

# Interactive art. Starry night. Lesson plan

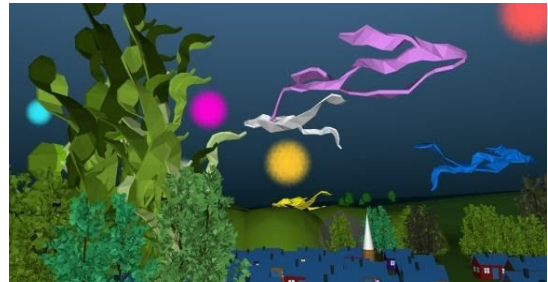
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**Education level:** From middle school

**Subject:** Languages, ELA, arts

**Format:** Individual or in groups

**Duration:** Approx. 2 hours



## Introduction and lesson objectives:

This lesson plan aims to expose students to the work of one of the most famous painters of all times: Vincent Van Gogh. In this lesson, we will use the work of this artist as a stimulus for students to recreate different masterpieces in Virtual Reality.

The aim of this lesson is to awaken their fantasy, imaginative power and creativity by enabling them to recreate different artistic paintings using the 3D objects available in CoSpaces Edu.

The process of creating art with CoSpaces Edu will also give your students the ability to gather, interact and deepen the elements acquired through their learning experience. At the end, you can also ask your students to present their work to others orally or in the form of a script, and to explain what has been most challenging in the creation process and what they are most proud of.

## Learning goals and student benefits:

- Expose kids to famous artists
- Help approach masterpieces
- Foster creativity
- Develop communication skills

## Activity example:

1. Vincent Van Gogh's life (approx. 10 minutes): Talk with your students about Vincent Van Gogh's life and the places where he lived throughout his life.
2. Starry Night, the painting (approx. 10 minutes): Talk with your students about the image of Van Gogh's Starry Night.
  - What color and shapes do you see?
  - Is there anything unusual about the painting's focus on the wind?
  - How it's created through lines, brush strokes, swirls that he uses and combines to represent the wind...
  - Does it remind you of anything? How does it make you feel?
3. Ask your students to think about their own starry night (approx. 15 minutes):
  - How would you create it?
  - What colors would you use?
  - What 3D objects would you include?
4. Let them make a quick drawing on a piece of paper or on their tablet/laptop.
5. Ask your students to show their drawings to their classmates and explain their choices and their creation process (approx. 10 minutes).
6. Students create their own masterpiece in CoSpaces Edu (approx. 50 minutes): In this session, we recommend you praise your students' creativity and focus on encouraging them as they do the work. You can move around the class, talk with each of the kids, ask questions and when necessary, help them regain interest and motivation. Give your students some indicative time limits to help them focus on their task and use their time productively.

## Extension idea:

Students show their creations to the rest of the class (approx. 50 minutes):

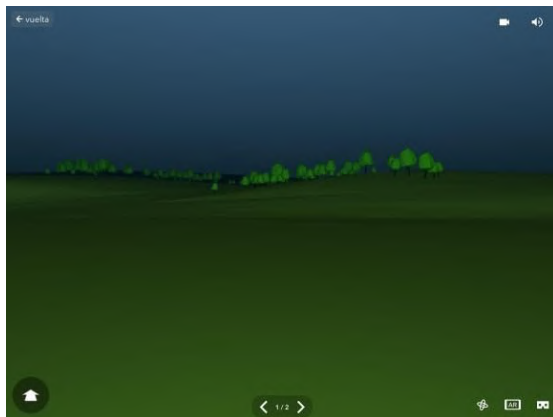
This is the time for students to receive and listen to feedback from others and make timely improvements to their projects. You can also use this time to visualize the class projects in VR or AR with your students, and even project them onto the MERGE Cube if you have the option.

# Creation guide



This CoSpace example is a virtual exhibition on Van Gogh, displaying some information about the author and his paintings.

Let's go through the main steps that were followed to create this CoSpace.



Under **Environment**, choose a background for your scene and adjust the **Mood**.

Your scene can take place on a sunny day, a cloudy day, during the night or however you choose.

This example is set in a wide and empty place with mountains in the night.



Create a building, with 4 walls or use the **Large gallery template** to get started.

Inside the rooms, develop a virtual museum about the painter. Search for images online and import them into CoSpaces Edu to use them in your CoSpace to hang them on the walls with the **Attach** tool. You can also add characters to give life to the museum.



The second scene in this example is Starry Night. Personal view.

This is where all your creativity comes in!

Let's go through the main steps to create a virtual world like this one.



Try all of the different 3D objects, characters and **building blocks** available in the **Library** to create your virtual world.

Play with the different edit options such as changing object colours, adding movement and animations to make your CoSpace come to life.



Introduce 3D characters in your scene or take the role of the protagonist yourself and explore your CoSpace in the first person!

As a final touch, you can add music to your project. Go to **Upload** and **Sound** to add a sound file. Remember to search for music with Creative Commons license.

# Example CoSpace



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[edu.cospaces.io/LDU-RQY](https://edu.cospaces.io/LDU-RQY)