

## Eco-Visions: Art for a Sustainable Future

Duration	Age	Difficulty
120 min (60 min. 2 sessions)	11-12	Medium
#Sustainability #EnvironmentalAwareness #ClimateAction #EcoEducation		

### DESCRIPTION

In this activity, students will explore the theme of sustainability by combining scientific understanding with digital art. Working individually or in small groups, students will choose a sustainability-related topic (e.g., plastic pollution, biodiversity loss, water scarcity) and communicate it through a digital artwork such as a poster, animation, or infographic. The activity aims to enhance students' awareness of environmental challenges while fostering their creativity, design thinking, and collaboration. Students will also research and highlight the contributions of female or gender-diverse figures in environmental science and design.

### KEY COMPETENCES (EU)

- Cultural Awareness and Expression
- Digital Competence
- Citizenship
- Learning to Learn
- Sense of Initiative and Entrepreneurship

### ACTIVITY OBJECTIVES

- **Understanding sustainability concepts** and how human activities affect the environment.
- **Expressing environmental concerns and scientific information** using visual arts and digital media.
- **Practicing design thinking and digital literacy** through the use of art software.
- **Promoting gender visibility in STEAM** by researching and portraying the work of female changemakers.
- **Developing teamwork, feedback, and communication skills.**

- Provided by students
- Provided by the teacher/institution
- Downloadable Elements

### MATERIALS



Computer



Notebook



Headphones



Digital art tool



Projector



## PREVIOUS PREPARATION

- Teacher prepares digital tools (access and tutorials if needed)
- Students are grouped (ideally 2 per team)
- Provide a list of suitable topics. Introduce key terms, and google search terms for inspiration.

## CONTEXTUALIZATION AND ADAPTATION

Two sessions of 60 minutes will be used for this activity. The first will be used for inspiration-seeking and creation, the second for finalizing the artwork and presenting it to the rest of their classmates.

During the first session, explain the intersection of art and sustainability, how representing challenges, victories, and problems inspires people to action, and give general pointers and examples to create suitable artwork.

During the second session, focus on self-reflection and expose their ideas to the rest of the class. Consider the use of feedback from their peers as a suitable evaluation method, making one group of students comment on the work of another.

During each session:

- **Show relevant artwork in a projector to work as inspiration**
- **Encourage students to reflect on how their artwork might be inspired from their lives.**
- **Provide help if needed with the digital tools**
- **Challenge prior assumptions**
- **Reflect on how the artwork and topic might be relevant for their future**

Below are some resources and ideas to help.

### Digital resources:

We invite teachers to visit this page to explore inspiring ideas and visual resources that can enrich your STEAM activities.

Digital eco-art gallery: <https://blueshift.gallery/#rec768388134>



### Classroom activity

Make the students present their art in 15-30 minutes during the last session. This could be done through a projector slideshow with the finalized art pieces.



## Note for the teacher

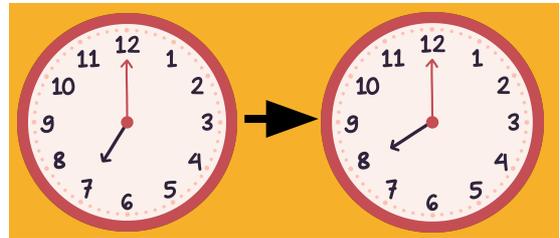
Consider mixing genders in the groups, to promote gender visibility.

Encourage the students to reflect a part of their life in their artwork: the environment, water usage, energy consumption, and many other sustainability topics can be linked directly to our lives.

## ACTIVITY

The activity will be composed of two 1h sessions.

2x



We will use:



Computer



Notebook



Headphones



Digital art tool



Projector

The activity has **3 parts**:

**1-** Learn about sustainability and art, and how they intersect. Art is crucial to share new developments, the state of the world, and inspire people to think and act. You will be shown several pieces of eco-art and art about sustainability as examples. We will conduct this during the first session.

**2-** Design and create your own art piece regarding sustainability. For this you will use a digital art tool, although you can and should design the first concept in your notebooks. This will be done during the majority of the first and second sessions.

**3-** Showcase your digital art piece. You will be asked to present it, tell us what it signifies, and what inspired you to make it. This will be conducted at the end of the second session

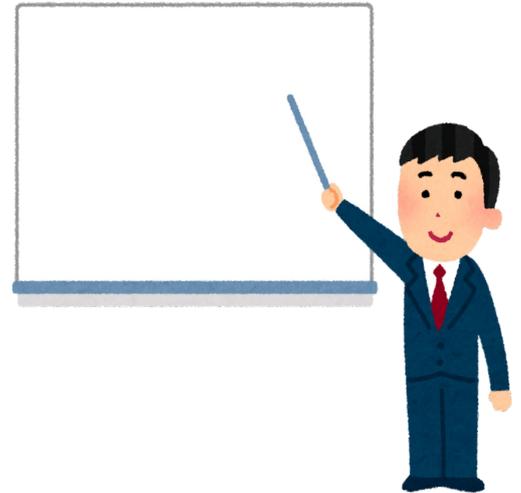


## ACTIVITY

### First part:

On the projector, you will be given some examples and websites you can consult for ideas to make your digital art piece.

During the time you will be designing and creating your art piece, more examples will be in a slideshow, for you to continuously learn and visualize examples.

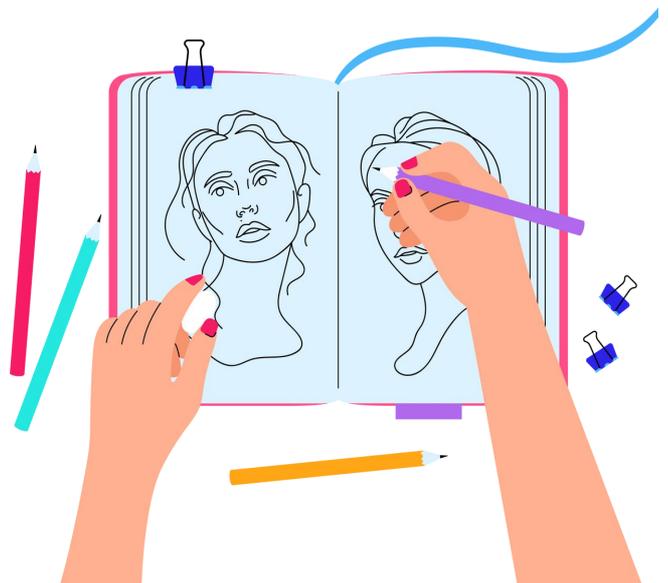


### Second part:

Once the brief explanation from the first part is done, it is your time to shine!



The first thing is coming up with an idea. Discuss with your group to find a suitable sustainability topic and art concept you want to mix together.



Then, start designing by using your notebooks to make a simple sketch or design, before you start working with the digital tools.



## ACTIVITY

### Third part:

You will also be given access to a digital tool (canva.com). Once you are ready, you can head there and start crafting your digital art piece.



Make use of the tools provided to craft a first version of your digital art! You can draw yourselves and use the basic graphics from the platform. If you need any help, raise your hands and a teacher will go help you.



Discuss with your group throughout the design process to make sure that everyone is in agreement about the design. Make sure all group members are involved and ask each other questions so you can improve your first draft with minor edits.

### Fourth part:

Lastly, you will submit the art pieces, and you will have to give a short presentation for the rest of the class about it. Talk us through your motivation and inspiration for the art piece and the meaning behind it.





## CONCLUSION AND SHARING

Finish the activity answering questions from students.

You can also encourage them to keep making art, provide free digital resources, and even create a separate page or digital gallery for the school website, featuring the art and any more pieces the students might be inspired to create.



Lastly, if you can and want, share some photos of the activity in social media!

**Don't forget to take a photo of your experience and share it with us!**



[LinkedIn](#)



[Instagram](#)



[X](#)

## BIBLIOGRAPHY AND REFERENCES

[www.canva.com](http://www.canva.com)  
[www.pixlr.com](http://www.pixlr.com)

