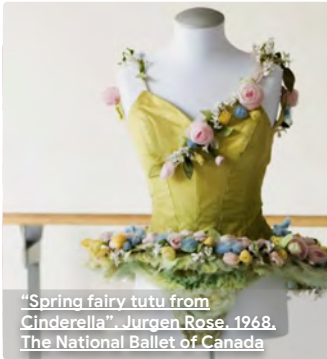# Google Arts & Culture

Teacher Guide
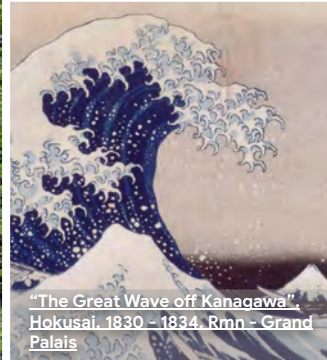
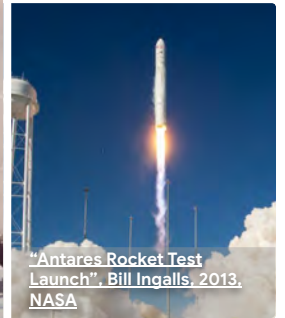"Untitled", Artime Joe, 2014, Gyeonngi Museum of Modern Art

"Spring fairy tutu from Cinderella", Jurgen Rose, 1968, The National Ballet of Canada

"Addo Elephant National Park, Eastern Cape, South Africa", South African Tourism

"The Great Wave off Kanagawa", Hokusai, 1830 - 1834, Rmn - Grand Palais

"Antares Rocket Test Launch", Bill Ingalls, 2013, NASA

About this Teacher Guide

This guide was created to help teachers take advantage of the resources and features that Google Arts & Culture has to offer.

We'll show you how to navigate the site and app, so you can get right to the fun part: planning engaging activities and explorations for your students.

Google Arts & Culture includes content that supports students and explorers of all ages, but this guide is designed specifically for teachers of students from age 8 through adults.

In the guide, you'll find an overview of the different types of content on Google Arts & Culture, navigation tips to help you use the platform efficiently, and ready-to-use activities to try in your classroom.

No matter what subject you teach, this guide will provide ways to integrate Google Arts & Culture into your curriculum, giving students deeper context and engaging, hands-on learning opportunities.

Contents

"House of a Thousand Windows", Alvin Langdon Cogburn, 1912, The Nelson-Atkins Museum of Art

Get Started

Learn about the Google Arts & Culture platform and how to find your way around.

"Chart of Juan de la Cosa",
Juan de la Cosa, 1500,
Naval Museum, Madrid, Spain

Welcome to Google Arts and Culture!

Google Arts & Culture is a rich, interactive digital resource that invites users to explore the arts, science, history, technology, and the many ways those disciplines intersect with each other.

The potential for adventure is endless: Get up close and personal with Frida Kahlo. Collaborate with artificial intelligence to write a hip hop song or opera. Instantly transport your students to the world's great museums, or tour stunning historical sites.

Google Arts & Culture brings the world to your students, no matter where they are located, and whether they're studying in person or remotely. An internet connection is all they'll need.

There are two ways to tap into the possibilities: visit the Google Arts & Culture website, or download our app on Android or iOS.

"The Two Fridas", Frida Kahlo, 1939, Museo de Arte Moderno

A platform that brings the world to you

Everything on the platform has been curated by our partner organizations across the world, and can help you bring interactive and experiential learning to your curriculum.

Here are a few examples of what you'll find on Google Arts & Culture:

- Access to over 2,000 of the world's great museums, galleries, and historic sites
- Google Street View tours of over 1,000 historical and cultural sites
- Thousands of zoomable works of art
- Cross-disciplinary and interactive experiments exploring topics like music, art, biology, ecology, literature, and so much more
- A mix of groundbreaking new content, plus frequently taught subjects approached from fresh perspectives

Quick Start Guide

Ready to start exploring Google Arts & Culture with your students?
Click here for our Quick Start Guide.
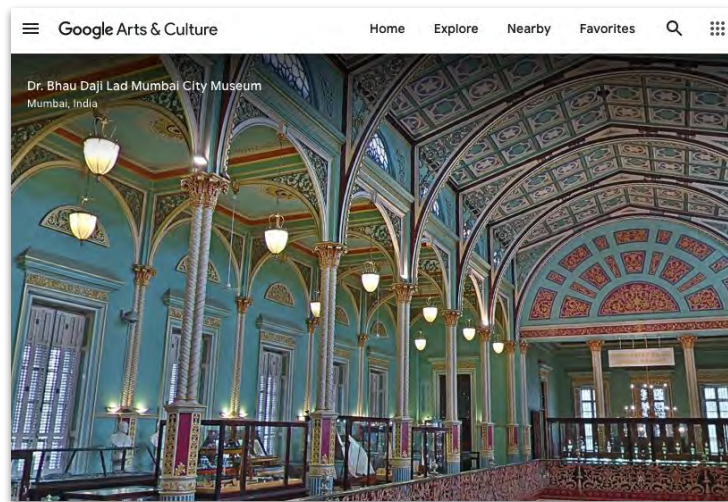
Why use Google Arts & Culture with your students?

Here are some of the benefits of bringing Google Arts & Culture into your classroom:

Wide range of topics: You're sure to find something that interests your students, whether it's pop stars teaching art history, breathing exercises from an opera diva, or the a comic about the science of superheroes.

Interactive and immersive experiences: Students explore content in a number of ways, such as investigating objects in 3D, exploring a 360 degree video, and going on a virtual expedition that integrates images, videos, and Street Views into a seamless experience.

Reputable information: We partner with museums and cultural institutions around the world, so you know you're providing your students with trustworthy information from leading experts.

Primary sources: Students can find and explore primary source material on a variety of subjects from a single online location.

Children of Murad Khani
by Turquoise Mountain, 2017
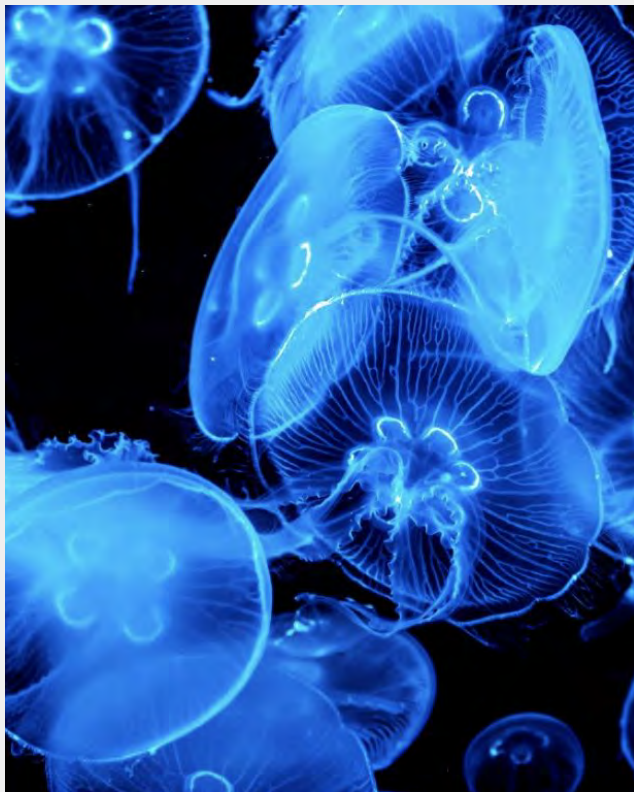
Google Arts & Culture

Start using Google Arts & Culture

On the following slides, learn how to navigate the vast, rich resources on Google Arts & Culture:

How to access Google Arts & Culture shows you how to find the platform on the web or by downloading our app.

How to navigate Google Arts & Culture demonstrates the fastest ways to find your way around the platform, whether you are on the website or app.

How to use Google Arts & Culture with students lays out different ways to share content with students and encourage them to explore on their own.

Things to consider when getting started points out special considerations, like sensitive content on the platform.

Moon Jellyfish
Acuario de Sevilla, Spain

How to access Google Arts & Culture

There are two ways to use Google Arts & Culture: via the website, or by downloading our app.

Website: Type g.co/arts into your browser's navigation bar. Or, if you're signed into your Google account, open the Google Apps menu and click on the GAC icon. You may have to scroll down a bit to find it.

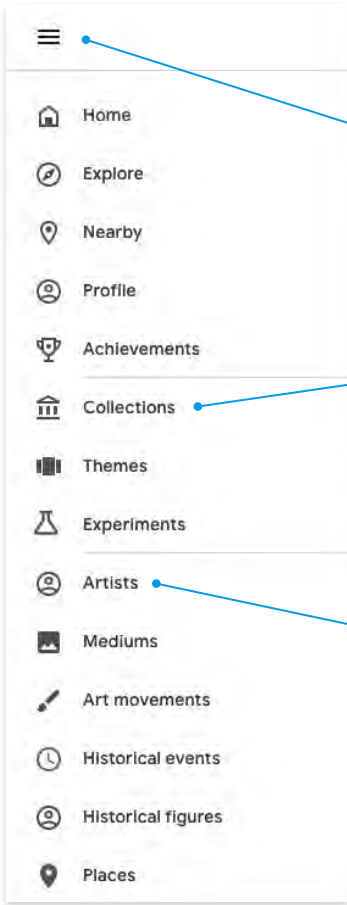**App:** Download the app (from Google Play or the App store) and open it.

Google Arts & Culture icon

"Soundsuit",
Nick Cave, 2010,
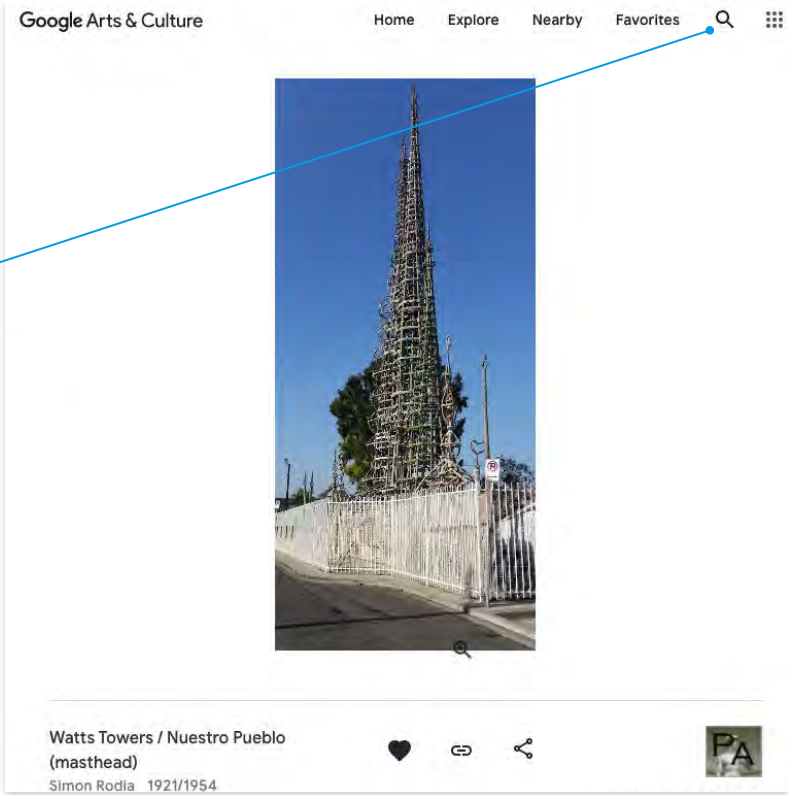Chrysler Museum of Art

How to navigate Google Arts & Culture
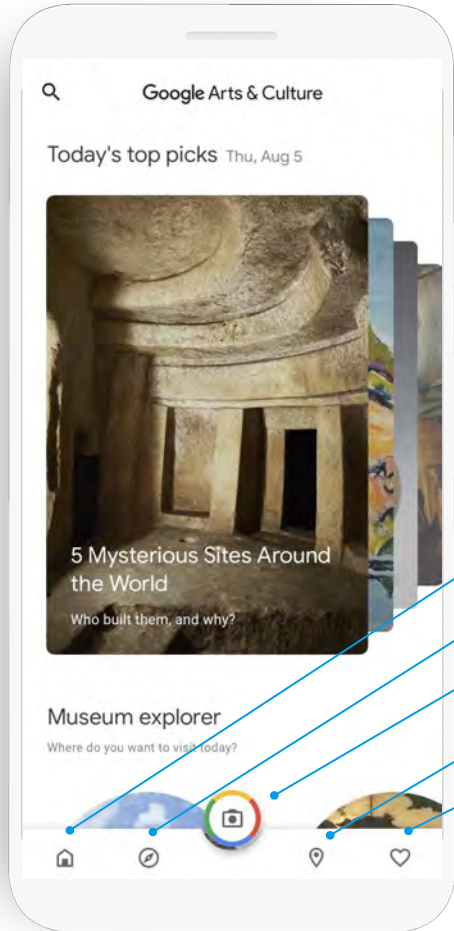
On the website

1. Open the navigation menu on the upper left side of your screen. No matter where you are on the Google Arts & Culture website, you can click this icon to open the navigation menu.

2. In the navigation menu, you can browse via three main groupings:

   - **Collections** - Collections from real museums around the world, plus scientific organizations, like NASA and CERN, and cultural events like the Venice Biennale.
   - **Themes** - Content sorted thematically across a vast range of topics, curated from across the platform: check out Themes like Music, Makers & Machines, The Big Bang, and Èkó for Show: Explore Lagos.
   - **Experiments** - Hands-on, multidisciplinary experiences using cutting-edge technology to explore important issues and foster self-expression.

3. The navigation menu also allows you to browse by the following categories:

   - Artists
   - Mediums
   - Art movements
   - Historical events
   - Historical figures
   - Places

How to navigate Google Arts & Culture

On the website

1. Or find what you're looking for with a search! Click the magnifying glass on the upper right side of the home page, then type in your search terms and press Enter.

Google Arts & Culture

Home   Explore   Nearby   Favorites

Watts Towers / Nuestro Pueblo (masthead)
Simon Rodia   1921/1954

How to navigate Google Arts & Culture

On the app

1. After downloading the Google Arts & Culture app, tap the 🏛 icon.

2. In the navigation bar you can browse:

   - **Home** - click the home icon to return to the main page, no matter where you are in app
   - **Experiments** - Explore important issues and foster self-expression with hands-on, multidisciplinary experiences using cutting-edge technology
   - **Camera** - Access camera features like Art Filter, Art Selfie, Art Projector and more
   - **Maps** - Find museums to visit near you and artwork inspired by your current location
   - **Favorites and Galleries** - See items marked as favorites in the app and create galleries of these items

3. Use the search button 🔍 in the top left corner to look for a particular item or items related to a specific topic.

How to use Google Arts & Culture with students

When it comes to using Google Arts & Culture with your students, you have the following options.

Send links: Links direct students to content you've preselected, and can be shared any way you wish.

Encourage students to explore: Older or adult students may wish to explore the site and find relevant activities on their own, then share them with you or the class.

Assign and view content on Google Classroom: Google Arts & Culture integrates seamlessly with Google Classroom. You can assign and share content with your students, then have them share completed work with you, all from a familiar platform.

See how each of these options works on the pages that follow.

Send links to students

Share content from Google Arts & Culture with your students by sending them links to content you wish to assign.
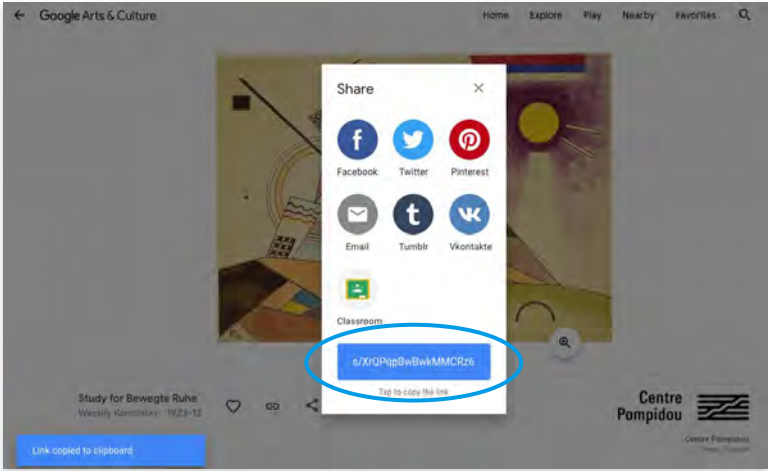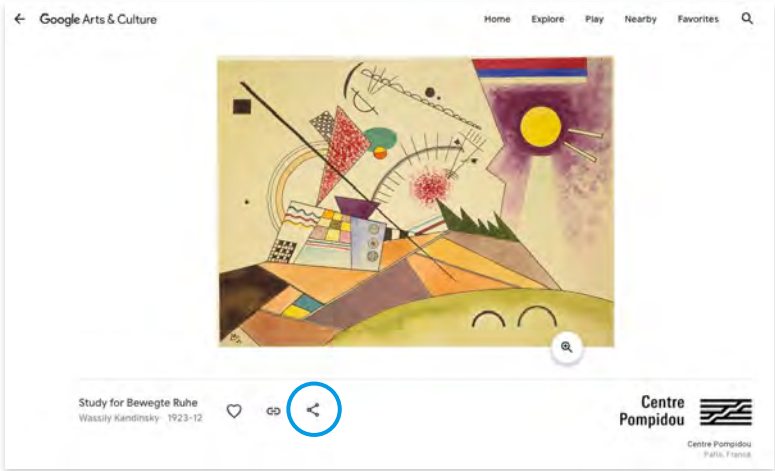
To send a link

1. Select the **Share** icon ⤳ beneath a work
2. Select the **Link** button
3. The link is automatically copied to your clipboard, so you can share it with students any way you choose

Assign content via Google Classroom

Share a work, article, or other piece of content to your students using a familiar platform.
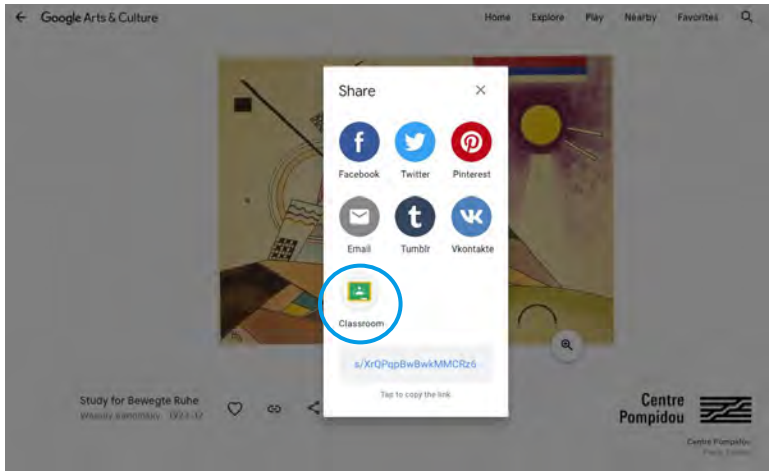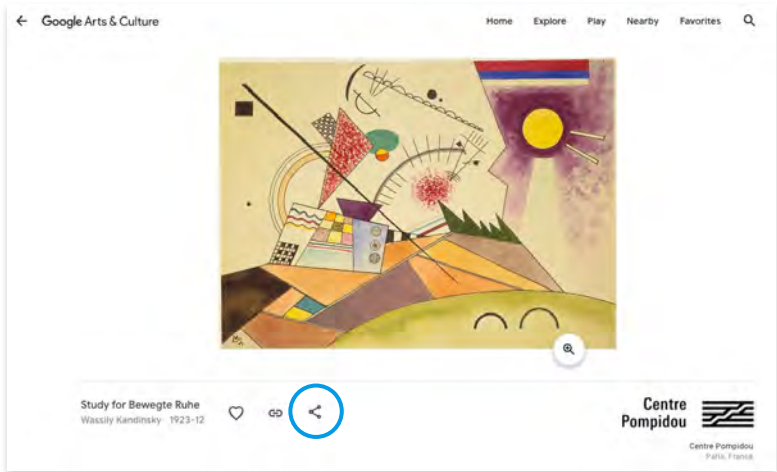
To assign to Google Classroom

1. Select the **Share** icon ⤴ beneath a work
2. Select the **Classroom** icon 📋
3. Select class
4. Add details for your assignment, then click **Assign**

You can also curate content for students to explore by creating a Gallery of your Favorites.
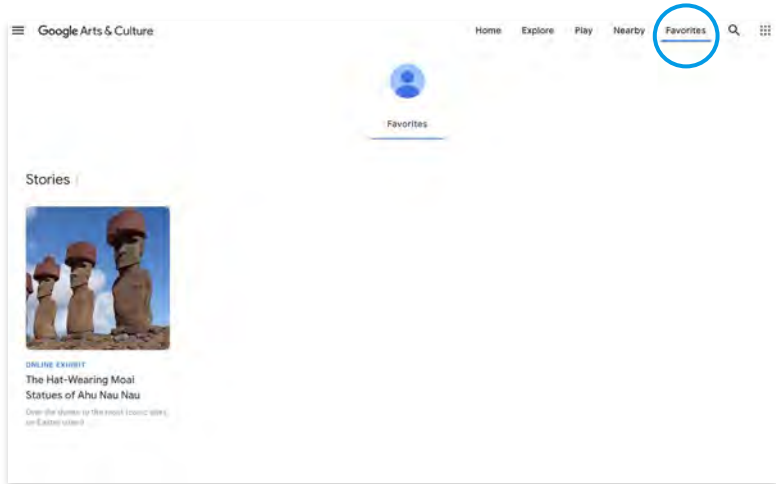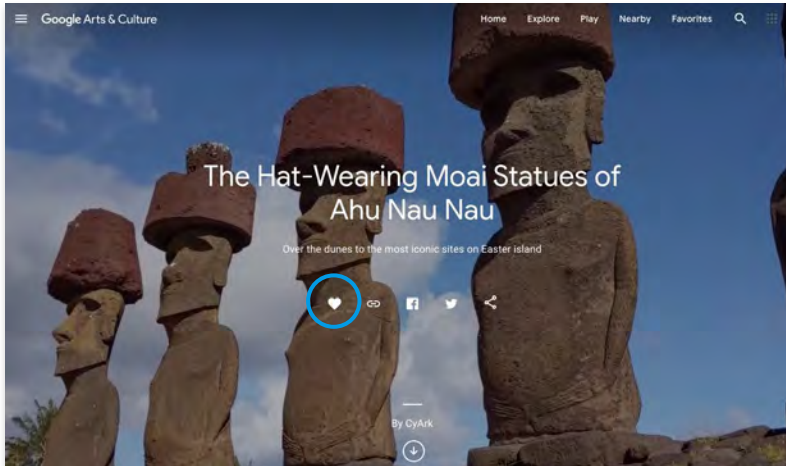
To assign to Google Classroom

1. Click the **Heart** ♡ on the item's main page
2. To see the item in your Favorites, click **Favorites**

Galleries

Galleries allow you to show your students a curated group of artworks or artifacts from the Google Arts & Culture collection. You can also encourage students to make their own Galleries, where they can collect works, write a description of the works, and then share them with you and their classmates!

Note: Only works (artworks and artifacts) can be added to your Gallery. Items must be in your Favorites in order to be added to a Gallery.
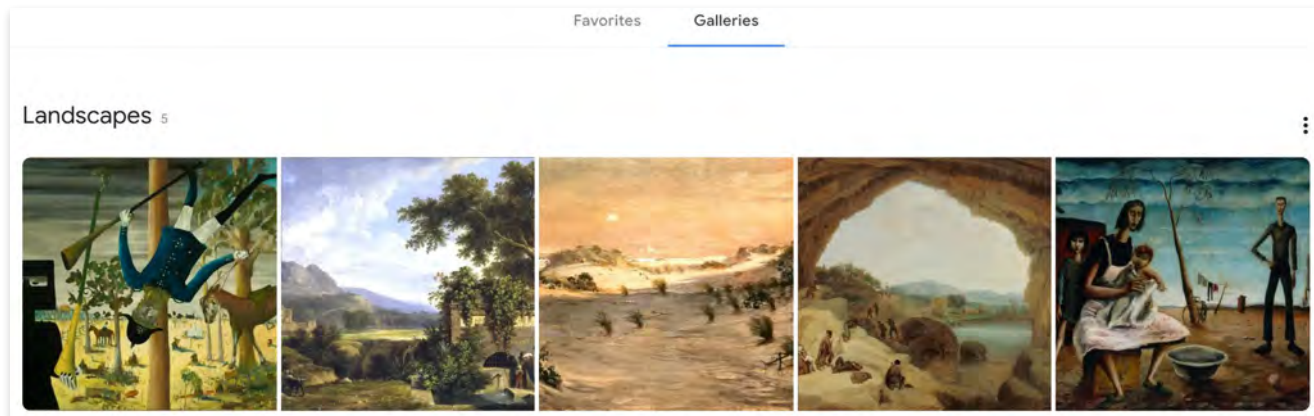
To create a Gallery

1. Click the **Heart** ♡ on an item to add it to your **Favorites**
2. Go to your **Favorites**
3. Toggle to **Gallery**
4. Click **Create Gallery**
5. Set your Gallery to **Public** in order to share it with students

Make exploring Google Arts & Culture fun with Achievements!

- Share a work with your students, then invite them to earn an achievement that goes along with it.

- For example: Share an immersive story, then have students read to the end to earn the Bookworm badge.

- Students will be able to see their badges in the Achievements section.

Roboter Woo
Deutsches Museum
München, Germany, 2015
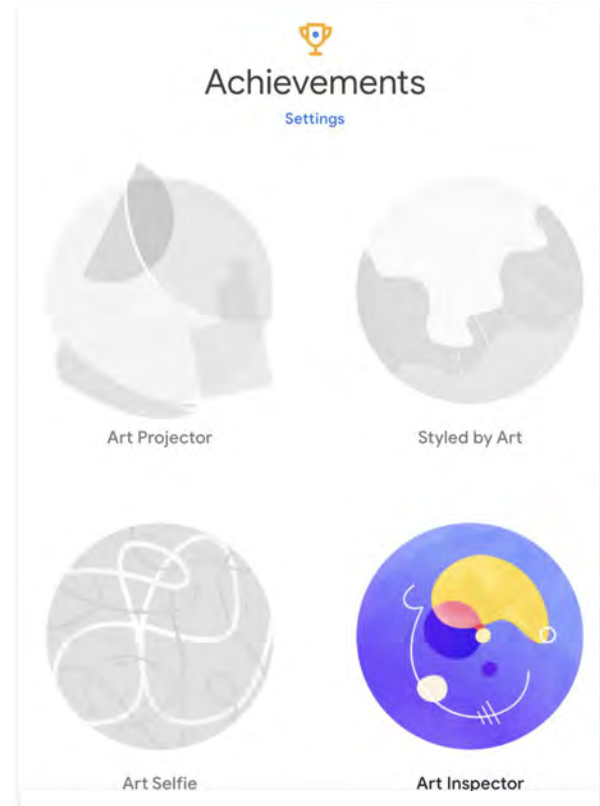
Things to consider when getting started

Bandwidth Requirements

When using Google Arts & Culture in class, or creating at-home assignments for your students, please be aware that certain activities require a lot of bandwidth. This is particularly true of Experiments.

If students don't have access to technology and/or fast internet at home, you may choose to use Google Arts & Culture in your classroom, library, or another location with high speed internet.

As a best practice, if you plan to bring any higher bandwidth features (like Experiments) into your classroom, we recommend testing them out ahead of time.

Sensitive Content

When selecting content and the type of activity you want your students to complete, keep in mind that some images on the site may be too mature or intense for younger students, for example, art containing nudity or images of war. Additionally, in older works, there may be representations of groups of people that are no longer considered acceptable.

Rather than encouraging younger learners to explore the platform on their own, you may choose to share content by linking to it directly, or adding it to Google Classroom. This will help prevent students from encountering sensitive content while exploring the site.

Discover Content

Dive deeper into the content you'll find on the platform.

Pillars of Creation,
Hubble Space Telescope, 2002
LIFE Photo Collection

Content on Google Arts & Culture

There are so many ways your students can learn from Google Arts & Culture. Students can use Street View to explore historical sites, or visit locations from their favorite books. Plus, enriching yet relaxing games, like puzzles and coloring, can give your students breaks or rewards.

In this part of the guide, we'll walk through Collections, Themes, and Experiments, the main groupings for the site's content. Then we'll look at the types of content typically found in each grouping. Finally, you'll learn about features you and your students will use as you explore the site.

MOCA Collection Composite, Museum of Chinese in America

Google Arts & Culture   21

Content on Google Arts & Culture

Over the following slides, read about the different types of content you and your students will find on the platform:

Collections allow your students to interact with art, artifacts, and online exhibits from treasured cultural institutions around the world.

Themes are groupings of content based around inspiring topics, and cover subjects from biology to ballet.

Experiments are interactive collaborations between artists, culturemakers, scientists, and groundbreaking AI engineers.

Features showcases some of the unique ways that Google Arts & Culture allows people to interact with the platform's content.

Saraswati Version 3 Raja Ravi Varma, 1900
The Ganesh Shivaswamy Foundation

Collections

- Imagine if you could access a vast library of works collected from museums and cherished cultural institutions around the world. You might visit a Botticelli at the Uffizi Gallery in Florence, then contemplate an ancient Mayan calendar at the Museo Nacional de Antropología in Mexico.

- Collections bring the contents of a museum, gallery or heritage site into your classroom, and allow your students to explore virtual exhibits, artwork, historical artifacts, and more.

- There's more than fine art: you can explore the collections of the Australian Football League, The National Marine Biodiversity Institute of Korea, The American Theater Wing, and a variety of other collections.

- Explore Collections at Google Arts & Culture. Browse by institution, or find work geographically by clicking on a world map.
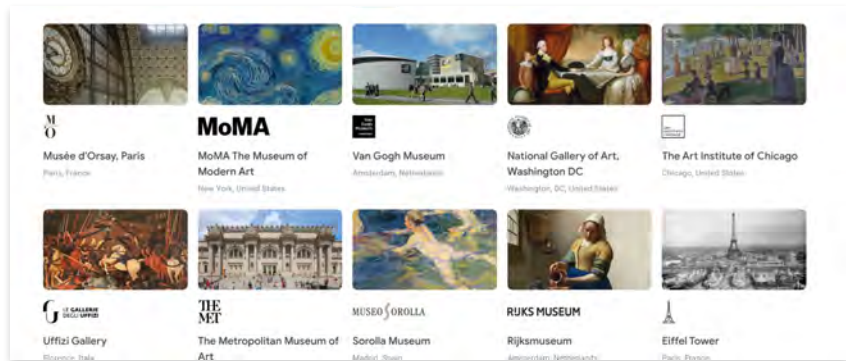
How to use Collections with your class:

Collections are ideal for letting students explore the works of one specific institution at a time. You can choose the institution based on the topics or region you've studied, or pick one that was mentioned in a book your class has read. Click here for an activity that uses Collections.

Content found in Collections

Artworks

Ex: The Scream, from The Munch Museum
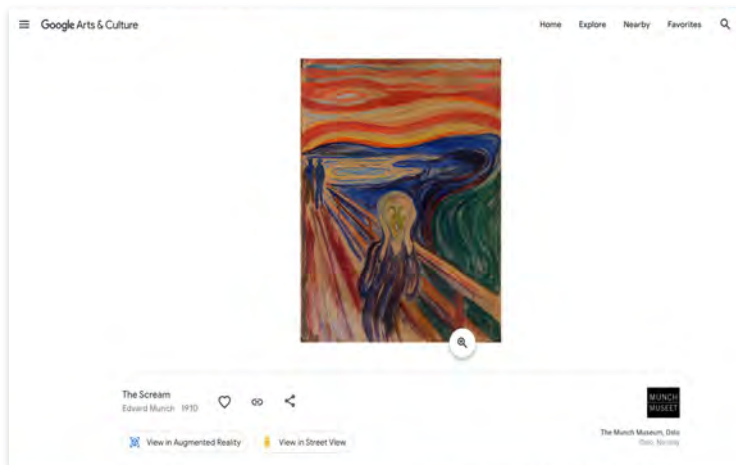
Artifacts

Ex: Maasai Shield, from Kenya National Archives

Content found in Collections

Ex: Five important works from the Georgia O'Keefe Museum
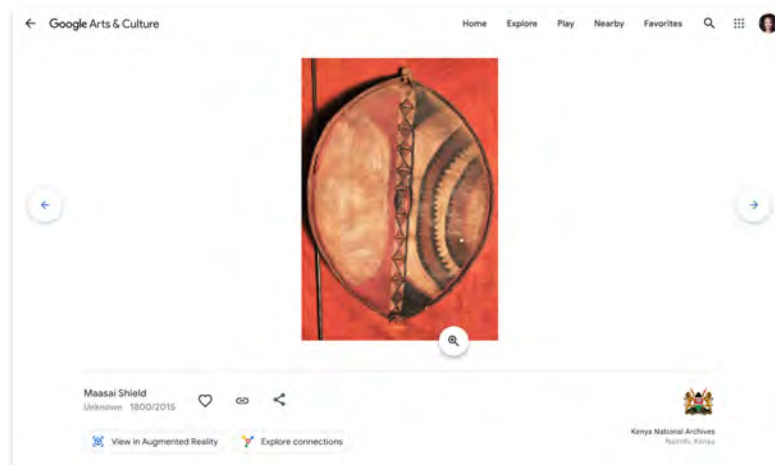
Online exhibits

Online exhibits are stories that feature images and text, created by cultural institutions.

They offer a chance for your students to interact with programming created by our partner institutions. From the Smithsonian to the Anne Frank House to the Museo Nacional de Antropología, México, your students can tour museums and interact with their collections.

Five important works from the Georgia O'Keeffe Museum

Georgia O'Keeffe is best known for her flower paintings, but throughout her life, she experimented with many different subjects to become one of the most celebrated abstract painters of the 20th Century

By Georgia O'Keeffe Museum
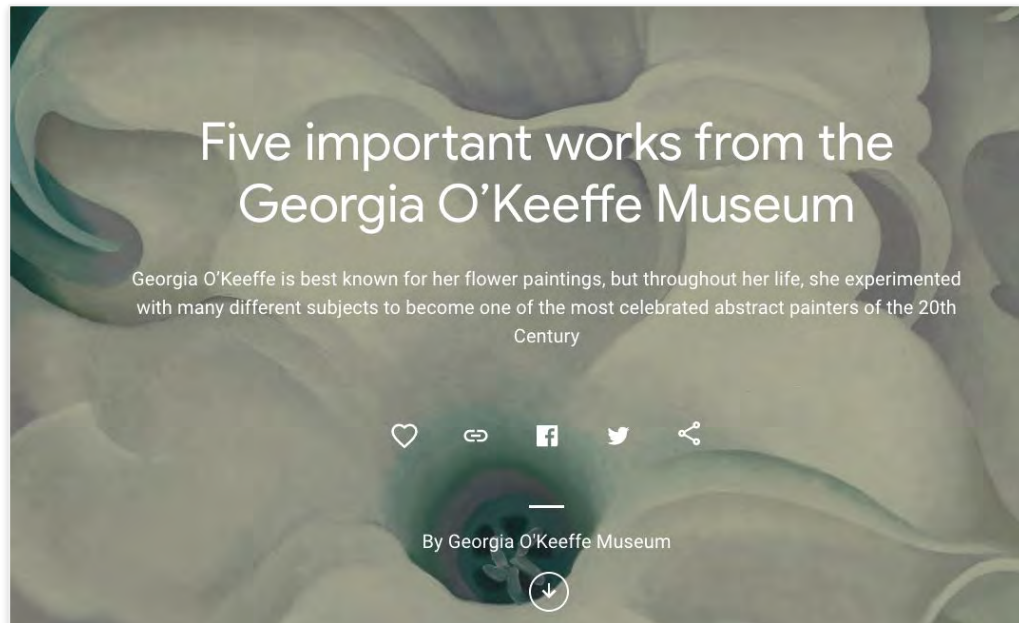
Themes

Themes are curated groups of stories, images, artworks, and other content from across the Google Arts & Culture platform, brought together by topic. Each Theme invites students to explore a specific idea or concept in-depth across different disciplines. Themes cover a variety of topics from places all over the world.

There are over 170 Themes on the platform so far, and more are being created. Themes are a great way to explore the vast world of content on Google Arts & Culture, and can be used to supplement your own teaching on a specific topic, or to allow students to gain in-depth knowledge of their areas of interest.

Deep dive into Themes

To give you a better understanding of Themes, let's look at one example:

Road to Equality explores the fight for women's suffrage in the UK. It features works from the collections of 22 partner institutions, including the Mayor of London, London College of Fashion, the Black Cultural Archives, and The National Museum of Computing.

This Theme contains over 80 content pieces, including:

- editorial features
- online exhibits
- videos
- journals by suffragettes
- historical photographs and art

- Google Street View tours of key locations
- profiles of important people
- maps of landmark locations
- and more!
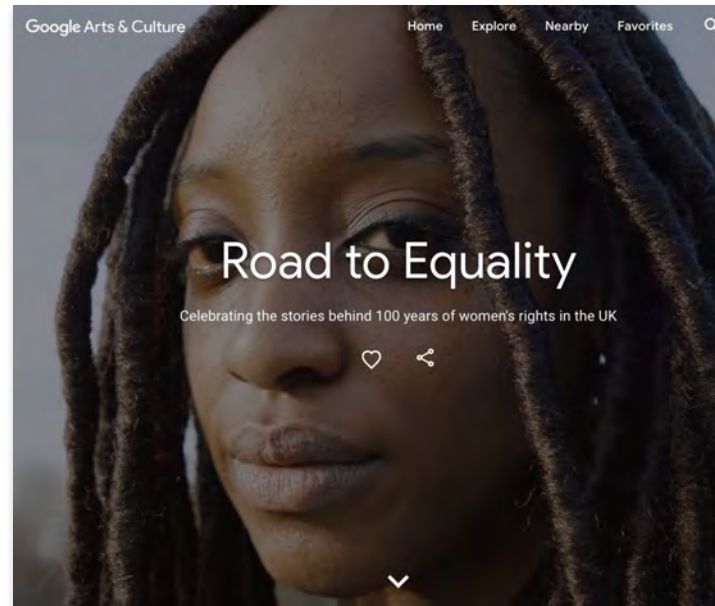
How to use Themes with your class:

Themes provide a wide range of information organized around different subjects. You can assign a Theme that covers a topic your class has studied, and ask students to select and respond to a piece of content that resonates with them. Or, assign a specific story, online exhibit, video, Street View tour or piece of art within the Theme. Click here for an activity that uses Themes.

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Example Themes by subject

World Cultures

- **Women in Culture**: From innovative artists and pioneering scientists, to the women who campaigned for universal suffrage and social equality.
- **The Khipu Keepers**: Explore the undeciphered writing of the Incas.
- **Asian Pacific American Cultures**: Explore the history, arts, and culture of Asian American and Pacific Islanders in the United States.

History

- **Meet Our Ancestors**: Chauvet Cave: a 36,000-year-old art gallery, normally closed to the public, opens to everyone through immersive tech.
- **Armistice Day**: Commemorating the end of the First World War.
- **Ancient Egypt: Mummies and Mysteries**: Crack the hieroglyphic code, explore the pyramids, and meet the mummies.

Performing Arts / Literature

- **Music, Makers and Machines**: A brief history of electronic music.
- **Performing Shakespeare**: Go behind the scenes and learn about Shakespeare's work.
- **Russian Literature Museums**: The history and authors of Russian literature.

Science and Technology

- **Natural History**: The beautiful, the dangerous, the endangered. Up close.
- **AI: More than Human**: Exploring the evolving relationship between humans and technology.
- **Heritage on the Edge**: Discover how people around the world are using technology to protect their cultural sites against climate change.

Fine Arts

- **Artemisia at the National Gallery**: Be inspired by the life and legend of Baroque painter Artemisia Gentileschi.
- **Street Art**: Discover the history, location and creators of street art.
- **Preserving Afghan Heritage**: Explore the art, architecture, craft and the people who keep it alive.

Content found in Themes

Stories

Stories use text, images, video, 360° imagery and more to immerse students in important places, people, and historic events.

Ex: Art of Ancient Egypt
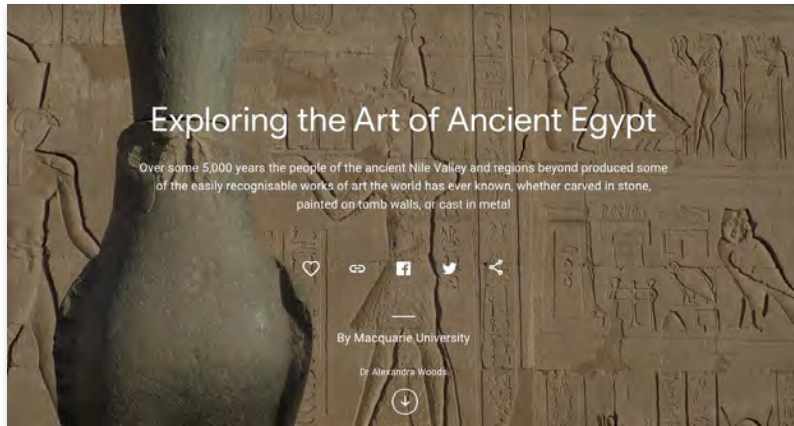
Street View imagery

Be there now! Street View allows your students to move through historic landmarks, cultural epicenters, and other noteworthy sites.
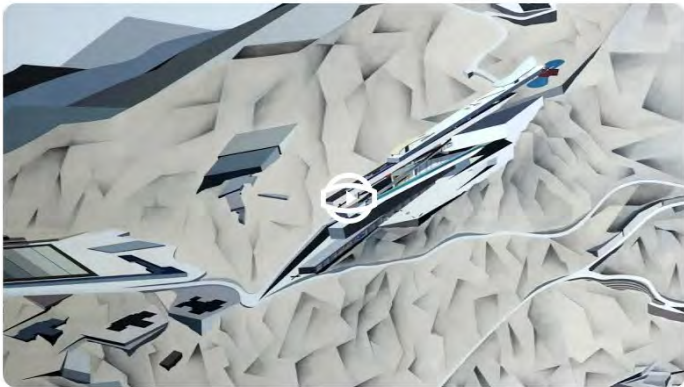
Ex: Angkor Wat Temple
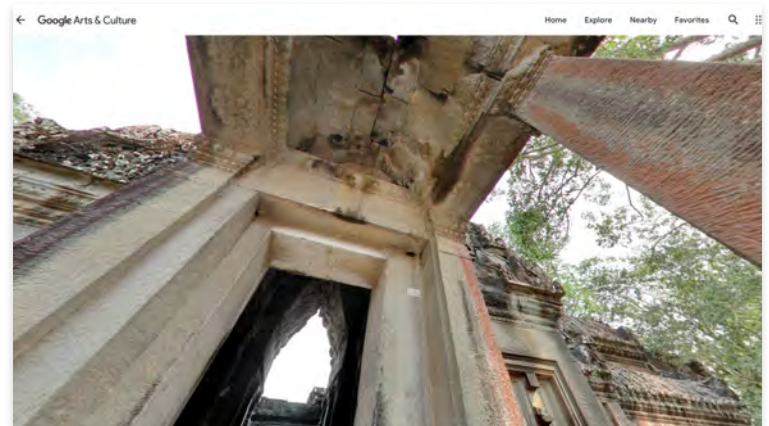
Content found in Themes

Videos (2D, video series, and 360°)

Ex: Zaha Hadid's The Peak

360 VIDEO

Zaha Hadid's 'The Peak'

See the architect's first internationally acclaimed project like never before

3D models

Ex: Mexico City Cathedral

Themes also may also include artworks, artifacts, Experiments, or other features.

Content found in Themes

Expeditions

Take your class on a visit to CERN in Switzerland, or tour the Nairobi Gallery in Kenya. Google Arts & Culture's library now hosts hundreds of virtual field trips to notable places around the world.

Expeditions can be viewed as a virtual excursion or to prepare students for a real-life field trip, or assigned as homework.
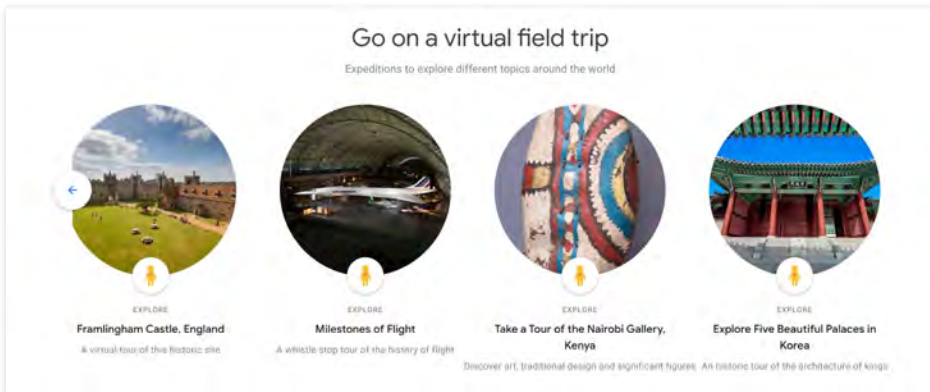
Explore trips across these subjects

- **Arts**: Experience some of humanity's greatest creative triumphs, from fine art to literature to the performing arts
- **History**: Visit ancient civilizations, learn about historical figures, discover how our ancestors survived
- **Science and Technology**: Explore the laws of physics, learn about scientific breakthroughs, meet the minds that shape our understanding of the world
- **Geography**: Travel the wonders of the planet and meet the people who call it home
- **Natural History**: From ocean ecosystems to the human circulatory system, learn about the intricacies of life

Experiments

Experiments are cross-disciplinary collaborations between artists, culturemakers, and engineers, exploring the crossroads of culture and emerging technologies. They are educational, playful, and hands-on.

Experiments demonstrate how technology and art influence each other. Many experiments were created by artists in residency with Google Arts & Culture, and born out of a collaboration with Google's machine learning engineers.

Here are a few Experiments your students may love

- **Blob Opera**: Use four voices to create an operatic masterpiece with the help of machine learning
- **Hip Hop Poetry Bot**: An AI project that generates new lyrics by using machine learning trained on rap and hip hop lyrics by Black artists
- **Plastic Air**: Explore the impact of airborne microplastics on the environment and our health
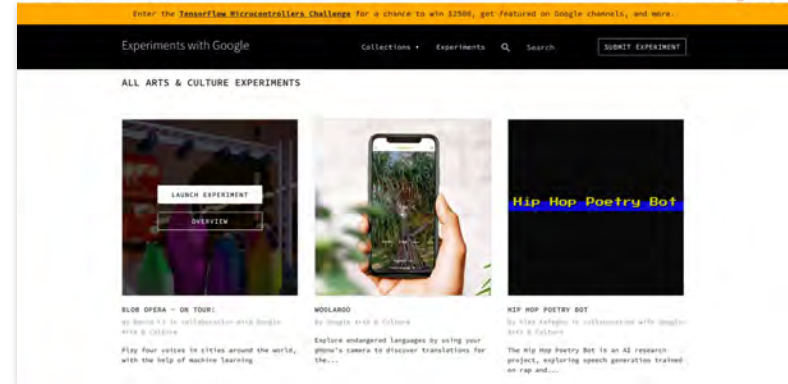
How to use Experiments with your class:

Experiments are interactive, so they allow students to engage directly with a subject and build excitement. They can also help students understand the concept of machine learning.

Note: Please be aware that some experiments are only available on the Google Arts & Culture mobile app.

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Deep dive into Gaming Experiments

The Gaming Experiments collection dials up the fun in your classroom. Students can play while they learn about arts, culture, technology, and history.

Students can turn famous artworks into puzzles with Puzzle Party, learn about art and art history with Visual Crosswords, and more.

Games are an engaging way to allow students to explore arts and culture, or to provide a classroom break or reward.

Features

As you explore the Google Arts & Culture platform, you'll discover lots of features that enrich the user experience.

From zooming to camera features, Google Arts & Culture features enable your students to pursue their curiosity, and bring the world's great works and historical breakthroughs to life.

Feature 1: Zooming

Get closer than you ever dreamed! Clicking on the magnifying glass icon allows students to zoom in on high resolution images of works and cultural relics. They'll notice new details, see how works have aged, and learn about the techniques used by artists and craftspeople throughout history.

Gustav Klimt's The Kiss, viewed in full, then zoomed in at 30% and 100%

Features

Feature 2: Camera features

Use Art Selfie to find portraits that look like you, try camera filters based on famous artworks with Art Filter. Art Transfer allows you to transform a photo with famous artworks, and Color Palette lets you find art that matches the color of your photo.

Note: Camera features are only available on the Google Arts & Culture app.
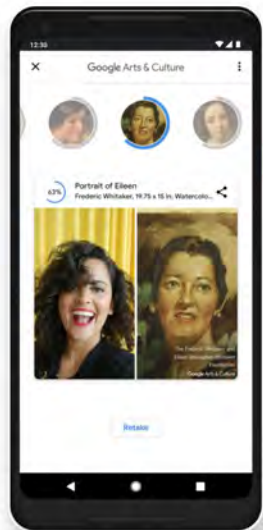
Features

Feature 3: Augmented Reality

Students can bring art into their own world with augmented reality features. Pocket Gallery allows you to wander a virtual gallery or museum from inside your home or classroom, while Art Projector allows them. to place famous artworks and other objects in their home or classroom.

Note: Augmented reality features are only available on the Google Arts & Culture app.
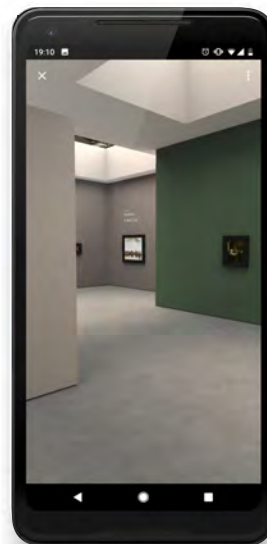
The virtual Vermeer Pocket Gallery was created to be the only museum in the world where you can view all of Vermeer's paintings in one place!

L: Outside view of virtual museum
R: Inside view of virtual museum

Features

Feature 4: Explore by color

Are your students feeling blue? Or going through a pink period? Look through millions of artworks based on color.
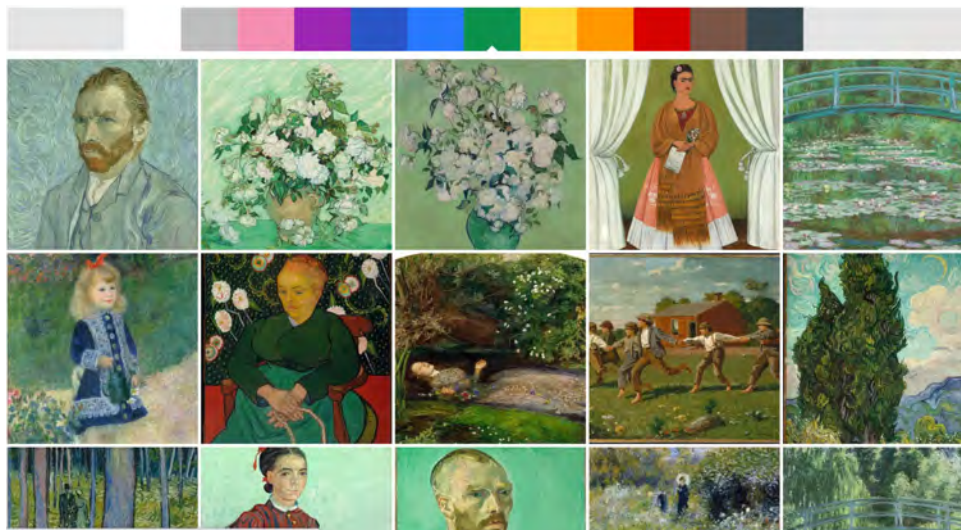
A collection of art featuring the color green

Features

Feature 5: Connections Explorer

With Connections Explorer, students start with one piece of art, then follow their curiosity to find more works based on visual similarity, creator, country of origin, and/or time period. It's a great way for students to expand their knowledge base, and understand all the various influences on works of art.

Explore connections to the work of Faith Ringgold

Activities for Students

Find activities and resources to use in your curriculum.

"The Mellow Pad",
Stuart Davis, 1945-1951,
Brooklyn Museum

Activities for students

Now that you've learned about the content on Google Arts & Culture, this section will point you toward resources that can help you quickly incorporate it into your curriculum.
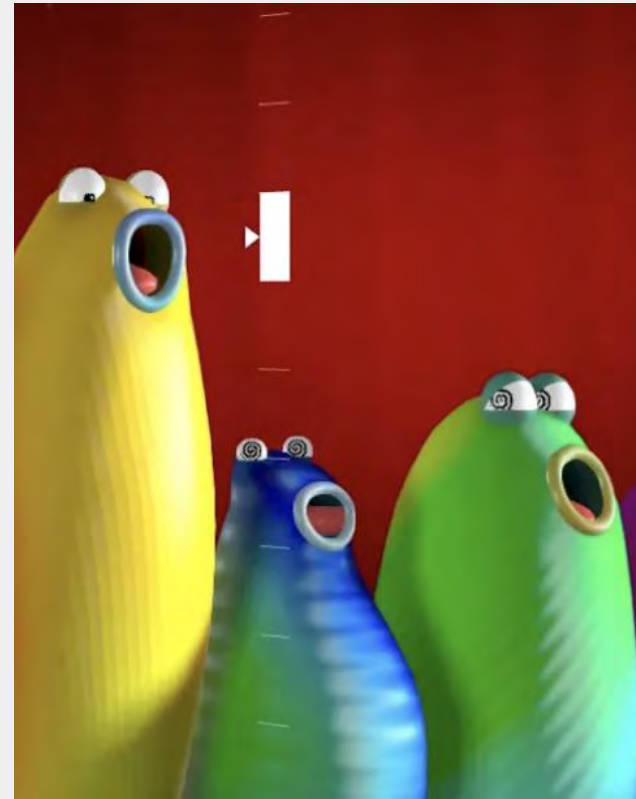
Blob Opera
A machine learning experiment by David Li
in collaboration with Google Arts & Culture

Learn with Google
Arts & Culture

Ready to bring Google Arts & Culture to your class? The Learn with Google Arts and Culture page is a great first stop.

You'll find everything you need, including content divided up by subject, and a series of helpful tips for teachers.

Peruse downloadable lessons, explore the world with our virtual field trips, and choose Applied Digital Skills lessons designed to work in tandem with Google Arts & Culture content. Read more about these resources later in this section.

The Google Arts & Culture team has also gathered content that will pique students' curiosity, from 360 views of museums to Street View tours of faraway lands, to Art Zooms, which feature some of today's biggest stars talking about important artworks.

Learn with Google Arts & Culture makes it easy to find content and an approach that works for your class.

Ready-to-use resources

Google Arts & Culture brings the world into your classroom. On the following slides, learn about resources you can start using today to enhance your curriculum:

Downloadable lessons offer a self-guided learning structure for content available on Google Arts & Culture.

Applied Digital Skills provides free, video-based lessons that guide students step-by-step through completing a digital project using Google Arts & Culture content.

Customizable activities support students with critical thinking and digital literacy skills as they explore the content and features on Google Arts & Culture.

The Guardian Guide helps families and guardians get familiar with the site and app.

Downloadable lessons

Downloadable lessons guide students through an exploration of a topic using content from across Google Arts & Culture. Each lesson was created by education experts and contains questions and activities for students to complete after viewing content on the platform.

- Browse dozens of lessons across multiple disciplines, for students of all ages. Check each lesson plan to see the recommended student age range.
- Explore topics like A History of Magic, Introduction to Portraiture and Identity, and The Big Bang.

In this lesson, you will learn:
- How artists use portraiture to convey aspects of a subject's individual, community, cultural, and national identity.
- Key components of a portrait and what one can learn about the subject through these components.
- The artistic choices that communicate an artist's viewpoint and influence viewers' understanding of the subject's identity.
- Strategies for reading portraiture.

You will:
- Explore Stories and exhibitions about identity and portraiture.
- Answer questions about what you have seen and read.

This lesson will take **30–45 minutes** to complete.

George Washington Carver by Betsy Graves Reynald, 1942, National Portrait Gallery, Smithsonian Institution

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What Is Portraiture?

Portraiture is the art of making portraits.
- A *portrait* is a likeness, or image, of a person or group of people.
- The person or persons in the portrait is called either the *subject* or the *sitter*.
- A portrait is made in a certain *medium*, the materials used to make the portrait. For example, one portrait may be a photograph, while others are paintings, drawings, sculptures, or videos. Each medium allows the artist to include different details and make different decisions about the image.
- The subject and the other objects in the portrait often act as *symbols*, or objects that represent something else by association. Symbols can be abstract ideas, concepts, or events.

Click here to learn about portraiture.

Then come back to answer these questions:

1. What are the terms for the person or persons in a portrait?
2. Why are objects sometimes included in a portrait?
3. Explain this statement: "Portraits present insights into history and biography."

To learn about how some artists draw portraits of the human body, or *figure*, click here.

Marian Anderson, by Laura Wheeler Waring, 1944, National Portrait Gallery, Smithsonian Institution

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Sample content from the Introduction to Portraiture and Identity lesson plan, created by ePublishing Partners and the Smithsonian National Portrait Gallery.

The image on the left shows lesson objectives. The image on the right shows a self-guided activity.

Applied Digital Skills lessons

In each Applied Digital Skills lesson, students learn digital skills while completing a project with Google apps like Docs or Sheets. Students can move at their own pace as they watch lesson videos and practice applying skills in their project. Several of the lessons incorporate content from Google Arts & Culture:

- Make Art Inspired by Frida Kahlo and Mexico
- Make Your Own Space Shuttle Adventure
- Quiz Your Classmates About the Palace of Versailles
- Explore the History of Humankind in Kenya
- Go on a Scavenger Hunt Through Italy
- Create a Flyer for a Juneteenth Celebration

Example of the student project created in the "Quiz Your Classmates About the Palace of Versailles" lesson.

Customizable activities

Google Arts & Culture partnered with education and instructional design experts at Google who build programs like Applied Digital Skills to create activities that help students practice their critical thinking and digital literacy skills. These activities encourage students to explore the Google Arts & Culture platform, make meaning of content, and share their learnings.

Each activity is tailored to use with a certain age group with this framework in mind:

- **Find:** Students are asked to locate content on Google Arts & Culture and use digital features to explore the content.
- **Analyze:** Students think carefully about the content and answer questions that support personal reflections or connect the platform content to course content.
- **Create:** Students document their understanding by writing and sharing their learnings with others.

Each activity has two versions:

- The **ready-to-use handout** contains all instructional content for a topic and is ready to use with students.
- The **handout template** is a customizable document that allows teachers to incorporate content they are currently teaching and skills students need to practice. While each activity is designed for a specific age range, templates can be adjusted for students of different ages.

Preparing to use customizable activities

The activities on the following pages are designed to be completed during class time (in-person or remotely), or as a homework assignment. They may be used in a variety of ways with your curriculum:

- **Before a lesson** to introduce a new lesson topic and generate interest in an upcoming lesson
- **During a lesson** to teach lesson content and provide hands-on experiences
- **After a lesson** to extend student thinking and connect to future lessons

The following pages will provide instruction on how to use customizable activities with your class.

Name:
Teacher:
Due By:

Go on a Virtual Field Trip to Mexico

In this activity, you will use Google Arts & Culture to take a virtual field trip to Mexico. While on this virtual field trip you will take notes about what you see and learn. Then, you will create a postcard to share your learnings with a friend.

Directions

FIND: Go to Google Arts & Culture:

1. Open the virtual field trip called A Field Trip to Mexico.
2. Click on the right arrow (>) icon to move through the pages.
3. On each page, hold down your left mouse button and drag your mouse for a 360 degree view of each scene.

LOOK: As you view the virtual field trip, think about the questions below. Record your answers in the space provided, or in a separate document or on paper.

What places or things did you see that interested you?	What facts or new information did you learn?	What questions do you have based on this virtual field trip?
1. [Write your ideas here]	1. [Write your ideas here]	1. [Write your ideas here]
2.	2.	2.
3.	3.	3.
4.	4.	
5.	5.	

SHARE: Create a postcard sharing information about your trip.

- Think about some of the highlights from your trip. Create a postcard to share what you saw and learned. Your postcard should include at least three facts you learned about Mexico on your field trip. Choose to create a digital or a physical postcard.
  - Digital postcard: Use a digital tool, such as Google Slides, to create a digital postcard.
  - Physical postcard: Use paper and colored pencils to create a physical postcard just like you could buy in a store.

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Sample content from the "Go on a Virtual Field Trip" activity.

Activity: Take a Close Look

This activity is designed for students ages 8-11.

Students practice visual analysis by using the zoom feature to look closely at a work. Then, they write a paragraph to share their understanding about the work with the class.

Prepare
- Review the ready-to-use handout. Decide whether you will use the ready-to-use activity or the handout template to have students look closely at content they are currently studying.
- If using the activity template, find a work of art to use in the lesson by exploring the Art Camera Theme or using the search feature on the platform.
- Replace or delete any red text in the template with details related to the work of art you have chosen.
- Try out the activity yourself and make further adjustments to the template as needed.
- Rename the activity template and share it with students.
- Assign learners to complete the activity independently or with a partner.

Teach 20 minutes
- Begin by sharing with students how the activity relates to what students are learning in class.
- Walk through the activity step-by-step and model how to complete each part:
    - **Find:** Use the link to navigate to the platform and demonstrate how to use the zoom feature.
    - **Analyze:** Talk aloud about the three questions students will answer in the activity.
    - **Create:** Show students how to summarize their visual analysis by writing a paragraph about their ideas from the Analyze step.
- If using the activity during a live class, circulate around the room and check in on learner progress.

Wrap up 10 minutes
- Debrief with students about their activity experiences using the following discussion prompts:
    - What is something you liked about looking closely at details in a work of art?
    - Did anything surprise you during this activity? If so, what, and why did it surprise you?

"A Sunday on La Grande Jatte", Georges Seurat, 1884-1886, The Art Institute of Chicago

Time for students to complete activity:
- 30 minutes

Materials:
- Computer with internet access (per student/group)
- Ready-to-use handout for Georges Seurat's "A Sunday on La Grande Jatte"
- Handout template to customize for any topic you are teaching

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Activity: Go on a Virtual Field Trip

This activity is designed for students ages 11-14.

Students practice analyzing digital information as they navigate through the virtual field trip, including 360° views of sites. While on the trip, they take notes about what they see and learn. Then, they create a postcard to share their trip with a friend.

Prepare
- Review the ready-to-use handout. Decide whether you will use the ready-to-use activity or the handout template to have students take a different field trip based on what they are currently studying.
- If using the activity template, find a virtual field trip to use in the lesson by exploring the Expeditions page.
- Replace or delete any red text in the template with details related to the selected virtual field trip.
- Try out the activity yourself and make any further adjustments to the template, as needed.
- Rename the activity template and share it with students.
- Assign students to work independently or with a partner.

Teach 35 minutes
- Begin by explaining how the activity relates to what students are learning in class.
- Walk through the activity step-by-step and model how to complete each part:
  - **Find:** Use the link to navigate to the platform and move through the virtual field trip.
  - **Analyze:** Talk aloud about the three questions students will answer in the activity.
  - **Create:** Show students how to summarize their trip by creating a (digital or physical) postcard that shares their learnings.

Wrap up 10 minutes
- Debrief with students about their activity experiences using the following discussion prompts:
  - What is something you liked about going on a virtual field trip?
  - Did anything surprise you during this activity? If so, what, and why did it surprise you?

Chichén Itzá, Mexico

Time for students to complete activity:
- 45 minutes

Materials:
- Computer with internet access (per student/group)
- Ready-to-use handout for Mexico
- Handout template to customize for any topic you are teaching
- Digital presentation tool, such as Google Slides (for digital postcard), OR paper and colored pencils (for physical postcard)

Activity: Research a Topic

This activity is designed for students ages 14-18.

Students practice analyzing digital information as they navigate through the virtual field trip, including 360° views of sites. While on the trip, they take notes about what they see and learn. Then, they create a poster to share their learnings.

Prepare
- Review the ready-to-use handout. Decide whether you will use the ready-to-use activity or the handout template to have students research a different topic based on what they are currently studying.
- If using the activity template, find a topic to use in the lesson by exploring the Themes page.
- Replace or delete any red text in the template with details related to the selected research topic.
- Try out the activity yourself and make any further adjustments to the template, as needed.
- Rename the activity template, then share it with students.
- Assign students to work independently or with a partner.

Teach 35 minutes
- Begin by explaining the three parts of the activity:
  - **Find:** Navigate to the Themes page on the platform, locate the theme the class is studying, discuss possible research questions, and begin to explore the content.
  - **Analyze:** Answer the questions in the activity to note observations and make connections to the research question.
  - **Create:** Synthesize learning by creating a (digital or physical) poster students can use to share what they've learned.

Wrap up 10 minutes
- Debrief with students about their activity experiences using the following discussion prompts:
  - How was this activity similar to or different from how you usually research a topic?
  - Did anything surprise you during this activity? If so, what, and why did it surprise you?

"Grand Canyon", Frank Scherschel, 1947,LIFE Photo Collection

Time for students to complete activity:
- 45 minutes

Materials:
- Computer with internet access (per student/group)
- Ready-to-use handout for The Hidden Worlds of the National Parks
- Handout template to customize for any topic or theme you are teaching
- Digital presentation tool, such as Google Slides (for digital poster), OR paper and colored pencils (for physical poster)

Activity: Go on a Scavenger Hunt

This activity is designed for adult learners.

Learners practice digital literacy skills as they search Google Arts & Culture for items, write about their learnings, and create a gallery featuring their discoveries to share with the class.

Prepare
- Review the ready-to-use handout. Decide whether you will use the ready-to-use handout or use the handout template to customize the activity based on what students are currently studying.
- If using the activity handout template, find a topic to use in the lesson by exploring the Collections page.
- Replace or delete any red text in the template with details related to the selected item(s).
- Try out the activity yourself and make any further adjustments to the template, as needed.
- Rename the activity template, then share it with students.
- Assign learners to complete the activity independently or with a partner.

Teach 35 minutes
- Begin by explaining the three parts of the activity:
  - **Find:** Navigate to Google Arts & Culture and find the Kenya National Archives collection.
  - **Analyze:** Answer the questions in the activity to note observations and make connections to what they are studying in class.
  - **Create:** Create a gallery to synthesize new learnings and explain ideas to the class.
- Walk through the activity handout and discuss any questions.

Wrap up 10 minutes
- Debrief with learners about their activity experiences using the following discussion prompts:
  - How was this activity similar or different to how you usually research a topic?
  - What are the benefits of exploring content within a collection on Google Arts & Culture?
  - How might you use Google Arts & Culture with other subjects you are studying?

Kenya National Archives

Nairobi, Kenya

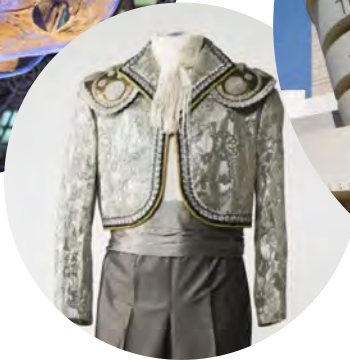**Time for students to complete activity:**
- 45 minutes

Materials:
- Computer with internet access (per student/group)
- Ready-to-use handout for Kenya National Archives
- Handout template to customize for any topic or theme you are teaching

More to explore

"Cryolophosaurus ellioti",
-196000000/-183000000, Royal Belgian
Institute of Natural Sciences

"The Holy Family with the Dragonfly",
Albrecht Dürer , 1495, Indianapolis
Museum of Art at Newfields

"Stylised torero costume",
1920/2000, Mosfilm Cinema
Concern

"A Museum is a School",
Luis Camnitzer, 2009,
Solomon R. Guggenheim
Museum and Foundation

"Lustre bowl",
Unknown, 1000/1099,
Benaki Museum of Islamic Art
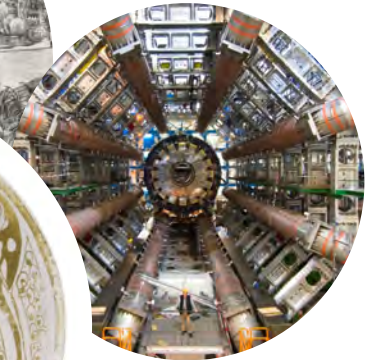
ATLAS Detector, 2005,
CERN

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In partnership with education and instructional design experts at Google,
who build programs like Applied Digital Skills