

Europeana Learning Scenario

Title

Inside “The Starry Night”

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Abstract

Art is very important for child development in total. It helps building up the sense of aesthetics and teaches children to express themselves through colors. Also, through art children are developing visual processing and language skills, they learn about causes and effects, develop critical and creative thinking, solve problems etc. VR experience during this activity takes everything on another level – children get the opportunity to go inside the painting, explore it and look around the environment presented on it. They get the chance to bring the painting to life and experience it in their own way. The lesson ends with the exhibition of childrens’ paintings created in a new and unusual way and based on the artwork of Van Gogh.

Keywords

Virtual reality, Van Gogh, art, creativity, The Starry Night

Table of summary

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Subject	Art, Technology
Topic	“The Starry Night” by Van Gogh
Age of students	5-6 years old
Preparation time	1h
Teaching time	2h (1h per day, 2 days in total)
Online teaching material	<ul style="list-style-type: none"> • Starry Night VR https://www.youtube.com/watch?v=G7Dt9ziemYA&t=63s • Van Gogh Museum 360 (Google Arts and Culture) http://vangogh.nl/EMnf30mWDMU • Van Gogh: The Immersive Experience - Atelier des Lumières (Paris, France) https://www.youtube.com/watch?v=BbgrHnbgoDU • Van Gogh: The Immersive Experience https://www.youtube.com/watch?v=dZkQSjZYsgc, https://www.youtube.com/watch?v=w6cLEqrbsDI • Canva https://www.canva.com/create/ • Animoto https://animoto.com/



Offline teaching material	Stretch foil, tables, tempera, brushes, post-it notes with happy, indifferent and sad smiley face.
Europeana resource used	<ul style="list-style-type: none"> • Self-portrait https://www.europeana.eu/en/item/90402/SK A 3262 • The Cornshocks http://www.europeana.eu/en/item/2064116/Museu_ProvidedCHO_Nationalmuseum_Sweden_18806 • Plain of Auvers https://www.europeana.eu/en/item/15513/1007 • campo de trigo https://www.europeana.eu/en/item/10501/bib_rnod_30478 • Still life with five bottles https://www.europeana.eu/en/item/15513/7762 • Acacia in Flowers http://www.europeana.eu/en/item/2064116/Museu_ProvidedCHO_Nationalmuseum_Sweden_22989

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Integration into the curriculum

The lesson can be taught as part of kindergarten curriculum for art classes, with students of 5-6 years old. It addresses the following standards defined by Serbian national curriculum:

- Development of cooperation and discussion strategies;
- Collaborative working in groups;
- Development of creativity and critical thinking;
- Using technology for learning during the lesson process.

Aim of the lesson

By the end of this lesson, the children will learn to observe artworks, to express how they are feeling about them, to actively listen and discuss, to paint in a new and unusual way, to use technology in order to learn, make and experience something new.

Outcome of the lesson

Students will create the exhibition of their artworks together with the poster and tickets for the exhibition. Also, the students will create a slideshow about the process.

Trends

- Collaborative learning
- Student-centered learning
- Game-Based Learning and Gamification
- Edutainment
- Visual Search & Learning
- Mobile learning
- Flipped Classroom

21st century skills

Critical thinking – students will analyse "The Starry Night" painting and develop their own impression about it.

Creativity – students will create their own artworks based on the ones of Van Gogh and they will design the poster and tickets for the exhibition.

Collaboration – students will work in groups, together they will make decisions, take responsibilities and contribute to the work of the whole group in order to find the best results.

Communication – by discussing the artworks of Van Gogh and the *Immersive Experience* students will develop their communication skills and learn to actively listen.

Information, Media & Technology Skills – students will learn how to make a poster and slideshow movie for the exhibition in order to attract the audience; they will learn how to use technology to learn and create something new.

Activities

Name of activity	Procedure	Time
DAY 1		
Provokation	„The Starry Night“ painting is presented in the room when children arrive in the morning. We start talking about it: what is presented on the painting, what colors are dominant, how does this painting make them feel... After the discussion, I tell the children that the painter's name is Vincent Van Gogh and ask them to imagine how does he look like. After that, we search for artists' portrait on Europeana platform and comment how similar is the portrait with the picture we imagined.	15 min
VR experience and discussion	I tell the children that now we will try to go inside this painting and look it closely. Using Google Cardboard VR glasses children are entering the painting and sightseeing it. After every child has had the VR experience, we go back to Europeana platform to look for other artworks of Van Gogh. We observe the artworks and discuss about them.	25 min

Name of activity	Procedure	Time
DAY 1		
Van Gogh Museum 360°	After the discussion, I open Van Gogh Museum 360° on mobile phone and cast it to the TV. Together, we „walk“ through the museum and watch the paintings. We comment and discuss about them, naming the most famous paintings.	15 min
Home assignment	After the activity, I contact the parents and give them a home assignment to do with their children. The assignment is to open YouTube links I’ve sent them and watch <i>Immersive Experience</i> of Van Gogh Museum with the children, so that we can talk about it the day after.	5 min
DAY 2		
The Immersive Experience	Discussion and impressions about the <i>Immersive Experience</i> watched at home.	10 min
Painting like Van Gogh	Tables are turned upside-down. The table legs I've wrapped with some stretch foil. Now children will try to be like Van Gogh and paint "The Starry Night" or some other Van Gogh painting on the foil. The „paintings“ will be presented on the exhibition in the kindergarten hall.	25 min
Preparing the exhibition	While the paintings are drying, I divide children into three groups. One group is making a poster for our exhibition, second one is making the entrance tickets and the third group is making a short slideshow movie about the process of making the exhibition (with the photos taken by the teacher during the activity). The poster and the tickets are later printed and used (poster is presented on the kindergarten entrance and we give the tickets to parents so that they can visit our exhibition).	25 min

Assessment

Children will be the guides on our exhibition and teach others what they have learned during this two-day lesson.

Student feedback

We use again “The Starry Night” painting from the beginning of the activity. Students take post-it notes with different smiley faces and stick them to the painting to give their feedback about the lesson.

Most of the students stuck the happy face and a few of them chose the indifferent one. There were no sad smiley faces. Based on this feedback, I have made a conclusion that students mostly loved this lesson.

Teacher’s remarks

By planning this lesson I wanted to stimulate students’ creativity, to give them the opportunity to cooperate and work in groups and to experience something new and exciting. Students mostly loved this lesson and they enjoyed in the VR experience – they were lively commenting and discussing afterwards.

They also loved the part where they were creating the artworks for the exhibition because it was a new way of painting that they didn't experience before. The posters and the tickets they made were very good so we have sent them to the parents so that they can print it and have their own copy at home. We were enjoying creating and watching the slideshow video and we have played it on a TV in the hall during the exhibition. Students have often approached to the TV and comment how they have made the exhibition and the video. We invited other student groups to visit our exhibition by organising the ticket office role-play and my students took the role of the exhibition guides to present their works.

About the Europeana DSI-4 project

[Europeana](#) is Europe's digital platform for cultural heritage, providing free online access to over 53 million digitised items drawn from Europe's museums, archives, libraries and galleries. The Europeana DSI-4 project continues the work of the previous three Europeana Digital Service Infrastructures (DSIs). It is the fourth iteration with a proven record of accomplishment in creating access, interoperability, visibility and use of European cultural heritage in the five target markets outlined: European Citizens, Education, Research, Creative Industries and Cultural Heritage Institutions.

[European Schoolnet](#) (EUN) is the network of 34 European Ministries of Education, based in Brussels. As a not-for-profit organisation, EUN aims to bring innovation in teaching and learning to its key stakeholders: Ministries of Education, schools, teachers, researchers, and industry partners. European Schoolnet's task in the Europeana DSI-4 project is to continue and expand the Europeana Education Community.

