

Abstract

This project explored the relationship between art, technology, and environmental sustainability. Students were introduced to the history of art in technology and examined the importance of recycling and environmental responsibility. The project also defines and distinguishes between two-dimensional (2D) and three-dimensional (3D) art, highlighting how both forms can be used for creative expression. Students analyzed artists who incorporate recycled materials into their work, while gaining an understanding of how art can promote environmental awareness.

Using technology as a research tool, students selected an artist for inspiration and investigated their techniques and artistic approach. They then apply this knowledge by creating an original 2D or 3D artwork using recycled materials such as cardboard, fabric, plastics, and paper products. The project emphasizes how artists draw inspiration from others while developing their own creative ideas.

Student understanding was assessed through teacher observation, an exit ticket identifying their chosen artist and art form, and evaluation of the final artwork. This project fostered creativity, critical thinking, and environmental consciousness while encouraging students to connect artistic practices with real-world issues.