

AR and AI LEARNING TASK

# Art Styles Exploration with Emerging Technologies



**Learning area**

The Arts – Visual Art

**Year level**

Year 3 & 4

**Duration**

45 to 60 minutes

## Task summary

This task enables students to explore various artworks, styles, and art movements using Augmented Reality (AR) and Artificial Intelligence (AI) technologies.

## Session overview

Students complete their art styles and art movements exploration presentation deck that show various images and/or videos that feature different art inspirations.

## Digital technologies

- VR
- AR
- Robotics
- Drones
- Other: Artificial Intelligence (AI)

## Required resources

### Hardware:

- Devices or iPad / Tablet
- Interactive whiteboard or Smartboard
- Optional – laptop for completing student workbook

### Apps:

- **Google Arts and Culture** - This is for viewing and interacting with various activities related to visual art styles and movements. Download via [Play Store](#) OR [Apple App Store](#). Also see the [Web version](#). Please note that the students' tasks may only be completed using the app on a device or tablet.

### Web Task:

- [Which 20th Century Art Movement Are You?](#) - A quiz-style story from Google Arts and Culture which matches individual personalities to art movements.

## Teaching resources:

- [Teaching deck](#) – download a copy for your own use.
- [Student digital notebook](#) – download a copy and distribute it to students via email or learning management system.

## Other resources to try (optional)

N/A

## Planning and preparation

### Assumptions

Students should have

- previous learning experiences on different art styles and art movements (e.g., abstract, realism, surrealism, impressionism, cubism, pop, Asian art, aboriginal art, etc).
- some exposure to famous artworks and artists associated with the arts styles and art movements.
- knowledge and skills for taking photos, videos, and/or screenshots using the available devices/tablets, as well as how to transfer those files onto Google Slides or Microsoft PowerPoint.

### Additional preparations for teachers

- Make sure that all devices are fully charged and working well.
- Check that the required apps are installed, updated, and operational.
- View/trial the suggested tasks to make sure that they're appropriate for their students.

## Task Sequence

# 1

## Introductory activity / Provocation (5 mins)

Using the teaching deck, show slide 2 to your students and ask them to identify the art style or art movement that connects with each of the famous paintings:

- *Painting 1*: Sunflowers by Vincent Van Gogh - Post-Impressionism
- *Painting 2*: Composition 8 by Wassily Kandinsky - Abstract modern art
- *Painting 3*: Weeping Woman by Pablo Picasso - Cubism

# 2

## Prior knowledge check (5 - 10 mins)

Invite students to identify what they remember about art styles and art movements based on previous lessons. Check if they can also name artists and/or artworks.

If this is the first lesson on art styles and art movements, you can use this lesson to introduce the concept of art styles and art movements (slides 2 & 3).

## 3

### Activities

(30 – 45 mins)

1. As a class, run through the [Which 20th Century Art Movement Are You? Quiz-style](#) story using a presentation screen, asking questions based on personality before showing the results. There are five questions, followed by the answer, then an explanation of each art movement. Read or talk about the first part of the Google Arts and Culture story about 20th century art.
2. Ask the individual questions one at a time and elicit students' responses. Encourage students to either raise their hands, put their thumbs up or down, or stand up/sit down based on the questions.
3. Once students have responded, scroll down to show the result/suggested art movement.
4. Continue until you reach the end of the story.
5. Wrap-up the activity by sharing insights/findings based on the quiz-style story activity:
  - Which art movement was the most popular?
  - Which art movement was the least chosen?
6. Tell students that you will continue to explore art styles and art movements by completing some fun Augmented Reality (AR) activities.
7. Show students their digital notebook and let them know that they need to complete it as they work through the different AR experiences. You can show examples from the teaching deck.
8. Get students to launch the Google Arts and Culture app.
9. Using pages 6 to 9 of the teaching deck, refer to the step-by-step instructions:
  - a. Tell students to tap on the 'Play' icon to access the AR activities. These are the activities that students need to complete:
    - i. *Art Transfer* - Get students to take a photo of a still life, object, or portrait. Then, they can select from different artworks to apply the filter. They can choose one that they like best and tap on 'Share' to save the image.
    - ii. *Art Filter* - Students will need to choose an art artefact and apply the filter on their image. They can take a photo or video to share and upload.
    - iii. *Art Selfie* - The students can take a self-portrait and get the app to choose an artwork that looks most like them. There will be several to choose from. They can select one that they like best and take a screenshot for sharing. Mention that this technology is based on artificial intelligence (AI), specifically, machine learning. The system recognises various facial features on artworks and uses that data to select one that looks most like their self-portrait.
    - iv. *Art Projector* - Students will need to have a clear floor space to point the device at as a way to project featured famous artworks in an Augmented Reality (AR) format. They can take a photo or video of one of their favourite pieces to share on their presentation decks.

10. Ask students to write some basic information about each image that they have shared on pages 2 - 5 of their digital notebook (e.g. title of the artwork and the artist's name [if mentioned on the app]), what they think is the style of the artwork, and why they selected that image. If there isn't enough time to complete this task, students may keep working on this as a work-in-progress or as homework.

## 4

To conclude this learning task, teachers can ask students to submit their student digital notebooks via an online learning management system or email for assessment.

**Check for understanding**  
(5 - 10 mins)

Differentiation for students with additional needs	Extension ideas	Video tips
Students may opt to record their responses via video or audio instead of type.	Students complete more than just one image per AR experience and compare and contrast their creations. They may also be encouraged to try other AR experiences on Google Arts & Culture such as the 'Colour Palette' experience where they can find art based on colours.	The video for this learning task gives tips on how to take a photo, video or screenshot from the Google Arts and Culture app, then upload to the student digital notebook .

## Curriculum Connections

### Australian Curriculum Version 9.0

#### Year 3 and 4 - Visual Arts

Explore where, why and how visual arts are created and/or presented across cultures, times, places and/or other contexts (AC9AVA4E01)

### Cross-curriculum priorities

- Aboriginal and Torres Strait Islander Histories and Cultures
- Asia and Australia's Engagement with Asia
- Sustainability

### General capabilities

- Literacy
- Numeracy
- Information and communication technology (ICT) capability
- Critical and creative thinking
- Personal and social capability
- Ethical understanding
- Intercultural understanding