IO3 – School Program for Primary Education Students

Tutor Handbook Template

Introduction to the Tutor Handbook

The aim of this short handbook is to support you, as an experienced tutor, to use the Generation AI Lesson Plans with learners in your group. If you are currently working as a Primary Education Teacher, this handbook will help you to introduce the Generation AI Lesson Plans in your workplace. When developing these Lesson Plans, the focus has been to support young learners in developing an evidence-based understanding of the complexities and basic principles of AI, computational thinking, and how they can be integrated in teaching learning to promote creative problem solving, resilience, and design thinking.

This Lesson Plan belongs to the Communication and Collaboration topic and is targeted to children between 6 to 8 years old. This topic aims to provide learners with the basic knowledge of this competence and how AI can be used to solve daily life problems related to this skill.

Introduction to the Competence

The DigCompEdu Competence framework lists 22 competences across six competence areas, which aim to support teachers to identify and develop the competences they need to be able to teach in digitally enhanced formats. Communication and collaboration are listed as competence number 6.2, under the competence area: Facilitating Learners' Digital Competence. Through this framework, this competence is defined as: "to incorporate learning activities, assignments and assessments which require learners to effectively and responsibly use digital technologies for communication, collaboration and civic participation."

The aim of the lesson plans and challenges presented in this module is to support primary teachers to apply AI tools in their teaching practice, to support young learners to develop their digital competences in relations to online communication and collaboration; and to better understand how AI can be used for communication.

Elements of the Lesson Plan

Video

This video is an explanation of How Ai can help us with ordering a pizza. This video is the first element of the Lesson Plan, and you can find it in the platform of Generation AI project as an embedded video on YouTube. It helps to contextualize the following elements of the lesson plan: investigation and game.

Learning Activity

The second element that you will find in the Lesson Plan is a learning activity with a problem-based task. This task consists of a guided activity that aims to help students come up with a reflection about a question/problem proposed.

This question/problem aims to give learners the opportunity to know how AI can affect their daily lives in a simple and ludic way.

In this lesson plan, the question/problem is Can google help you order your favorite pizza?

As this is a guided learning activity, you will need to ensure that students follow each of the steps and links provided in the activity. If you need to use any other resources, feel free to do so and intervene during the activity.

Challenge

This last element of the Lesson Plan is an AI-based challenge tutorial game. It aims to be the most ludic part of the lesson plan and pretends to conclude with the knowledge acquired during the lesson plan.

The tutorial is related to the Communication and Collaboration and is created to help students develop their own game using Machine-based learning and Scratch 3.0

It can be used and played directly in the platform as it is an embedded element.