

Art Attack: Redesign Your World

Duration	Age	Difficulty
45 min	17-18	Medium
#ART #STEAM ##ArtInEducation#C#GenderInSTEAM #DigitalArt		

DESCRIPTION

In this vibrant, fast-paced STEAM activity, students reimagine everyday spaces using powerful visual and digital storytelling. Through sketching and conceptual Augmented Reality (AR) features, students design murals that express themes such as inclusion, identity, and gender diversity. The goal is to connect art and technology to create socially meaningful spaces in their school environment. This activity also emphasizes digital ethics, representation, and revision cycles to enhance learning.

Expected Outcome: Each group will produce a mural design sketch annotated with symbolic elements and proposed AR features, including ethical sourcing notes and reflective feedback.

KEY COMPETENCES (EU)

- Cultural awareness and creative expression
- Digital literacy and communication
- Civic and social responsibility through inclusive design
- Entrepreneurship and collaboration

ACTIVITY OBJECTIVES

Students will:

- Brainstorm and sketch a message-driven mural for a selected school wall.
- Apply storytelling techniques using symbols and styles inspired by gender-diverse artists.
- Justify their design choices using STEAM principles and social impact goals.
- Label potential AR interactions (sound, animation, QR links).
- Reflect on inclusion, identity, and responsible digital practices.
- Rotate group roles (designer, spokesperson, tech lead, inclusion leader).
- Present work using multimodal formats and peer voting.



MATERIALS



Pencils



Colored markers



Mobile phones
(optional for AR
examples)

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



[Printed wall
templates](#)



[Slideshow with 3
mural examples
and artists](#)



[Reflection
sheets and
feedback forms](#)



[Mural design
and pitch
template](#)



[Emoji voting
cards](#)

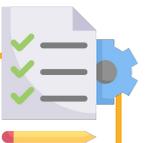


[AR Overlay
planning sheet](#)



[Artist credit
and digital
ethics
guidelines](#)

PREVIOUS PREPARATION



Prepare a short slideshow that features three inspiring murals, each with a strong message or cultural significance—ideally created by women or underrepresented artists. Include the artist's name, location, a photo of the mural, and a brief explanation of its meaning. Wrap up the slideshow with a simple introduction to Augmented Reality (AR) in street art, showing how technology is being used to bring murals to life with motion, sound, and interactive features through apps or digital layers.

To support hands-on exploration, organize materials into team kits. Each kit should include printed images of the murals, markers or colored pencils, sticky notes for brainstorming, and a reflection sheet with guiding questions. If possible, add devices or QR codes linking to AR examples so students can see digital art in action. Review copyright, sourcing, and artist credit ethics.



CONTEXTUALIZATION AND ADAPTATION

1. To begin the project, start with a fun and thought-provoking icebreaker: “If your hallway could talk, what would it say?” This imaginative prompt encourages students to think about the personality and message of their school environment. After the discussion, students will look at photos of actual school walls—focusing on blank or uninspiring spaces—and identify areas that feel dull or overlooked.

Each group will then select one of these spaces to redesign with creativity and purpose, transforming it into something meaningful for the school community.

2. After students have chosen a dull or overlooked space to redesign and selected an artist and theme for inspiration, deepen their understanding with two powerful videos. First, watch “Can Art Change the World?”, which explores how artists use their creativity to challenge perceptions, ignite dialogue, and inspire action. This video helps students reflect on the broader impact of public art and how it can become a force for social change. Then, watch “AR Graffiti at STRAAT,” which introduces the cutting-edge world of Augmented Reality in street art.

Watch video 🎥 - “Can Art Change the World?” or “AR Graffiti at STRAAT”.

Start the session with an introductory video for participants to learn about programming.

- ★ [Can Art Change the World?](#)
- ★ [AR Graffiti at STRAAT](#)

Classroom activity 💡

What You Need: Blank sheets or pre-printed wall silhouettes (simple hallway/wall shape), markers or colored pens, a timer or bell, and optionally music or AR clips playing in the background.

Activity Flow: Begin with “The Wall Speaks” (3 minutes)—ask students: “If this wall could speak, what would it say? What would it show?” Each group receives a blank wall template and markers. Then launch the “Tag the Wall!” challenge (7 minutes), where students quickly sketch a mural idea that communicates a message using both visual elements and imagined AR features (like sound pops, animations, or filters).

Suggested themes include: Who belongs here?, Mental health matters, and Joy in diversity. Encourage them to label imagined AR layers—e.g., “sound plays here,” “animation pops from this symbol.” Finally, during the Flash Tour (5 minutes), each group presents their mural in one sentence. The class then votes silently by pointing or clapping for the Most Visual Wow, Deepest Message, and Coolest AR Idea.



Note for the teacher

This activity serves as a dynamic warm-up to the full Art Attack: Redesign Your World project. It's designed to get students thinking critically and creatively in a very short time. You don't need any tech setup—just creativity and a good tempo. Feel free to project AR mural examples or play ambient music to inspire mood and focus. Encourage students to explore personal, social, or identity-driven themes in their sketches. Emphasize that this is a quick idea sprint, not a finished product—its goal is to help students visualize how space, message, and AR can interact.

ACTIVITY

1. Each team will get a blank wall template representing the space you've chosen to redesign. Think of it as your mural canvas—this is where your ideas take shape.



2. Begin drawing your mural directly on the template. Include symbols, characters, colors, or shapes that reflect:

- ❖ Your group's theme (e.g., joy, mental health, belonging)
- ❖ The style or techniques of your chosen artist
- ❖ Think about how the mural will look as students walk by it in real life.



3. Mark areas on your design where you'd like to add Augmented Reality (AR) elements. Label them clearly! Examples:

-  "Sound here" – a spoken message, soundscape, or song
-  "Tap to animate" – a part of the mural could move or come to life
-  "More info" – link to a story, artist bio, or mental health tip

If you have access to computers with internet connection you may add all the AR elements with various webs available, for example: <https://creator.eyejackapp.com/>

Or other apps that have the same integration in mobile phones.

However, more are indicated in the "Bibliography and reference" part.



CONCLUSION AND SHARING

Once mural designs are complete, it's time for each group to present their idea to the class. Each team will give a short, focused 1–2 sentence pitch describing their mural—what it represents and the message behind it. The goal is to communicate the heart of their concept quickly and clearly, just like a real artist introducing a public installation.

Emoji Voting for Feedback

After each presentation, the class will use Emoji Voting Cards to give quick, positive peer feedback in three creative categories:

-  Visual Wow – for the most eye-catching, artistic design
-  Message Power – for the clearest or most moving message
-  AR Coolness – for the most exciting or thoughtful use of AR elements (if included)

This light, interactive feedback style builds classroom energy and helps students recognize different kinds of strengths in creative work.

Quick Peer Reflection

After all groups have presented, have a short group discussion or journal reflection using these prompts:

- What mural stood out to you the most, and why?
- What's one thing you might add or change in your own design after seeing others?
- This encourages students to learn from one another and think like artists who reflect and revise their work.

Sharing the Work

Teachers are encouraged to photograph or display the mural templates and student sketches, especially those with thoughtful storytelling or bold visuals. If your school allows it, share the work on school platforms or social media using hashtags like:

- #ArtAttack – to highlight bold creative expression
- #RedesignYourWorld – for projects that rethink shared spaces
- #STEAMbrace – to celebrate the mix of art, tech, and storytelling

Student Reflection Questions

To close the experience, have each student respond to a few reflection prompts in writing or discussion:

-  What feeling does your design spark in others?
-  Which artist influenced your choices, and how did their work inspire you?
-  If you could bring one part of your mural to life with AR, what would it do?



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



[LinkedIn](#)



[Instagram](#)



[X](#)

BIBLIOGRAPHY AND REFERENCES

- [Artivive](#)
- [EyeJack](#)
- [Women Who Draw](#)
- [JR Artist](#)
- [Classroom to the Streets](#)

