

Friends of Nicole and Angles Selfie

Arts Programming Overview + Teaching Artist(s) Bio

We currently provide programming to 9th, 10th, 11th and 12th grade students at Atherton High School, Minor Daniels Academy, Waller High and Riverview High.

Audubon Traditional Elementary School 5th grade

Shacklette Elementary School 5th grade

Most of my programming serves high school and middle school students and 2 of my programs serve 5th grade boys and girls.

Programs include:

Virtual Reality: World Design and Social XR

Selfies & Self-esteem Workshop with 50/50 Mentoring

Black Tech History & Black Future

Cooking Demo by Kentucky State University

VR Social XR with Tech@Nite

Mindfulness Mural Design

Social Enterprise and Wealth building in the Meta Verse

InstaFamous & TikTok Content Creation

HBCU Experience Red Table Talk

Career Pathways in Tech

Creating a Podcast

I serve about 500-1000 youth each year through workshops, pop installations and collaborative projects. These take place at Angles Selfie, community centers, schools, businesses across the Louisville, Lexington, and global spheres.

Teaching Artist(s) Bios(s)

Nicole Hayden True visionaries - are those who see a need for change and have the insight and drive to make it happen. Nicole Hayden has a vision. It's one where young men & women of color have the opportunity to realize their unlimited potential — and like a true visionary, she's out there making it happen. She is a 2021 forty under 40 recipient and 2021 Bingham Fellows graduate, community specialist, activist, and former pageant winner Miss Plus America 2014.

Friends of Nicole 50/50 Mentoring Collaborative, - a 501(c)3 organization, so female mentors, business professionals, and community leaders could help young women of color create better opportunities for themselves. Maintaining this type of mentoring platform requires hope, resources, and an innovative spirit. Nicole is currently providing programming that met the needs of JCPS, community groups, and private organizations. The mentors and community partners offer classes that enrich students' work and career through honing skills on topics such as: mentorship, entrepreneurship, virtual reality world building, mural design, financial literacy, global education, arts, mindfulness, health, NFTs, podcast creation and much more.

Mario Duerson - Founder of Tech at Nite, the social XR and virtual reality platform for beginners or advanced students/learners, businesses, and nonprofits. Providing resources and digital exhibition space for artists through the Black Art in worldbuilding, Web2 & Web3 skills with career pathways job placement. Learn NFT, Crypto, Blockchain, VR gaming, and world building and get placed in the marketplace.

Ashley McCathy - Founder of The Healing Walls Project (HWP) is an art organization that directly connects to BIPOC communities to create public art while bringing resources, guidance, and healing to BIPOC Artists. Mural design & art abstract.

Artistic Content of Programming

Creating Connection Working with organizations and communities to help make creative expression, arts, and culture a recognized, valued, and expected part of everyday life.

Selfies and Self-esteem Project

Building a Museum in the MetaVerse

Storytelling

Mindfulness Art

Act Activism

Sample Program

Week one: Character Animation in VR Animate your own character and world Music Mix-n-Mastery
Learn how to create your own music

Week two: Makin' Movies, Create your own short movie Digital Art, Explore the art of words and digital design

Week three: Design & Play, Create digital artwork Makin' Videos, Document the world around you through video making

Week four: Character Animation II, Learn to bring your animated character to life Video Editing VR Put together video footage in fun creative ways

Week five: Augmented Reality (AR) Create your own social media AR filters Animation, Using real-world objects to create animation Outcomes are measured by pre/post evaluation and program engagement.

Educational Content of Programming

- Positive impact on students' academic learning Improves students' ability to apply what they have learned in "the real world"
- Positive impact on academic outcomes such as demonstrated complexity of understanding, problem analysis, problem-solving, critical thinking, and cognitive development
- Improved ability to understand complexity and ambiguity
- Social and emotional learning
- Science and math
- Outcomes are measured by pre/ post evaluations and program engagement.

Process for hiring, training, and evaluating performance/effectiveness.

- Job posting
- Artist call
- Leadership networking organizations and groups
- Collaborations with community organizations
- Practical learning
- Survey

How are participants of all backgrounds and abilities included in programming?

We will engage diverse audiences in discourse about social conditions, success, leadership development, and literacy intervention that relate to the empowerment of black women and youth. We believe all races of our community should be equally valued. It's our responsibility to our young people to work towards creating a more just , loving, and equitable world where our young people can successfully thrive.

How do I engage teachers and community center staff before, during, and after programming?

We amplify community support by hosting community connections nights with neighborhoods that our mentees live in Russell, Smoke-town, Shawnee and Portland. We encourage teacher support for community dinner nights to build the connection with JCPS teachers and the community of the students they serve. Our staff is provided leadership development training with organizations such as Louisville Leadership. Advocating in spaces that develop leaders , CEOs , and the future of Louisville.

How do I engage participants in the creative and learning process?

Strategies include, but are not limited to, question-and-answer sessions, discussion, interactive lecture (in which students respond to or ask questions), quick writing assignments, hands-on activities, and experiential learning.