

IO3 – School Program for Primary Education Students

Tutor Handbook – SIGLO22



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 'Information and Media Literacy' topic and is targeted to children between 9 to 11 years old. This topic aims to provide learners with the basic knowledge of this competence and how AI can be used to solve daily live problems related to this skill.

Introduction to the Competence

The 'Information and Media Literacy' is the first topic located in the last competence of the DigCompEdu: *Facilitating Learners' Digital Competence*.

It aims to incorporate learning activities, assignments and assessments which require learners to articulate information needs; to find information and resources in digital environments; to organise, process, analyse and interpret information; and to compare and critically evaluate the credibility and reliability of information and its sources (DigCompEdu, 2016).

This Lesson Plan is aimed to develop these skills in young learners through Artificial Intelligence tools. In this case we will be using voice assistants, that can help children searching for information, or developing critical thinking.

Elements of the Lesson Plan

Video

This video is an explanation of the Artificial Intelligence tools that can help people searching for information or developing critical thinking. These tools

are mostly voice assistants, such as Siri, Alexa or Ok Google. 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 of YouTube. It helps to contextualize the following elements of the lesson plan: learning activity and challenge.

Learning Activity

The second element that you will find in the Lesson Plan is a research 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 AI can help me with my science exam?*

As this is a guided task, 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 in the course of the activity. You may also be asked to open some of the voice assistants with them in the classroom, or you can use any tablet, iPad or device with these tools.

Challenge

This last element of the Lesson Plan is an AI based 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 'Information and Media Literacy' and is created to help students develop their own game using Machine Learning for Kids.

The tutorial is a step-by-step guide about how to create an AI game and you can find it in the platform as the last activity of the lesson plan.