Virtual Art Exhibition

SMaiLE Project

> **Key Information**
>
> **Target Group:** 8 - 12 y.o.
>
> **Duration:** 4 Weeks (2 sessions/week)
>
> **Key Learning Goals:**
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> 1. **Creative Exploration:** Use digital and AI tools to create drawings and music.
> 2. **Art History:** Learn about styles of famous artists (e.g., Van Gogh, Miró).
> 3. **Comparison:** Compare human-made art with AI-generated art.
> 4. **Exhibition:** Showcase work in a virtual class gallery.

Learning Outcomes

By the end of the project, students will be able to:

KNOWLEDGE & UNDERSTANDING:

- Recognize styles and colors used by famous artists.
- Understand how AI tools can assist in creating images and music.
- Understand how music influences the perception of visual art.

SKILLS & ABILITIES:

- Create digital artwork based on specific artistic styles.
- Use AI prompts to generate media and compare it with manual creations.
- Present work digitally using tools like Padlet or Canva.

ATTITUDES & VALUES:

- Develop curiosity about the intersection of art and technology.
- Appreciate diverse forms of expression.
- Collaborate effectively in teams to curate an exhibition.

European Dimension / Erasmus+ Connection

- **Digital Creativity:** Merging artistic heritage with modern AI tools.

- **Cultural Heritage:** Exploring famous European artists.

- **Inclusion:** Allowing students of all abilities to express themselves through technology.

1. Resources and Tools

- **Visual Art:** Canva, Paint, Artguru, Leonardo AI.

- **Music:** Suno AI, Google MusicLM.

- **Presentation:** Padlet (Virtual Gallery).

- **Hardware:** Projector, Tablets/Laptops.

Activity Overview

Week	Theme	Activities
Week 1	Intro to Art	**Famous Artists:** Exploring styles. **Intro to AI:** How can computers "paint"?
Week 2	Creation	**Digital Art:** Creating art in a master's style. **AI Art:** Generating similar art via prompts. Comparison.
Week 3	Music	**Soundtracks:** Using AI to generate music that matches the artwork's mood.
Week 4	Exhibition	**Virtual Gallery:** Uploading to Padlet. Presentations and Reflection.

2. Week 1: Introduction to Art and AI

Goal: Understand artistic styles.

- **Slideshow:** Present paintings by Van Gogh, Kandinsky, Miró.

- **Discussion:** "How do these colors make you feel?" "What shapes do you see?"

- **AI Intro:** Watch a video on AI image generation. Discuss: "Can a robot be an artist?"

3. Week 2: Drawing and Generating

Goal: Human vs. Machine creativity.

- **Human Creation:** Students use Paint/Canva to create a drawing inspired by a famous artist.

- **AI Creation:** Students write a text prompt describing their drawing to an AI tool.

- **Compare:** Use a Venn Diagram to spot similarities and differences between the two.

4. Week 3: Music and Atmosphere

Goal: Multi-sensory art.

- **Prompting Music:** Students use AI music generators (like Suno) to create a 30-second clip that matches the "mood" of their painting.

- **Selection:** Teams vote on the best track for their artwork.

5.   Week 4: Virtual Exhibition

Goal: Celebration and Reflection.

- **Setup:** Upload Human Art, AI Art, and Music to Padlet.

- **Gallery Walk:** The class views the digital gallery.

- **Presentation:** Groups share their "Artist Statement."

- **Reflection:** Fill out assessment rubrics (included in attachments).