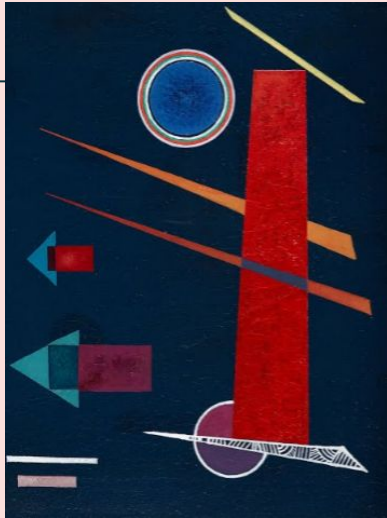
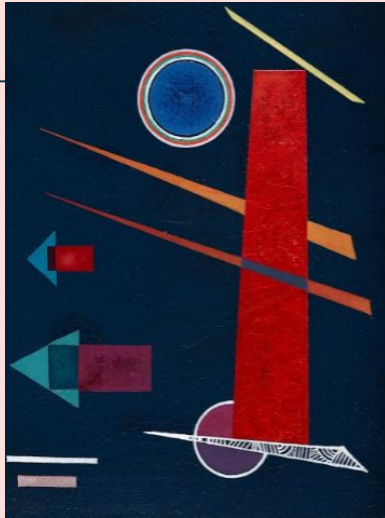


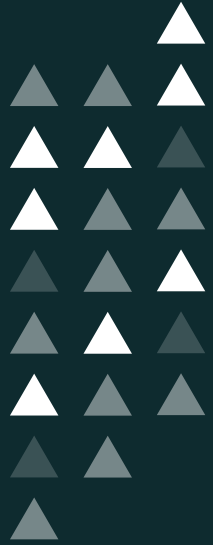
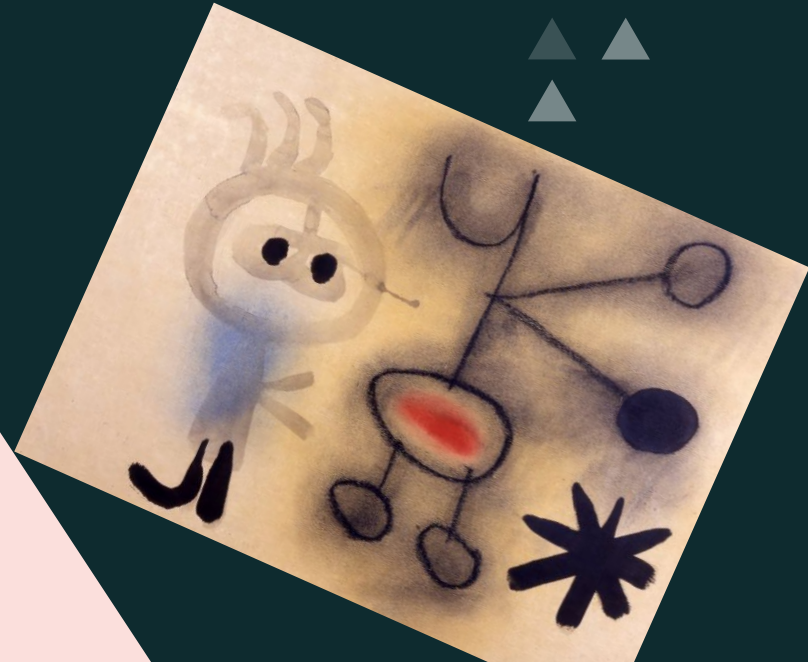
# Colours and Shapes



**A**  
**kindergarten**  
**project**



**Luisa M Gallardo Gallardo**  
**Leticia Martínez Jiménez**  
**Manuela Rodríguez Arenas**





# OBJECTIVES



- TO LEARN ABOUT ART USING TECHNOLOGY.
- TO RECOGNIZE COLORS AND SHAPES IN PAINTINGS.
- TO IDENTIFY EMOTIONS AND FEELINGS WHICH CHILDREN EXPERIMENT WHILE PRODUCING ARTWORK WITH IWB.
- TO IDENTIFY AND RECOGNIZE DIFFERENT PAINTING TECHNIQUES (COLLAGE, STAMPING, POINTILLISM...).
- TO CREATE THEIR OWN ARTWORK PHYSICALLY AND DIGITALLY.
- TO USE GOOGLE ART AND CULTURE AS A TOOL TO SEARCH INFORMATION ABOUT THE ARTISTS AND THEIR ARTWORK.
- TO ELABORATE 3 PHYSICAL BOOKS FOR THE CLASSROOM WITH THE ARTISTIC WORKS THAT EACH STUDENT HAS MADE ABOUT THE PAINTERS.

# Google Arts and Culture

We will use the "Google Arts and culture" resource to find information about different artists.

The main idea is to introduce the selected artists to our students.

One important option with this tool is that you can show students which of their paintings are nearby, in this case, it would be in Madrid.

Then we (the teachers) will select those paintings that the students can visit, for example, in the Reina Sofia Museum.



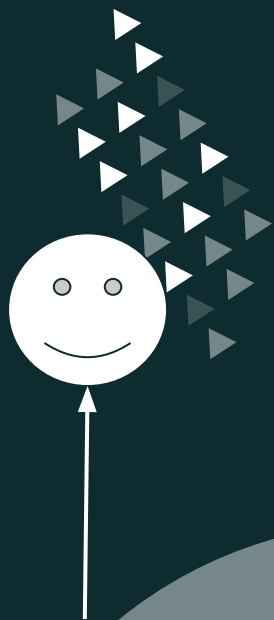
For example: Woman bird and star  
(in Reina Sofia Museum)

# The emergence of an artist



Click here to  
watch the  
video

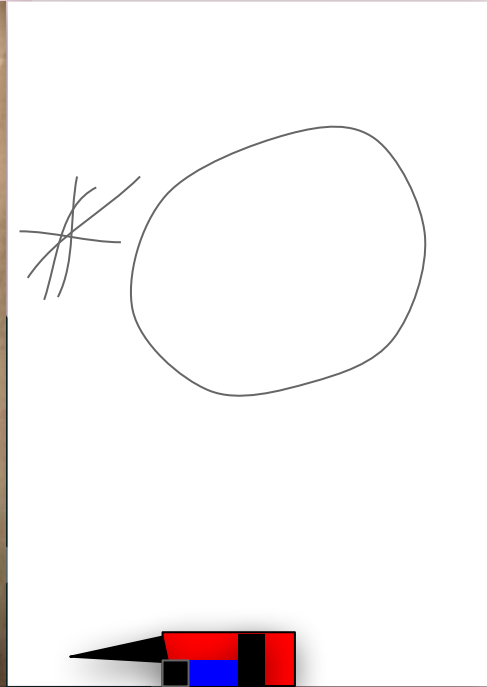




Click here to  
watch the  
video



# Joan Miró



Here you see an example of the process with the IWB.

Children will use the interactive tools to imitate the chosen paintings.

# Joan Miró



Click here to  
watch the  
video

# VINCENT VAN GOGH







Here you see another example of the process with the IWB.

Children will use the basic shapes and colours to imitate this Van Gogh's painting.

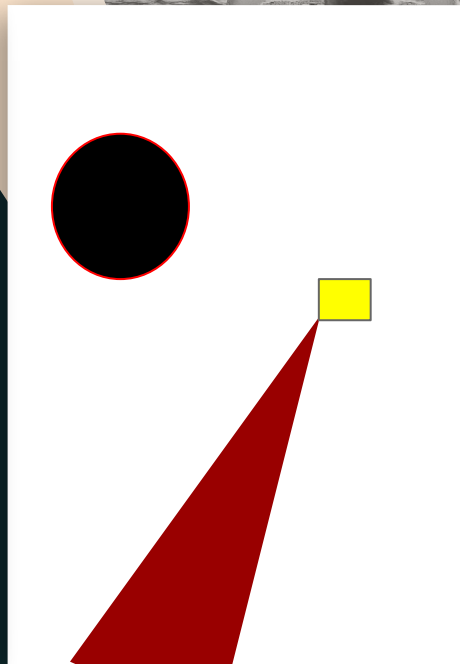




Click here to  
watch the  
video

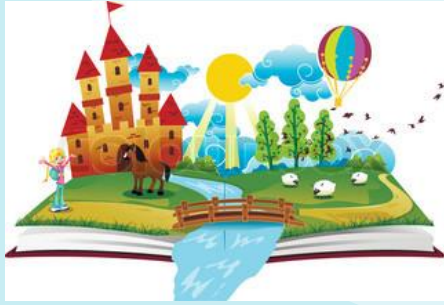


# VASILY KANDINSKI



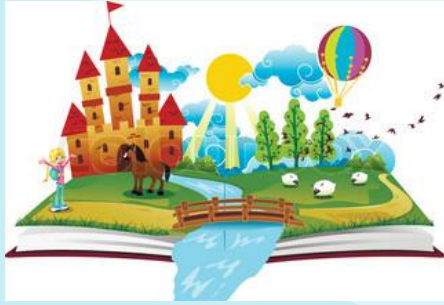
VASILY KANDINSKI





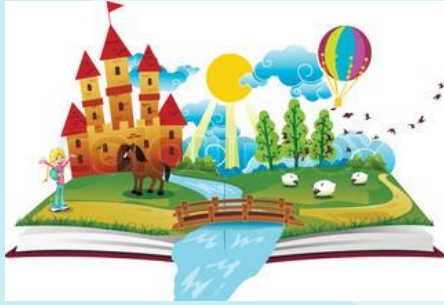
# ART BOOKS

**1 DIGITAL BOOK:** in order to promote the use of technological devices in our class, we will upload our art creations (made by Canva or FlippingBook, for example).

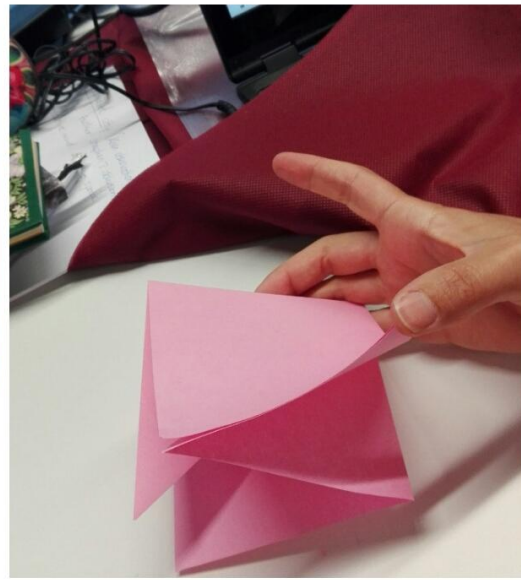


# ART BOOKS

2 PHYSICAL BOOKS: 1 from each painter where the student's masterpieces will be in exhibit. Here we have a DIY video as an example.



Click here to  
watch the  
process



PhotoGrid



LET'S NOW LEARN BY DOING IT!

