

Virtual Art Exhibition

SMaiLE Project

Key Information

Target Group: 4 - 7 y.o.

Duration: 4 Weeks (2 sessions/week)

Key Learning Goals:

1. **Artistic Expression:** Express emotions through colors, shapes, and drawings.
2. **Digital Skills:** Use simple digital tools and AI generators with guidance.
3. **Musical Imagination:** Match music to artwork to change its feeling.
4. **Collaboration:** Share ideas and participate in a class exhibition.

Learning Outcomes

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

KNOWLEDGE & UNDERSTANDING:

- Recognize styles/colors of famous artists (e.g., Van Gogh, Kandinsky).
- Understand that AI computers can help make pictures.
- Understand how music connects to visual feelings.

SKILLS & ABILITIES:

- Use drawing apps (Paint/Canva) to create simple art.
- Explore AI tools to generate images and compare results.
- Talk about their art and explain color choices.

ATTITUDES & VALUES:

- Develop cultural curiosity about art.
- Cooperate and show respect for others' work.
- Feel pride in showcasing their creations.



European Dimension / Erasmus+ Connection

- **Cultural Curiosity:** Introduces European artistic heritage (e.g., Dutch, Spanish, Russian artists).
- **Creativity Without Borders:** Demonstrates that creativity is a shared language across countries.
- **Digital Literacy:** Builds foundations for safe, creative technology use.
- **Inclusion:** Emphasizes that every voice matters through teamwork and sharing.



1. Resources and Tools

- **Traditional:** Paper, crayons, glue, printed art images, emotion charts.
- **Digital Drawing:** Paint or Canva (basic shapes/brushes).
- **AI Tools:** Artguru or Leonardo AI (teacher-led generation).
- **Music:** Google Chrome Music Lab, Suno, or Riffusion.
- **Presentation:** Projector/Smartboard for the final exhibition.

Activity Overview

Week	Theme	Activities
Week 1	Intro to Art	Session 1: "What is Art?" Slideshow & Emotion Game. Session 2: "Meet the Artists" & Asking AI about art.
Week 2	Drawing	Session 3: Digital Drawing (Paint/Canva). Session 4: Drawing with AI (Comparing human vs. machine art).
Week 3	Music	Session 5: Finalizing Artworks. Session 6: "What Music Goes with My Picture?" (Matching sound to sight).
Week 4	Exhibition	Session 7: Creating slides/recording voices. Session 8: Gallery Walk & Celebration.

2. Week 1: Introduction to Art and AI

Goal: Spark curiosity about color, feelings, and machines.

- **Art Slideshow:** Show works by Van Gogh or Miró. Ask: "What colors do you see?" "Is it happy or sad?"
- **Video:** Watch a short "What is AI?" clip. Discuss: "Can a robot paint?"
- **Activity:** Art Naming Game – children invent fun titles for famous paintings.

3. Week 2: Drawing Like Artists

Goal: Express ideas using digital tools.

- **Digital Demo:** Teacher shows how to use simple brushes in Canva/Paint.
- **Create:** Children make their own version of a famous painting style.
- **AI Collaboration:** Children describe their drawing to the teacher, who generates an AI version.
- **Compare:** "What is the same? What is different?"

4. Week 3: Art and Music Together

Goal: Connect sound to visual art.

- **Listening Game:** Play happy/sad/spooky music. Ask: "What color is this sound?"
- **Match:** Children choose a music clip that matches their artwork.
- **Optional AI Music:** Teacher generates a simple tune based on the child's description (e.g., "Yellow sun music").



5. Week 4: Sharing and Reflecting

Goal: Celebrate achievements.

- **Preparation:** Teacher collects drawings and music into a slideshow. Children record a short voice message: "This is my picture..."
- **Gallery Walk:** The class watches the exhibition together.
- **Reflection Circle:** "What did you like best?" "Who was more creative, you or the AI?"