

## Introduction

Can AI be creative?

In this workshop, students (8-12) explore the intersection of art and technology. They will study famous masters, create their own digital art, and collaborate with AI to generate images and music for a virtual exhibition.

## Key Goals

- **Create:** Digital art & AI music.
- **Study:** Van Gogh, Miró, Kandinsky.
- **Compare:** Human vs. AI art.
- **Exhibit:** Virtual Gallery (Padlet).

## Resources

- **Art:** Canva, Artguru.
- **Music:** Suno AI.
- **Gallery:** Padlet.
- **Class:** Tablets/Laptops.



## Virtual Art

AI Arts & Music



**Co-funded by  
the European Union**

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Target Group: 8-12 y.o.  
**SmAile Project**

## Learning Outcomes

### Knowledge:

- Art history styles.
- How AI generates media.

### Skills:

- Digital painting.
- Prompt engineering (Text-to-Image).

## Values

- Appreciation of art.
- Digital curiosity.
- Collaboration.

## 1. Create & Compare

**Human Art:** Students draw in the style of a master (e.g., Van Gogh's swirls). **AI Art:** Students describe the same style to an AI. **Venn Diagram:** Comparing the results. Which had more "soul"? Which was faster?

## 2. Soundtrack

**AI Music:** Using tools like Suno to generate a soundtrack that fits the mood of their painting.

## 3. Exhibition

**Virtual Gallery:** A class event where works are displayed on Padlet.

**Reflection:** "What is the difference between a human artist and a robot?"