**Lesson plan**

-------------------------------------------------------------------------------------------------------------------------------

| Author: Francesca Panichi |
| --- |

| Lesson title: Welcome to the World of AI: Robot Friends and Digital Brains! |
| --- |

| Lesson brief description  Discover artificial intelligence in 4 steps starting from the question what is artificial intelligence to create an awareness through the game of what it is and what it can become  Students start by thinking and reasoning that a computer is a machine that learns and becomes more intelligent, just like a child going to school. Artificial Intelligence is just that: a set of technologies that allow computers to think, learn and solve problems just like a human would.  AI works through "algorithms", which are the series of instructions that the computer follows to perform a task. These algorithms are "trained" with a large amount of data, so that the computer learns to recognize patterns, make predictions and make decisions.  The first lesson sees the introduction of AI through games and videos, going to see the function of AI, while in the second lesson, the students produce presentations answering the question "what would you like AI to do in the future?" |
| --- |

| Time (Lesson duration): 2 lessons (45 minutes each) |
| --- |

| Methodology: (group, individual, peer assessment, brainstorming, etc…)  Brainstorming, individual and group work, presentation, peer and teacher assessment. |
| --- |

| Materials needed:   * PowerPoint, Canva or Google Slides presentation * Explanatory videos about AI (see useful resources) * Images of AI examples in real life * Whiteboard or flipchart * Markers or colored pencils |
| --- |

| Students’ age: 12 – 14 years old |
| --- |

| Aims/Goals or SWBATs (Students will be able to......)   * Introduce children to the concept of Artificial Intelligence (AI) * Understand how AI is present in everyday life * Spark curiosity and interest in technology * Promote critical thinking about the use of AI |
| --- |

| Lead-in *What’s going to happen here to introduce your students to the topic?* Time 30 min  The lesson starts with an engaging Question: "Have you ever heard of Artificial Intelligence? What comes to mind?"  The Brainstorming: Collect children's ideas on the board and Explain that AI is like a computer that learns and makes decisions.  Show examples of AI in daily life (smartphones, voice assistants, video games and Show short videos that explain how AI works in a simple way. |
| --- |

| *What key-concepts could teachers focus on? What needs to be pre-taught?* Time \_\_\_\_\_  The teacher could focus on monitoring the discussion and provide certain links introduce the concept that AI should be used responsibly to EU regulations. Some vocabulary should be pre-taught (Machine learning, Artificial Intelligence, Big Data etc). |
| --- |

| List of activities with brief description of each one and time for each one:  1-Introduction (15 minutes)   * Engaging Question: "Have you ever heard of Artificial Intelligence? What comes to mind?" * Brainstorming: Collect children's ideas on the board. * Simple Definition: Explain that AI is like a computer that learns and makes decisions.   2-What is AI? (30 minutes)   * Presentation: Show examples of AI in daily life (smartphones, voice assistants, video games). * Videos: Show short videos that explain how AI works in a simple way. * Discussion: Ask children if they have already interacted with AI and how it felt.   3-"What would you like AI to do in the future?" (45 minutes)   * AI Storytelling: Create stories where characters use AI in creative ways. * Robot Drawing: Children draw how they imagine a smart robot would look like. * Presentation: create presentation of AI on the future   4-Discussion and Reflections (30 minutes)   * AI Ethics: Introduce the concept that AI should be used responsibly. * Open Questions: Are there things AI shouldn't do? * Conclusions: Summarize key concepts and emphasize the importance of understanding AI. * Show the presentation. |
| --- |

| *What are other follow up (or homework) activities that can be included?*  Homework would be to search on the Internet for official EU regulations of AI find link and post it on the Padlet |
| --- |

| *What methodology / activities are used for assessment?*  Assessment would be of two parts.  Part 1: Find examples of how AI is used in different fields (such as medicine, education, art or the environment) and show in the padlet  Part2: Search for information on the most important figures in the field of AI (such as Alan Turing, Marvin Minsky or Fei-Fei Li) and tell their story and their contribution in the padlet |
| --- |

| Other thoughts about this lesson plan:  Adapt the assignments to the age and interests of the students. Give clear instructions and provide support materials (such as videos, articles or websites). Encourage collaboration and discussion among students. Evaluate tasks constructively, rewarding creativity, commitment and critical thinking. |
| --- |