**AI Basics for Schools MOOC
AI Learning Activity**

WHAT IS AN AI LEARNING ACTIVITY?

An AI learning activity is a short activity that encourages the use of AI tools and technologies in the classroom. You can select one of the activities presented in this course and adjust it to your teaching context. You don’t have to create an activity from scratch, but should you wish to give it a try, feel free to do so.

BASIC INFORMATION AT A GLANCE

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Provide basic information about your AI learning activity:

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| Name of author: | Cristina Blaya Góngora |
| Subject: | *Technology, ICT* |
| Title of activity: | *Describing and understanding machine learning* |
| Topic of activity: | *Experiment with machine learning* |
| Learning objectives: | *That they are able to make AI with a simple program using models and repeating the process to understand how the machine begins to learn* |
| Preparation time: | *30 minuts* |
| Teaching time: | *2 hours*[*https://en.akinator.com/*](https://en.akinator.com/)[*https://learningml.org/scratch*](https://learningml.org/scratch)*URL guided activities by Juan David Rodríguez Pando:*[*https://web.learningml.org/actividades/*](https://web.learningml.org/actividades/)[*https://youtu.be/27oDM08Hsv4*](https://youtu.be/27oDM08Hsv4) |
| Materials needed: | *Personal computers or ITC classroom, projector, Internet connexion* |
| Age of students: | *11-12* |
| Other relevant remarks: | *Number of students: 20.**The activity is suited for hybrid/online/physical classroom* |

SHORT DESCRIPTION OF YOURAI LEARNING ACTIVITY

Introduce the activity by asking the students:

What is AI?
How the machine is able to learn?

Tell them that they will watch Akinator web. <https://en.akinator.com/> And showing the behaviour of Akinator with two known characters (One Pokemon and someone real such as Rafa Nadal or similar).

Do a decision tree and retry how the machine is doing this process.

Define machine learning. See: <https://web.learningml.org/en/home-spanish-en-translation/>

See this video in Spanish: <https://youtu.be/27oDM08Hsv4>

And reproduce the examples in scratch LearningML URL: <https://learningml.org/scratch>URL guided activities by Juan David Rodríguez Pando: <https://web.learningml.org/actividades/>

EARN AN EXTRA CERTIFICATE

Are you ready to take your activity to your classroom? We invite you to add it to the [Code Week map](https://codeweek.eu/events) to get an extra certificate.