PROCESS art FOR LANGUAGE DEVELOPMENT

Low-Prep, High-Impact Projects for Multilingual Learners



MATSOL Virtual PD Day 2025

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TODAY'S GOALS

Explain the benefits of process art for multilingual learners' language development.

Implement at least three low-prep activities that integrate language objectives.

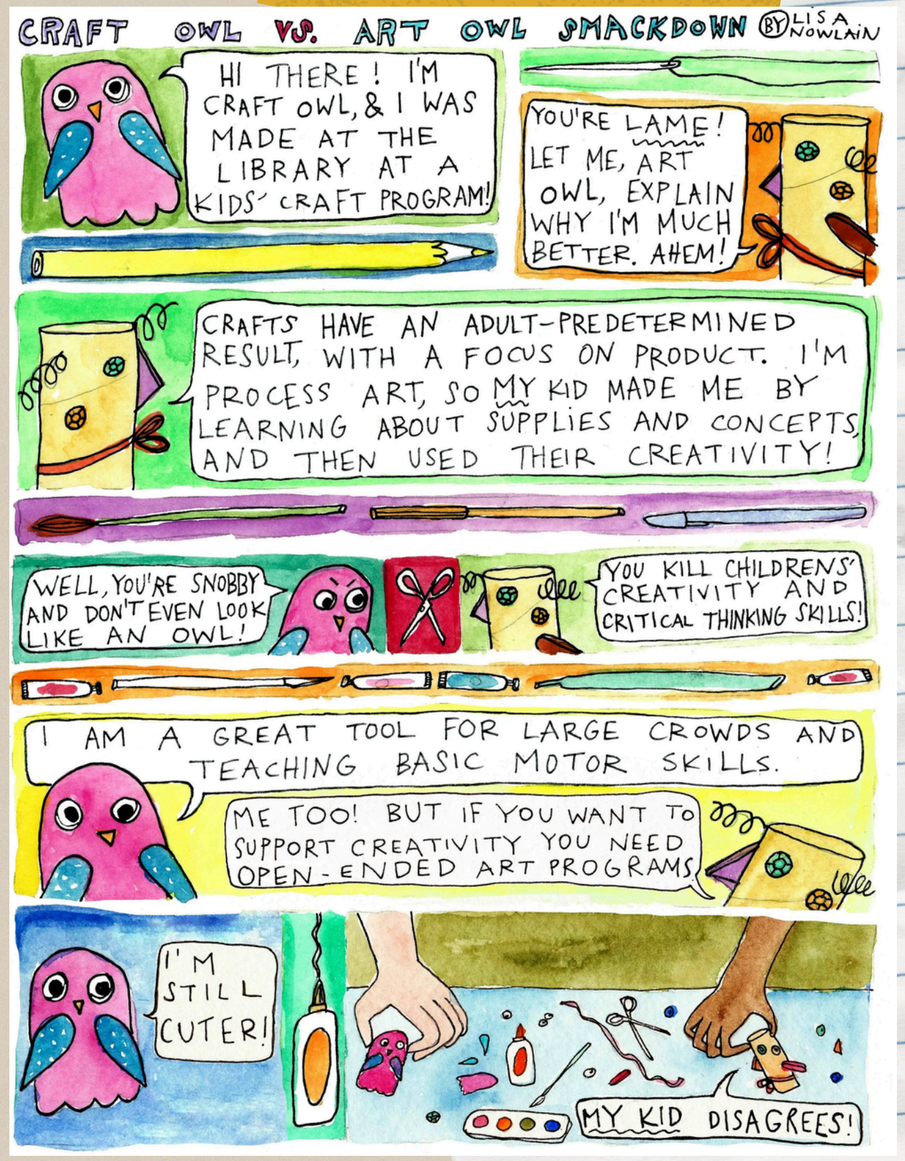
Use process-based feedback prompts to promote student expression and vocabulary use.

WHAT IS PROCESS ART?

Process art emphasizes the experience of making art rather than the end product.

According the the National Association for the Education of Young Children characteristics of process art include:

- **There are no step-by-step instructions.**
- **There is no sample for children to follow.**
- **There is no right or wrong way to explore and create.**
- **The art is focused on the experience and on the exploration of the techniques, tools, and materials.**
- **The art is unique and original.**
- **The experience is relaxing and calming.**





WHY USE PROCESS ART?

- Enhance creativity
- Explore new materials and techniques
- Inclusive of different age levels and abilities
- Cheap and Easy to prepare
- Children can practice making choices and problem solving.
- Invites conversation
- Has added value (Literacy Skills, STEAM, Social-Emotional Learning)

EXAMPLES OF PROCESS ART

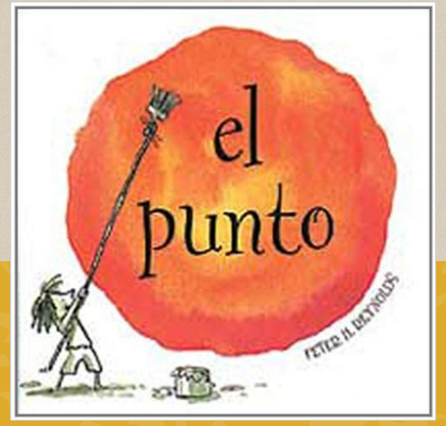
Process art can focus on a certain set of materials or tools, a technique or skill, or it can introduce a new concept.

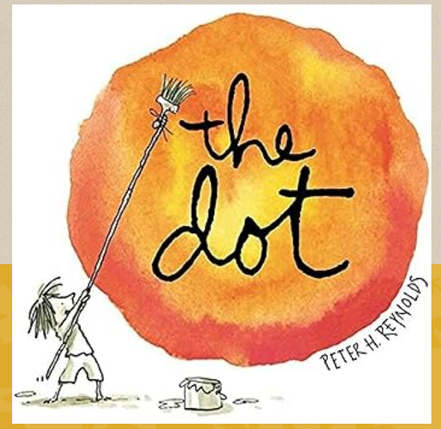




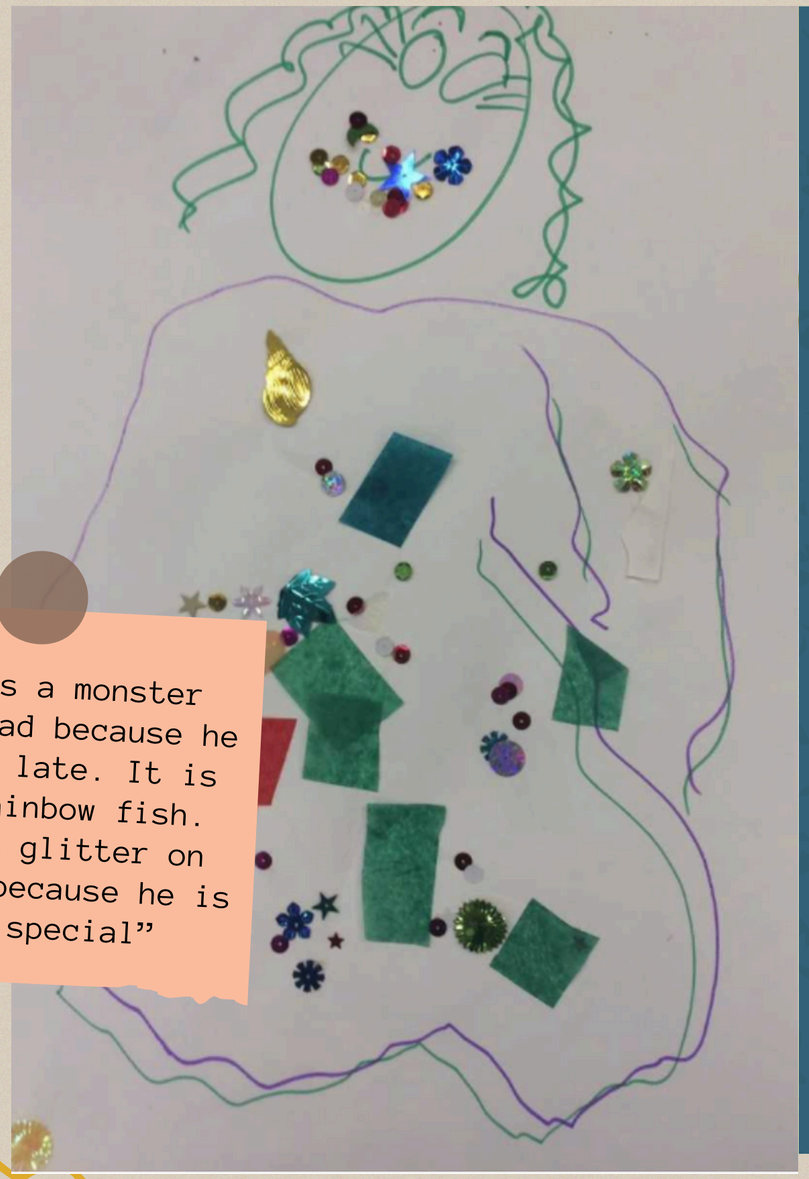
EXAMPLES OF PROCESS ART







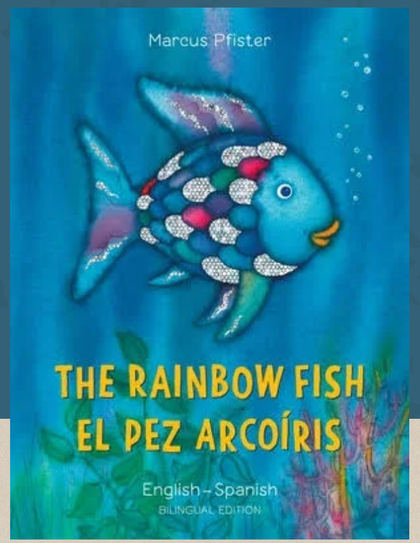




“This is a monster like my dad because he stays up late. It is not a rainbow fish. There is glitter on the face because he is extra special”

ENGAGMENT

- Avoid making assumptions about what the creation is.
- Describe their artwork.
- Keep the conversation going.
- Talk about process and materials.



Multimodal expression lowers language load

Centers identity & belonging; validates repertoires

Joyful, low-stakes talk builds vocabulary & confidence



ADDED VALUE CONCEPTS

1. Literacy and Language Skills
2. STEM
3. Sensory Elements
4. Social Emotional Learning

TRANSLANGUAGING

stance

use any language during creating and sharing

design

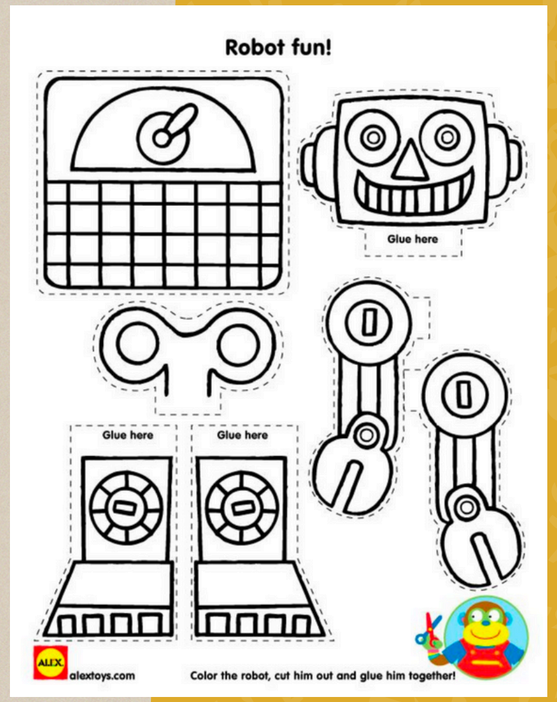
Use multilingual labels, L1 partner talk, & dual-language captions

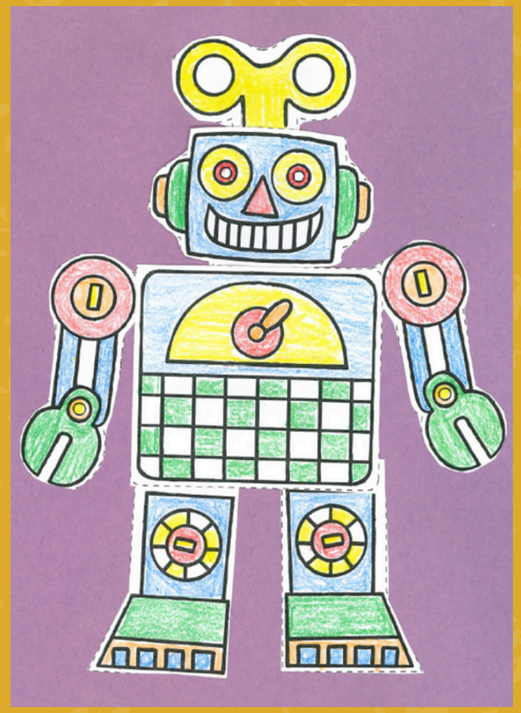
shifts

Model flexibility
Bridge to accademic registers



ROBOT CRAFT





OUTCOME BASED FEEDBACK

- I LIKE YOUR ROBOT
- WHAT DID YOU MAKE
- WHAT A NICE/PRETTY/COOL ROBOT

ARTE MONOCROMÁTICO
TEXTURA
TONOS

Black and White Art

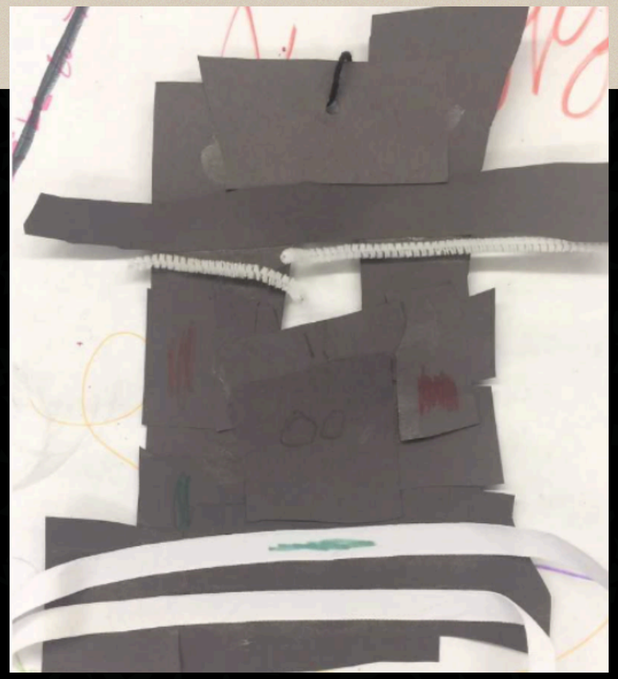
Can you make art without using any colors?

Monochrome art is art that uses one color.

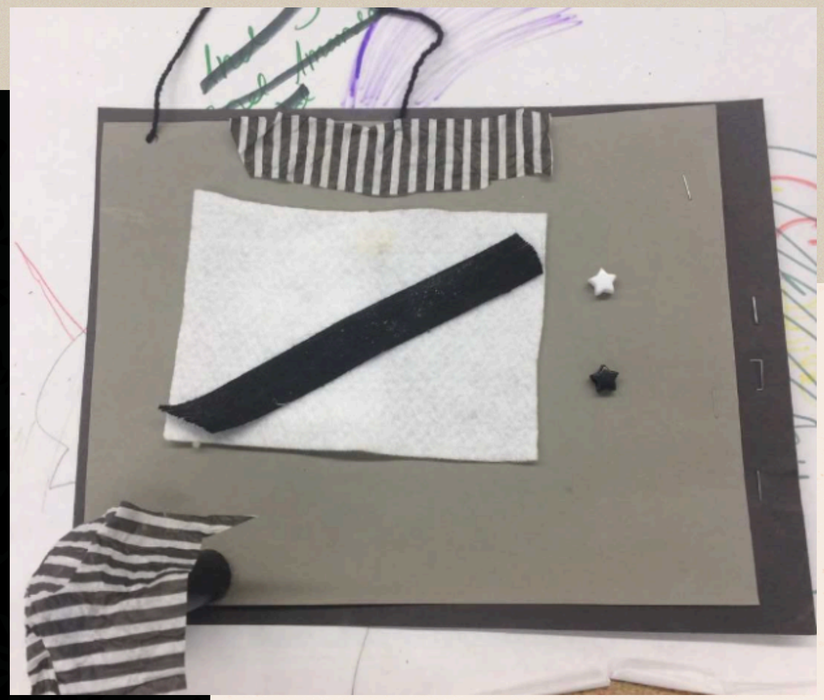
Some artists make black on white monochrome art, or white on black monochrome art. You can mix the colors to make different **hues**, or shades of black and white. How could you create a gray hue with these materials?

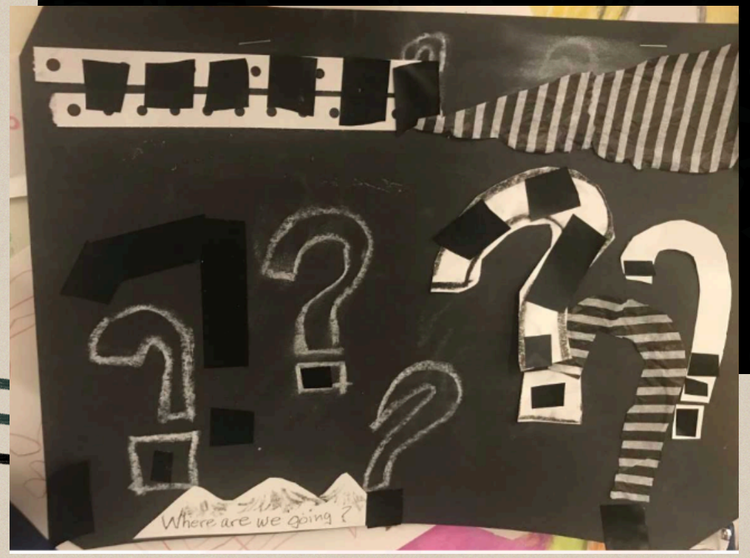
Try using materials with different *textures*. Texture is a word for how something feels when you touch it. Some of the materials have a smooth or soft texture, others do not.

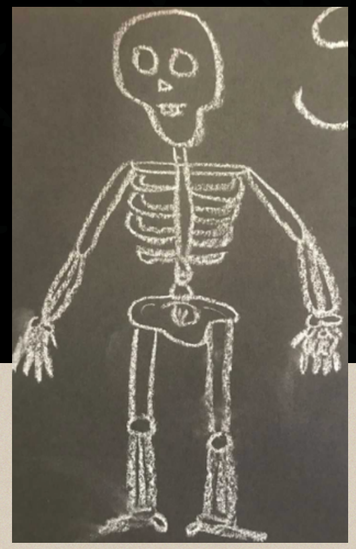
For drawing tools, use crayons, markers and chalk.








Where are we going ?





PROCESS BASED FEEDBACK

How did you decide which materials to use?

1.

What does this picture mean to you?

What was your favorite part of making this project?

Descriptive feedback: “You used a lot of different materials in your project and chose them very carefully.”
“I saw you were working hard on this part over here.”



DISCUSSION

- What kind of responses did we get when we gave and received outcome-based feedback? Process-based feedback?
- How do you imagine your experience of making process based art differ from your experience of making product art?
- Which did you prefer, and why? What do you think would work best with your kids?



~THANK YOU~

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Resources