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| **TITLE: Let's get fun with an AI!** |

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| LEARNING SCENARIO | | | |
| ***School:*** | | Duration (minutes): | 90 |
| Teacher: |  | Students  age: | 10 |

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| Essential Idea: | Let's create an AI funny computer game with Scratch! |

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| Topics: |
| * designing, creating and writing in a visual programming language: ideas, stories and solutions to problems of varied complexity * experimenting with AI * civilization related implications of AI |
| Aims: |
| * design and create simple programs * understand the concept of variable, define and use variable it in their programs * test models related to recognition |
| Outcomes:   * creating and testing simple program that use Body Sensing blocks |
| Work forms:   * individual work, work in pairs, group work   Methods: |
| * presentation, talk, discussion, interactive exercise |

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| **ARTICULATION** |
| The course of action (duration, minutes) |
| **INTRODUCTION** |
| The teacher leads a conversation in which students revise the commands and skills of working in Scratch: adding blocks (Body Sensing, Face Sensing, Hand Sensing), opening a new project, adding backdrops and sprites, sharing a project, downloading a project to a computer.  They are reminded of how the loop works, as well as boolean operators.  **Announcement of the goal of the lesson:**  We will create a fun game by using Face Sensing blocks, loops and boolean operators. |
| **MAIN PART** |
| The teacher shows, explains and guides the students in the first practical task:  Graphical user interface, text, application, chat or text message  Description automatically generated  Based on the previous example, students design their practical work individually and/or in pairs:  **Interactive exercise 2:**   * Open the Scratch. * Create a New project. * Add a Sprite and Backdrop. * Create your project by using blocks: Motion, Looks, Sound, Event, Control, Body / Hand / Face Sensing). * Test and save your project. * Present your project to the students in the class. Discuss. Peer evaluation. * Save your work to the class e-portfolio. |
| **CONCLUSION** |
| We can build tools that will look for particular features, like the face expressing. These tools are designed and used by people - people like us decide how a computer behaves in response to human motion, meaning that people are in control of what an AI system does. |

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| Methods | Work forms |
| ***presentation interview***  ***talk/discussion demonstration***  ***work on the text role playing***  ***graphic work***  ***interactive exercise /simulation on the computer*** | ***individual work***  ***work in pairs***  ***group work***  ***frontal work*** |

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| Material |
| * Scratch * https://mitmedialab.github.io/prg-extension-boilerplate/create/ |

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| Literature   * https://dancingwithai.media.mit.edu |

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| **PERSONAL OBSERVATIONS, COMMENTS AND NOTES** |
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