Generation AI

IO3 – School Program for Primary Education Students

Basic Learning activities - CARDET

Questions/Problems for each topic

Topic	Question/Problem*
Information and media literacy	*Can AI help you in your search for information for your science paper?*
Communication and collaboration	*Do you think Google might be able to order your favorite pizza?*
Content creation	*Can AI do my homework?*
Responsible use	*What do you think is the dark side of AI?*
Problem Solving	*Can AI help us promote sustainability?*

These questions can be changed if partners suggest another one

In order for primary school students to see the usefulness of artificial intelligence in situations that may interest them and that may be close to their life experience, partners will start the research (theory) section with a question. Here is a table with a proposal for each topic. Once the question has been defined, partners should think about what information and materials they should provide to students to solve the problem. This content can be taken from the workshops conducted for the IO2 training. In order to make the activity more fun, partners will use tools, games and AI elements provided in IO1 to create more interactive and attractive research tasks. To complete the research, partners should think about how they will assess that users have developed the knowledge necessary to solve the problem. This can be done with a reflection activity, quiz, breakout, or game.

Learning activities Template

Use this template to design and develop the two Learning Activities.

Question/Problem	*Can AI help us promote sustainability?*
Level (Basic/Advanced)	Basic

Introduction

Initially, children come in contact with the humanoid robots Pepper and Nao.

The term "Artificial Intelligence" is clarified through interactive activities, and students learn the five basic ideas of artificial intelligence.

In the end, the children try to find ways in which artificial intelligence can change the world and, in particular, how AI can help us promote sustainability.

Process

Students watch a short video with Pepper and Nao, two humanoid robots who welcome them to the world of artificial intelligence. Pre-existing knowledge of artificial intelligence is identified, and through an interactive game in Wordwall (https://wordwall.net/resource/29790241) and the book "Artificial Intelligence for Kids", the term AI is clarified.

Getting involved with Learning activities, students:
1. Understand how AI sees the world,
2. Get familiar with AI applications in everyday life (Google, Google Maps, YouTube, Netflix, Apple Siri, Amazon Alexa, face recognition)

3. Play the "Guess who game" and understand how AI makes choices
4. Are concerned about how AI can change the world
   VR glasses, 360-degree video and Merge cubes are used to raise awareness about the correlation between environmental pollution, the greenhouse effect, the melting of ice and the extinction of polar and ocean organisms.

Therefore, the need to protect the environment from non-biodegradable waste leads to the final activity.

Final activity

Finally, to promote sustainability of polar and ocean organisms, students use Quarky and Pictoblox to programme a system to differentiate the waste based on its type. If it detects biodegradable waste, the LEDs Quarky's matrix will turn green and say, "biodegradable waste". If it is non-biodegradable waste, the LEDs will turn blue (or red) and say "non-biodegradable waste".

https://youtu.be/guXGsrvn2Gg