The Universe Within is an educational course created by nonprofit Mat Bevel Company that builds students' creative thinking abilities by teaching specific hands-on skills to help them tackle life's challenges with greater imagination. *The Universe Within* is a grassroots solution to a national creative intelligence deficit that increases student capacity to innovate, problem-solve and navigate unknown situations through original thinking exercises and out-of-the-box approaches.

Inspired by Mat Bevel Company President Ned Schaper's world of Beveldom–a fine-art mechanical land teeming with inspiring characters–students participate in a four-part introduction to worldbuilding where they play the part of a central character in a unique imaginary world of their own making.

The Universe Within is picking up STEAM!
Science + Technology + Engineering + Art + Math = STEAM!

This super-charged team of experts will join us and add new dimensions to *The Universe Within* world-building coursework during the 2018-2019 school year:

DaNel Hogan, Director for Pima County Superintendent of Schools' StemAZing program, will help create STEAM lessons for *The Universe Within coursework*, and provide training to classroom teachers. She was an Albert Einstein Distinguished Educator Fellow at the U.S. Department of Energy in Washington, DC.

Dr. Bruce Bayly, Professor of Math at University of Arizona, President of The Physics Factory and Board Chair of Arts Integration Solutions, will help translate the world of Beveldom into

even more STEAM-friendly, fun lessons for *The Universe Within* coursework. He and his team of scientists and educators have travelled around Tucson and the country in his bus sharing their enthusiasm for physics with students, teachers and community members.

Dr. Mark Runco, a leading creativity scholar and E. Paul Torrance Professor of Creativity Studies at the University of Georgia, will measure creative potential and performance for students taking *The Universe Within* full coursework.

We're bringing meaning and motion into the classroom

Beveldom's inspiring characters help students identify the character they want to play and articulate what is meaningful to them in their world. Classroom instruction shows students how to create and share their own novel characters, scenarios and plot lines.

All of Beveldom's kinetic art objects–helmets, vehicles, musical instruments, armor and buildings–move students from the three dimensional world of height, width and depth into learning about the fourth dimension of time. **Students learn how to use their imagination to solve problems in a totally engaging and playful way, all while learning STEAM!**

Each of the four classes start with an inspirational and instructional video. Students open their minds to fantastical concepts from the world of Beveldom. Step-by-step instructions outline specific classroom activities. After the video, teachers guide and support students in the following classroom activities as they tap into their inner genius and create their own world:

Class One: The Daily Doodle
By using the art of doodling, students develop the basic elements of their world, determining what their world looks like, what it's made of, who lives there, what character they'll be in their world and the guiding principles of their world. Lessons give students a daily routine of recording and activating their ideas in a notebook. Classes help students develop the capacity to draw out and express creative ideas for themselves.

Class Two: Corrugated Headgear
Students create a unique sculptural headdress from recycled corrugated cardboard, wrapping paper and paper circuits using LEDs, copper tape and button batteries. When students wear their headgear, they slip into character and become part of their world. Lessons teach students engineering and spatial-mechanical skills ey create functional art.

Class Three: Story Book

Students get ready to share their world with other students, teachers, family and the community. They bring together meaningful elements of the world they have created through their doodles, words and headgear in a digital story. Lessons teach students how to refine, organize and present their original ideas so they can communicate what's meaningful to them.

Class Four: Pedestrian Carnival

Students get into character, step into their world and take the show on the road. Wearing their sculptural headgear, costumes and accessories, students process around campus, creating a pedestrian carnival so that teachers and the student body can see their creativity and original ideas in action. Students create a feedback loop by watching how others respond to what they've created. Students take turns videotaping themselves and each other.

Public Celebration: Fine Arts Gala

A showcase of each student's "doodle" book, sculptural headgear and digital storybook, as well as classroom videos and photos of activities are displayed during a community Fine Arts Gala on campus.

Teachers evaluate student acquisition of grade-relevant standards. Students take home their "doodle" books, headgear and storybooks, and receive a certificate for their participation in *The Universe Within.*

Become a patron of the imagination!

Are you interested in helping young people gain greater confidence in their creative abilities? Would you like to be part of a solution that helps students move forward when they feel confused, lost or stuck? *The Universe Within* provides students with specific life-long creative training skills so they persevere, make adjustments and find new possibilities through creative thinking.

Educational sponsors help our team develop and teach more lessons for each class and integrate more science, technology, engineering and math into *The Universe Within*. A 9-week art course will be taught at Patagonia Public Schools in Patagonia, AZ with students in grades 9-12 receiving a quarter credit towards the required 1 credit of art or CTE to graduate.

Who knows? Your sponsorship support might change the life of a student … perhaps a budding inventor or researcher who may one day change many people's lives … by supporting our effort to increase student creative thinking.

If you're interested in showing students how to get their ideas and solutions out of their head, into their hands, onto paper (or video) and out to the public, consider sponsoring *The Universe Within.*

As a Sponsor, you directly support development and instruction of additional classes and a new educational TV show that will help more students build their creative problem-solving skills.

All sponsors for *The Universe Within* will be acknowledged on our website, in our newsletters and in classroom videos.

Become a **Class Sponsor** for $500 to expand the number of classes and depth of student learning. Receive a Sponsor Highlight in our newsletter and on social media.

Become a **School Sponsor** for $1,000 to expand participating schools and the number of students taught. Receive all Sponsor rewards above plus a full article on you or your organization on our Blog. (suitable for use in PR campaigns)

Become a **Curriculum Sponsor** for $2,500 to expand coursework and number of STEM standards met. Receive all Sponsor rewards above plus an interview on *The Universe Within* TV show broadcast via Creative Tucson.

Become a **Producer Sponsor** for $5,000 to help us produce inspirational educational episodes for TV that will be used in the classroom and for distance learning. Receive all Sponsor rewards above, plus underwriting credit at the beginning and end of each TV show.

Become an **Underwriting Sponsor** for $10,000 to help us create a completely original attraction that integrates our school, museum, theater and TV studio at a synergistic new cultural district located inside Tucson Mall. Receive all Sponsor rewards above, plus recognition at our physical space that will be part of a collaborative retail, interactive learning and creative producing destination.

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Mat Bevel Company
HIGH ART FOR THE WHOLE FAMILY