



TITLE: Let's get fun with an AI!

LEARNING SCENARIO

School:	Duration (minutes):	90
Teacher:	Students age:	10

Essential Idea:

Let's create an AI funny computer game with Scratch!

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

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:



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.



Methods

presentation
talk/discussion
work on the text
graphic work
interactive exercise /simulation on the computer

Work forms

individual work
work in pairs
group work
frontal work

interview
demonstration
role playing

Material

- Scratch
- <https://mitmedialab.github.io/prg-extension-boilerplate/create/>

Literature

- <https://dancingwithai.media.mit.edu>

PERSONAL OBSERVATIONS, COMMENTS AND NOTES

