

## Paul Nagle



Paul Nagle is the High School Arts Department Chair in Cumberland Valley School District and the Assistant Secretary of the Pennsylvania Art Education Association (PAEA).

The PAEA provides leadership in practice and professional development to art educators in the public school system and private schools. The PAEA also interacts cooperatively and collaboratively with the national offices and organizes teachers around common goals and interests integral to art education in the primary, secondary and higher education institutions.

### **Art Department Chair**

Cumberland Valley School District

August 2004 – Present (11 years 2 months) Mechanicsburg, PA

Deliver sequential visual art curriculum to students in elective courses for grades 9 through 12 in the drawing, painting and design discipline of visual art. Trained in Advanced Placement curriculum for Drawing, Two Dimensional Design Studio, Art History, and International Baccalaureate Art. Design and implement new courses and course updates. Document and communicate to the administration and public course content and updates. Coordinate budgetary planning, and processing among all levels of the department. Acts as liaison between administration and faculty. Aid in facilitation of initiatives which guide the direction of education for the district. Participate as a team member and team builder in a cooperative, collaborative environment.

### **Department Chair**

South Middleton School District

August 1989 – August 2002 (13 years 1 month) Boiling Springs, PA

Chaired the art department. Designed, developed and taught all phases and levels of the visual art curriculum. Served on professional development committee and

graduation project committee. Selected candidates for employment and built the yearly budgets as well as five year financial planning and program planning.

### **Sculptor**

Clifford Wagner Science Interactives

June 1997 – September 2001 (4 years 4 months) Harrisburg, Pennsylvania Area

Designed and produced interactive exhibits for science and children's museums. Working in a variety of materials and methods from machining metal to building cabinetry in wood as well as plastics casework, and veneer applications. Carving and casting in wood and poly-urethane resins were among the processes used. Also painted scenery and built environments for the context of devices.