

# DAIVERSE LEARNING ACTIVITY



## From Imagination to Reality: A Creative eTwinning Journey

### AUTHOR

Students collaborate internationally to design, script, and bring fictional characters to life using AI tools, fostering creativity, cultural awareness, and digital skills.

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### DAIVERSE FRAMEWORK



[What part(s) of the [Daiverse Framework](#) are covered in the scenario?]

#### AI TEACHING ASSISTANCE

- Learning Styles Diversity
- Linguistic Diversity
- Cultural Diversity

#### AI FOR DIFFERENTIATED INSTRUCTION

- Attention and Concentration Enhancement
- Thinking and Reasoning Enhancement
- Memory Boost

#### AI-DRIVEN ACCESSIBILITY

- Self-regulation Development
- Learning Needs Development
- Speech and Communication Development

### AI EDTECH TOOL



[app.artflow.ai](https://app.artflow.ai)

### AGE GROUP



17-18 y.

### TIMING of ACTIVITY



60-120 min.

### OBJECTIVE(S)



- *Fostering Cultural Awareness and Appreciation:*  
Students learn more about each other's cultures through creative presentations and collaboration, promoting mutual understanding and respect.
- *Enhancing Communication and Language Skills:*  
Students develop and improve their communication skills, both in their native language and a foreign language, by creating and presenting avatar videos.
- *Promoting Creativity and Digital Literacy:*  
Students use innovative AI tools to create digital content, enhancing their skills in technology and creative thinking.

### DESCRIPTION



#### 1: Introduction to the Project

- Objective: Introduce students to the eTwinning project, its goals, and the theme (e.g., cultural diversity, communication skills).
- Activity: Teachers explain the use of AI tools like avatar creation and discuss how these align with project objectives.

## 2: Research and Brainstorming

- Objective: Students research their assigned topic (e.g., cultural diversity or communication styles) and brainstorm ideas for their avatar videos.
- Activity:  
Divide students into teams to explore relevant content.  
Use discussion or mind-mapping tools to gather and organize ideas.

## 3: Script Writing and Planning

- Objective: Students create a script for their avatar video based on the chosen theme.
- Activity:  
Write a structured script that introduces the topic, includes a personal or creative touch, and aligns with the objectives (e.g., cultural awareness).
- Plan a dialogue for the avatar.

## 4: Avatar Creation

- Objective: Use AI tools (like Artflow, Colossyan or similar platforms) to create an avatar video.
- Activity:  
Students design avatars to represent their message.  
Record or input scripts into the AI tool.  
Customize the avatar's tone, expressions, and background.

## 5: Presentation and Sharing

- Objective: Share the avatar videos with eTwinning partners and exchange feedback.
- Activity:  
Upload the video to the online padlet or platform to showcase the videos.  
Encourage discussion about the themes, creativity, and cultural insights presented in the videos.

## ASSESSMENT & FEEDBACK



### Peer Feedback

Students review each other's avatar videos and provide positive and constructive feedback based on specific criteria (e.g., creativity, content, and technical execution).

### Self-Reflection

Students reflect on their own work and process. They can answer questions such as:

- What went well?
- What would you do differently?
- What did you learn?

### Teacher Evaluation

Teachers assess students' work based on predefined learning objectives, focusing not on the final product but on teamwork and collaboration, as these are the key objectives in my field.

### Group Discussion

Organize a group session where everyone discusses the results and exchanges ideas about what they have learned from the collaboration and the use of AI tools.

## Rubrics or Evaluation Forms

Use simple rubrics to evaluate students' skills, such as:

- Collaboration.
- Creativity and originality.
- Technical skills.

## TIPS & RESOURCES



### TIP

Take the time to brainstorm with your partner to make your avatar and before you start to use the resources.

### RESOURCES

#### For Visual Creativity

1. Canva
2. SketchAR
3. Pinterest

#### For Storytelling

1. StoryJumper
2. Adobe Express (formerly Spark)

#### For Hairdressing-Specific Inspiration

1. Style My Hair Pro by L'Oréal
2. Procreate (iPad)
3. rp-academy.com (members only)
4. Hairteach 3D

#### For Collaboration and Feedback

1. Padlet
2. Flipgrid
3. Google Jamboard

#### Guidance for Digital Skills

1. Khan Academy's "Pixar in a Box"
2. YouTube Tutorials
3. Teacher-Created Guides