

Monique Cleveland

Instructional Designer | Visualarts04@gmail.com | (919) 904-8541

Instructional designer with over 11 years of diverse experience, blending artistry and education to revolutionize learning. Expert in leveraging tools like Storyline, Illustrator, and AdobeXD, alongside a deep understanding of collaboration platforms such as Google Suites to create engaging and impactful instructional materials. A proven track record in fostering creativity and continuous learning, aiming to integrate cutting-edge technologies and methodologies to enhance the educational landscape.

Education

- North Carolina State University, Raleigh NC — *Art & Design*
- East Carolina University, Greenville, NC — *Art Education K-12*
- Google UX Certification
- University of North Carolina at Charlotte (UNCC) M.ED. *Pursuing*
 - Learning Design & Technology
 - **Concentration:** Training & Development

NC Department of Public Instruction | Raleigh, NC

Standards Writing Team Visual Arts July 2023- Present

- Analyze data from teachers, leaders, and the school board on the current state standards and resources.
- Identify emerging trends and advancements in visual arts education, proposing innovative strategies and initiatives to enhance the curriculum and provide students with a competitive edge in the creative industry.
- Collaborate and design a new and improved set of objectives with modern recommendations and alignment to other NC core curricula and additional art disciplines such as theatre, dance, and music.
- Implement new initiatives with NC visual arts staff and students over a multi-year plan.
- Evaluate feedback from teachers on objectives and alignment of goals.

Wake County Public School System | Raleigh, NC

Visual Arts Instructor August 2012 - Present

- Conduct needs assessments to identify the learning objectives and requirements of art education programs.
- Analyze the abilities, interests, and learning styles of students to tailor instruction to their needs.
- Evaluate existing art curriculum and instructional materials to determine areas for revision.

- Develop comprehensive instructional plans aligned with educational standards and objectives.
- Design engaging and creative art lessons and activities that cater to diverse student populations.
- Create assessments, including performance tasks, quizzes, and projects, to measure student learning outcomes effectively.
- Develop instructional materials, including visual aids, demonstrations, and multimedia resources, to support art instruction.
- Create a conducive learning environment by arranging and maintaining art supplies and equipment.
- Deliver engaging art lessons using a variety of instructional strategies to promote active learning and student engagement.
- Provide constructive feedback and support to students to facilitate their artistic growth and development.

Skills

- Articulate Storyline
- Adobe Captivate
- Adobe Photoshop| Illustrator
- Adobe XD
- Figma
- Google Suites
- Microsoft Office
- Canva

Recognitions

- The Design Network Feature “Commissioned”- A Fusion in Floral
- Diane Kent Parker - First-Year Teacher of the Year
- 3rd Place NC State Fair Painting and Photography

References

- Kathy Hopkins | Mentor | Khopkins1958@gmail.com (919) 210-3580
- Jennifer Lynch | Colleague | Jlynch482@hotmail.com (919) 265-7040
- Meredith Massey | Colleague | mer.massey@gmail.com (919) 634-5279