
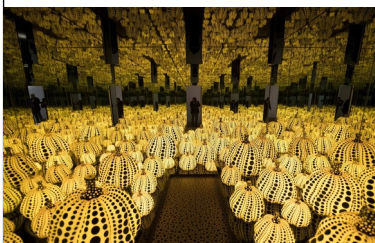


E-TWINNING PROJECT PLAN

Title	YAYOI KUSAMA COMES TO CLASS <i>Steam project</i>			
Topic	Art project			
Age	3-7 years old (+1special collaboration Art school 11years old)			
Timing	From November 2023 to April 2024			
General description	<p>Lets invite Yayoi Kusama to come to class and spread her dots on all subjects. Are you ready? This project encourages pupils and teachers to explore their creativity through the work of the Japanese artist Yayoi Kusama. During this crosscurricular project we will propose different tasks to children inspired by Yayoi's universe in order to work on fine-motor skills, practice on oral communication abilities, develop early mathematical skills, explore natural environment and enjoy the process of artistic creation.</p> <p>At the end of the project an online exhibition will be hold.</p>			<p>Founder: Marina Inglés Co-founder: Gonca Emil</p> 
Subjects:	It's a crosscurricular project (Steam methodology): Maths, ICT, Natural Science, Art and Language.			<p>Number of schools participating in the project: 22</p>
Key competences				
x	Art	x	Learn to learn	
x	Multilingual	x	Personal and social	
x	Maths	x	Entrepreneurship	
x	Literacy	x	Cultural awareness	
x	Digital competence			
General objectives				
<p>-To encourage creative thinking in class.</p> <p>-To promote collaborative working in class.</p> <p>-To develop mathematical skills.</p> <p>-To develop oral skills in mother tongue language.</p> <p>-To awake awareness of language and cultural diversity.</p> <p>-To contextualize ICT in the project.</p> <p>-To explore natural environment and promote respectful attitudes according to</p>				

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ODS United Nations objectives.

-To exchange experiences with other students and kindergarten teachers from European schools.

Specific objectives

-To discover the work of the contemporary artist Yayoi Kusama.

-To explore different art techniques and use art as a way to express feelings and communicate.

-To approach students to contemporary art.

- To encourage respectful and open-minded attitudes among students towards art.

-To use Art as a way to improve oral communication skills in mother tongue languages.

-To learn mathematical competences included in our curriculum according to the age of the children, such as exploring symmetry, patterns and rhythm studies, developing the sense of quantity and numeracy and identifying circle properties.

-To explore natural environment and promote a learn to learn attitude.

-To play interactive games with educational apps and approach kids to coding.

-To work collaboratively in mixed country teams.

Planning -Timing project activities

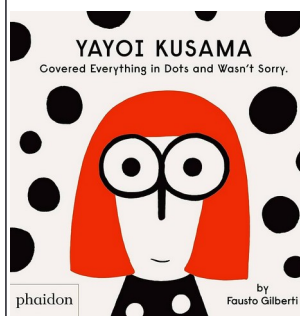
23 October-5 November: coordination between founder and co-founder to register project at ESEP, validation process. Contacting with partners and sending invitation to join the project at ESEP.

6-12 November: preliminary tasks.

- Inform parents about our project and ask for their authorization. Fill in the authorization form. Upload evidence at twinspace page 5.3 when you gather all authorizations signed.
- **Answer pre-evaluation survey** by teachers:
https://docs.google.com/forms/d/e/1FAIpQLSfhsR_CLWDluw7mc0vbTneqNkyTAUgjkDbvUciZ-P9pptyHOg/viewform
- Creating a whatsapp group to get in touch easily and keep informed partners who are still waiting for validation at Etwinning.
- Creation of twinspace pages by founder.
- Enter to twinspace pages to get familiar with it. Write a short presentation of yourself, your school and group of students (twinspace page 5.1)
- Sign Etwinning code of conduct and netiquette agreement at twinspace poll.
- **Check distribution of tasks** list and choose one you prefer.
- Check forums at twinspace.

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13-November 2023-14 January 2024:



We introduce Yayoi Kusama to students by showing them images of her work: <https://www.youtube.com/watch?v=WQ8e38I8gpM>

We can also explain the book [Yayoi Kusama for kids](#) available at youtube or any other you find in your language.

TASK 1 : Collaborative title of the project

Each school makes a letter of the title project YAYOI KUSAMA COMES TO CLASS ETWINNING with loose parts with round shape, circles. We take a picture and upload it at twinspace (page 8).

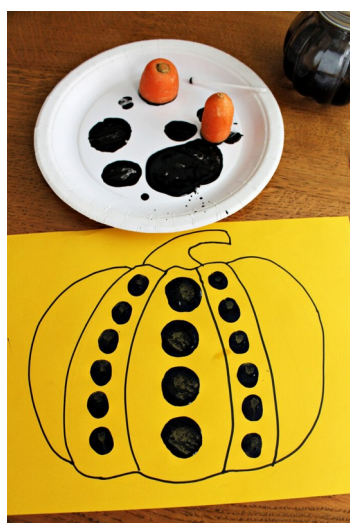
Deadline to upload letters: 24 November.

Yayoi Kusama and pumpkins.

TASK 2: Make your own art production inspired by Yayoi's pumpkins. Open activity

Yayoi Kusama loves pumpkins! Pumpkins covered with dots are present on her most famous pieces of work.

What happens if we place a mirror in front of our production? And 2 mirrors, and 3? (Look at infinity rooms installation by Yayoi).



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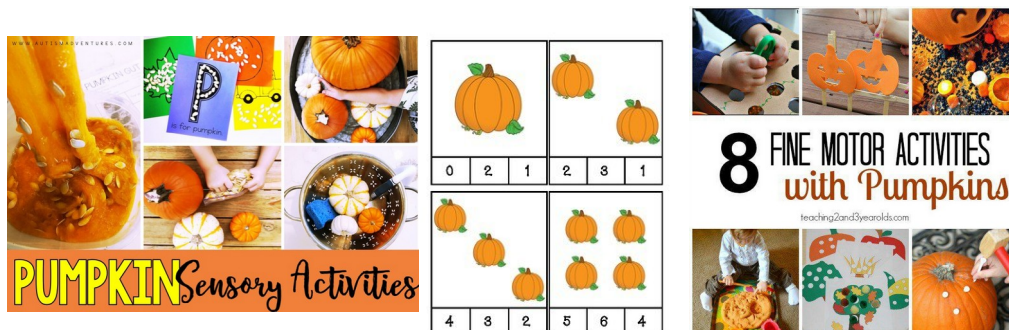


This is an open activity, be creative! You can use whatever material you like tempera, collage, paper maché, watercolors....and adapt this activity to the age of your students. This task can be done individually by your students or it can be also a collective piece of art done by the whole group, its up to you.

Collective product: We will edit a video with our **art pumpkin productions**. Each school will upload pictures of their pumpkins and also a photo or short video showing the process. **Deadline: 30 January** (page 6 twinspace)

TASK 3: Steam activities with pumpkins PADLET.

We do a collective padlet gathering different **activities using pumpkins**. Each teacher propose activities done in class with pumpkins on the areas you prefer (Maths, Language, Fine Motor skills, Sensory exploration, Natural Science, Music...). We also share the materials done, so teachers interested can use others suggestions.



Flexible deadline, padlet will be open during the whole project. Feel free to “copy” good ideas of partners (page 7 twinspace)

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TASK 4: A pumpkin travels around Europe.

Yayoi Kusama also placed her pumpkins outside museums.

We paint a real pumpkin with yellow color and black dots.

For this activity we'll use another artistic technique: photography. We take our

pumpkin for a walk outside the school and **take photos on a natural or urban setting**. We can do it together as a class or ask for families' collaboration. We extend the time for this activity from November to March, it can be interesting to have pictures showing different season landscapes of our countries.



Oral activity: we show to kids partners' photos and talk about them. With this activity we'll discover different natural and urban settings of the schools participating in the project.

Deadline to upload photos: 27 March. -

Edition of the video with photos of a pumpkin travels around Europe. **Collective product.** (page 10 twinspace)

First students survey with images.

15 January 2024- 14 April 2024:

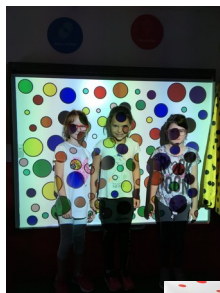
-TASK 5: Designing a logo for the project and voting. Deadline to upload logos: 21 January. Questionnaire and voting logo from 24 to 31 January. Sharing results. (twinspace page 9)

Teachers on-line meeting by twinspace chat or videoconference. Date to be agreed.

-TASK 6: We start cooperative tasks by mixed country teams. We'll divide in two groups, each one 11 schools to write a cooperative book with storyjumper or any format to be agreed with partners of the group. First group: real story (Yayoi Kusama biography). Each school illustrates one sentence of the biography. Second group: invented story.

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-TASK 7: Immersive art. We become environment artists like Yayoi Kusama.



We prepare a **photocall** with circles or prepare a setting full of dots and take photos of students. We can get inspired by any installation or Kusama painting you prefer. The idea is to create the effect of immersive art, that we are inside the painting.



Deadline to upload photos: 27 March.

Video compilation of immersive portraits. (please do not show students faces, use masks, glasses....). Page 11 twinspace.

TASK 8: Looking for real animals covered with dots. Each group of students will look for an animal that looks like painted by Yayoi Kusama because it's covered with dots. Choose the one you prefer and learn some basic info about it. Do you think spots are useless? What's their purpose? Collective product: we



join our photos of doted animals in an e-book. Page 12 twinspace.

Deadline: 15 April

Final online meeting with students to play a kahoot

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15-30 April 2024: Closing activities

Final product: Collective online exhibition with artsteps. We'll use different art productions done during the project. All schools must be represented. Each school uploads just one photo collage with the name of the school on it.

Deadline: 15 April.

- Dissemination at our schools.
- Final evaluation questionnaires by teachers and students.
- Student certificates
- List of links for asking for quality label.

May: Asking for quality label

List of tasks to be distributed among partners

We need volunteers to do the following tasks (write your name on page 3 twinspace next to the task you want to assume):

1. **Pre-survey** for teachers
2. Edition of **collaborative title** of the project with loose parts. Joint all letters and save as jpg.
3. Optionally maybe someone wants to **animate** the letters of the title with scratch.
4. Evaluation. Do first **students questionnaire** with images on December.
5. Our logo proposals **compilation**. Join all logos presented to the votation.
6. Logo google forms **votation** and publish results.
7. Edition of a **video** with images of our pumpkin art productions.
8. Create a **story jumper** or similar for group 1 mixed country teams collaborative work.
9. Create a **story jumper** or similar for group 2 mixed country teams collaborative work.
10. Edition of a **video** with photos of a pumpkin traveling around Europe.
11. Edition of a **video** with immersive photos.
12. Create a **padlet** for ICT activities
13. Create a **genially presentation or e-book** for dotted animals.
14. Create a **kahoot** with questions suggested by partners at twinspace forum.
15. Create an online exhibition of selected works of students done during the project with artsteps.
16. Final **questionnaire** for teachers. Publishing results

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17. Final **questionnaire** for students. Publishing results.
18. Final **questionnaire** for families. Publishing results.
19. Do **students certificates** with canva or similar and share
20. List of **links** to ask for quality label
21. Optionally: a poster for project promotion with **canva**
22. Optionally: a short video promotion of the project.



LINKS OF COLLABORATIVE PADLETS:

Tasks of the project padlet: <https://padlet.com/marinastorm21/yayoi-kusama-comes-to-class-mmzzgen7wbv4z037>

STEAM pumpkins activities padlet: <https://padlet.com/marinastorm21/steam-pumpkin-activities-y8kfhu3boz42dbzy>

Evaluation and dissemination activities padlet: <https://padlet.com/marinastorm21/evaluation-and-dissemination-activities-wlt2apkms04a80y2>