

## Teaching Philosophy: Motivating Students to Learn

I have always known that one of my main goals when I become an art teacher would be to do everything I can to motivate my students and show them the joy of education. I am very passionate about STEAM (Science, Technology, Engineering, Arts, and Mathematics) education, as well as integration of Art with the other subjects, and getting more technology into the hands of our students. Integrated lessons show students the intertwining relationship between the disciplines and also provide the best context for practical, real world examples of how to use that content.

In my classroom I try as much as possible to include gamification, or the use of game-like elements (such as badges and levels) and game-based-learning, or the use of games in an educational context. By using games I am able to engage and empower students who would be otherwise disinterested and unmotivated in traditional education settings.

Though we have a lot of fun, my students know I have very high standards for them and I will accept nothing less than their best. I am able to hold my students to these standards because I have taken the time to create a personal bond with them and they know that what I am doing is in their best interests. Furthermore they also know that I will be motivating and helping them in every way I can until they reach that goal.

Since I started teaching I have noticed that many discipline and learning problems teachers face within their classrooms are because of unmotivated, uninterested, and unengaged students. I trust that integrating interdisciplinary content within my classroom, making education fun using games, and strengthening the student-teacher bond, and by I can solve these problems for my students. For once a student is motivated he or she will be open and receptive toward education, and far more likely to truly learn.