourages students to think creatively as they solve complex problem and make meaningful connections to academic subject matter. In our extensive menu of arts programs, we have identified those that can assist in meeting STEAM goals.

### **Visual Art**

- ECO-ART (Science)
- ISLAMIC ART & CULTURE (Math/Geometry)
- ORIGAMI (Math/Geometry)
- SCIENCE THROUGH SCULPTURE AND PAINTING (Science)

### **Architecture**

- ARCHITECTURAL DESIGN (Engineering, Math)
- ARCHITECTURE OF THE NEIGHBORHOOD (Engineering)
- ARCHITECTURE AS A STUDY OF CULTURES (Engineering)
- DIGITAL ARCHITECTURE (Technology, Engineering, Math)
- THE BRIDGE PROJECT (Engineering, Math)

### **Media**

- ANIMATION (Technology)
- FILMMAKING (Technology)
- PHOTOGRAPHY (Technology)

### **Dance**

- CREATIVE MOVEMENT (Science)
- "BE WELL" MOVEMENT (Science)

### **Music**

- GARAGEBAND© (Math, Technology)
- RADIO THEATER & SOUND EFFECTS (Technology)

### **Theater**

- CIRCUS ARTS (Science)

## CULTURAL CONNECTIONS

We believe there is no better way to celebrate cultural diversity than through the arts. Cross-cultural art classes bridge communities and foster understanding and respect. Learning about cultures from around the world connects students as individuals to an increasingly global society. Below is a list of programs that will broaden students' perspectives of other cultures:

### **Visual Art**

- ISLAMIC ARTS AND CULTURE
- ORIGAMI
- WORLD MARKETPLACE

### **Architecture**

- ARCHITECTURE AS A STUDY OF CULTURES

### **Theater**

- FOLK TALES AND FAIRY TALES
- GREEK MYTHOLOGY
- CIRCUS ARTS

### **Dance**

- AFRICAN DANCE
- BHANGRA FOLK DANCE
- BOLLYWOOD DANCE
- DANCE AROUND THE WORLD
- HIP HOP DANCE
- LATIN DANCE

### **Music**

- AFRICAN DRUMMING
- SAMBA DRUMMING
- LATIN PERCUSSION
- PERCUSSION OF THE WORLD
- TAIKO DRUMMING

## VISUAL ARTS

In visual arts, students learn about color, line, texture and composition through 2D and 3D projects. Through experimentation with different art materials, students increase decision-making, risk-taking and fine motor skills. Visual art residencies focus on visual literacy; how we break down what we're looking at through detailed observation and questioning to inspire students to create their own art.

### **FOCUS ON ARTISTIC MEDIUM:**

In residencies that are focused on one medium, students will receive in-depth training on how to use materials and tools.

- COLLAGE (all ages)
- DRAWING (all ages)
- MASK MAKING (all ages)
- MOSAIC (1<sup>st</sup> Grade and up)
- MURAL-MAKING (3<sup>rd</sup> Grade and up)
- PAPER SCULPTURE (1<sup>st</sup> Grade and up)
- PAINTING (all ages)
- PRINTMAKING (2<sup>nd</sup> Grade and up)
- ORIGAMI (3<sup>rd</sup> Grade and up)
- SCULPTURE (1<sup>st</sup> Grade and up)

### **FOCUS ON THEME:**

In residencies based on theme, students use a mixed-media approach in order to fully explore a theme. This theme may relate to what is being learned in class.

- ABSTRACT ART (all ages)
- ART-MAKING FOR YOUNG ARTISTS (Pre-K to 1<sup>st</sup> grade)
- BOOKMAKING (1<sup>st</sup> Grade and up)
- CONTEMPORARY ART (4<sup>th</sup> Grade and up)
- ECO-ART (1<sup>st</sup> Grade and up)
- ISLAMIC ARTS AND CULTURE (3<sup>rd</sup> Grade and up)
- PERSONAL POWER BANNERS (4<sup>th</sup> Grade and up)
  
- SCIENCE THROUGH SCULPTURE AND PAINTING (1<sup>st</sup> Grade and up)
- SELF-PORTRAITS (K and up)
- WORLD MARKETPLACE (3<sup>rd</sup> Grade and up)

## ARCHITECTURE

Architecture is the process of planning, designing and constructing different types of structures. In these residencies, students learn how to create floor plans either by hand or digitally. They might take photos of buildings in their neighborhood, create 3D sculptural models based on observation, or translate their ideas into a digital design.

- ARCHITECTURAL DESIGN (3<sup>rd</sup> Grade and up)
- ARCHITECTURE OF THE NEIGHBORHOOD (1<sup>st</sup> Grade and up)
- ARCHITECTURE AS A STUDY OF GLOBAL CULTURES (1<sup>st</sup> Grade and up)
- DIGITAL ARCHITECTURE\* (3<sup>rd</sup> Grade and up)
- THE BRIDGE PROJECT (3<sup>rd</sup> Grade and up)

### **\*Digital Architecture Hardware and Software Requirements:**

- Minimum of 1 PC or Mac computer for every 2 students
- SketchUp or ArchiCAD17 on each computer (free downloads)
- An in-house IT support person on staff to assist the teaching artist with software installation and basic troubleshooting

## MEDIA

Media Arts, sometimes referred to as New Media or Digital Media, is about incorporating modern technology into visual arts. In each of these residencies, students spend part of the time learning how to use the tools of the trade (cameras, video cameras, iMovie and other computer programs) and the other part designing their own animation, film or photography series. The final product is either displayed or screened and a digital copy is given to the school.

- ANIMATION\* (3<sup>rd</sup> Grade and up)
- FILMMAKING\* (3<sup>rd</sup> Grade and up)
- PHOTOGRAPHY (3<sup>rd</sup> Grade and up)

### **\*General Requirements:**

- Computer lab or laptop cart with iMovie software installed (free with Mac computers)
- Animation and Filmmaking residencies include 10 sessions with students plus an additional 2 weeks for the teaching artist to professionally edit the video

### **\*Hardware and Software Requirements:**

- 3-4 digital cameras, iPads, HD recorders OR flip cameras to record footage (Marquis Studios may be able to supplement these materials, depending on what has already been signed out)
- An in-house IT support person on staff to assist the teaching artist with software installation and basic troubleshooting

## PUPPETRY

Puppetry is how Marquis Studios got its start! Our puppetry programs are unique in that they straddle the visual and performing arts. Students learn how to create puppets and afterwards learn theatrical skills in order to put on a puppet show. In collaboration with ELA/literature classes, puppetry programs can further engage students in a story they're reading.

- CELLUCLAY PUPPETRY (3<sup>rd</sup> Grade and up)
- PUPPETRY (K and up)
- SHADOW PUPPETRY (K and up)
- TOY THEATER (K and up)

## THEATER

Theater is a collaborative form of performance art that cultivates relationships between students as they learn public speaking, memorization and leadership skills. Students in Marquis Studios' theater residencies learn how to tell a story through acting, directing and writing. They experiment with different ways of adapting a story to the stage and perform a final showcase at the end.

### **CLASSICAL THEATER:**

These residencies are based on a predetermined theme and actors bring characters to life through a meticulously crafted script that comes from pre-existing stories, plays and myths.

- FOLK TALES & FAIRY TALES (all ages)
- GREEK MYTHOLOGY (3<sup>rd</sup> Grade and up)

### **DEVISED THEATER:**

Students collaboratively create the script as a class, whether they are writing their own stories, researching a historical event, or improvising on the fly!

- NEWSPAPER THEATER (3<sup>rd</sup> Grade and up)
- IMPROVISATION (3<sup>rd</sup> Grade and up)
- STORYTELLING (1<sup>st</sup> Grade and up)
- PROJECT RESPECT (1<sup>st</sup> Grade and up)

### **PHYSICAL THEATER:**

Physical theater is more about movement than other types of theater, but more focused on narrative, character and action than dance.

- CIRCUS ARTS (all ages)
- FUNDAMENTALS OF THEATER PERFORMANCE (all ages)
- MASK THEATER (2<sup>nd</sup> Grade and up)
- MIME (1<sup>st</sup> Grade and up)

### **WRITING:**

Residencies under this category focus on the behind-the-scenes scripts and stories used in performances. Students also learn how to craft poems that can be read or spoken.

- CREATIVE WRITING (3<sup>rd</sup> Grade and up)
- PLAYWRITING (3<sup>rd</sup> Grade and up)
- POETRY SLAM! (5<sup>th</sup> Grade and up)

## DANCE

Dance residencies get students moving! Movement stimulates the imagination, presents new and satisfying challenges and invites a new kind of self-awareness. The study of dance offers tools for students to adapt an emotional experience into meaningful movements.

### **MOVEMENT:**

- CREATIVE MOVEMENT (Pre-K to 5<sup>th</sup> Grade)
- “BE WELL” MOVEMENT (all ages)
- STORYTELLING THROUGH MOVEMENT (4<sup>th</sup> Grade and up)
- YOGA (all ages)

### **CULTURAL DANCES:**

- AFRICAN DANCE (2<sup>nd</sup> Grade and up)
- BHANGRA: INDIAN FOLK DANCE (1<sup>st</sup> Grade and up)
- BOLLYWOOD DANCE (4<sup>th</sup> Grade and up)
- DANCES FROM AROUND THE WORLD (all ages)
- HIP HOP DANCE (2<sup>nd</sup> Grade and up)
- LATIN DANCE (3<sup>rd</sup> Grade and up)
- ROCK & ROLL REVIEW (2<sup>nd</sup> Grade and up)

### **THEATRICAL DANCE:**

- DANCE ON BROADWAY (2<sup>nd</sup> Grade and up)

## MUSIC

Music classes have the unique ability to foster collaboration while also helping students focus. Research has shown that music helps the brain process spoken words and an understanding of music can increase reading, counting and memory skills. Music is also therapeutic and can relieve stress and promote relaxation.

### **MUSIC OVERVIEW**

- MUSIC AND RHYTHM (all ages)

### **CULTURAL PERCUSSION:**

- AFRICAN PERCUSSION (1<sup>st</sup> Grade and up)
- LATIN PERCUSSION (1<sup>st</sup> Grade and up)
- PERCUSSION OF THE WORLD (grade 1 and up)
- SAMBA DRUMMING (3<sup>rd</sup> Grade and up)
- TAIKO DRUMMING (2<sup>nd</sup> Grade and up)

### **VOCAL MUSIC:**

- CHORUS (K and up)
- SONGWRITING (1<sup>st</sup> Grade and up)

### **DIGITAL MUSIC:**

- GARAGEBAND®\* (4<sup>th</sup> Grade and up)
- RADIO THEATER & SOUND EFFECTS (3<sup>rd</sup> Grade and up)

### **\*Hardware and Software Requirements:**

- Minimum of one computer or iPad for every two students (must be Mac with OSX)
- Garageband® software installed on each computer (free on Mac computer)

## PARENT/CHILD WORKSHOPS

Parent/Child Workshops consist of a single 90-minute workshop attended by up to 25 parents/guardians and 25 students. These workshops can also be booked as a series with or without a unifying theme. Choose from a variety of activities below that will provide a fun, hands-on experience that emphasizes communication and collaboration skills between family members. We offer flexible scheduling including evenings and weekends.

### **Visual Art**

- ABSTRACT ART
- BOOKMAKING
- DRAWING
- ECO-ART
- FAMILY TREASURE BOX
- FIBER ARTS
- MASK MAKING
- ORIGAMI
- PAINTING
- PAPER COLLAGE
- PAPER MOSAIC
- PAPER SCULPTURE
- PRINTMAKING
- SELF PORTRAITS

### **Theater**

- CIRCUS ARTS
- CREATIVE WRITING
- IMPROV
- MIME
- PUPPETRY

### **Dance**

- AFRICAN DANCE
- BHANGRA DANCE
- BOLLYWOOD DANCE
- CREATIVE MOVEMENT
- DANCES FROM AROUND THE WORLD
- HIP HOP DANCE
- LATIN DANCE
- STRESS MANAGEMENT/ YOGA (PARENTS ONLY)
- YOGA

### **Music**

- LATIN PERCUSSION
- MUSIC AND RHYTHM
- PERCUSSION
- SAMBA DRUMMING