

Activity 1.1.2 - Class questionnaire

Estimated duration	40 minutes
Requirements	None
Hardware and Software tools used	In class: - Kahoot - Computer for the teacher - Smartphone for each student Online: - Kahoot - Online meeting platform - Digital device for all
Type of assessment	Closed questions (multiple choice) / Oral discussion
Glossary	Artificial intelligence, Robots

Procedure

1. **[Optional] Pre survey:** before doing this activity, teachers can send the questionnaire (see resource for Teacher) to their students in order to collect some information on their belief and ideas about AI. Some of the questions will be also discussed in class. If teachers use groups' methodology this point is essential.
2. **Guided practice:** the teacher opens a Kahoot quiz (see resources for Teachers) and shares their screen with the students. The teacher then shares the pin code of the quiz with the students and waits for them to enter the quiz. Next, the teacher starts the quiz and the fun begins. Students answer a set of questions about AI. Answering the question correctly and fast increases the number of points a student can gain. At the end of the quiz, the winner is announced and rewarded with their prize.
3. **Check for understanding:** in between questions, the teacher can discuss results (especially if the answers are very mixed) to gain an understanding of why students believe certain answers to be correct. This can also be used as an opportunity to clear up misunderstandings.
4. **Closing:** to close the lesson, a short discussion can be held on what the students have learned from the quiz, e.g. by asking them what the most unexpected answer was that they have seen. Moreover, it can be discussed why it is important to know the answers to today's quiz questions.

Troubleshooting

Possible issue	Possible solution
Not every student might have a personal smartphone to participate.	For the In class modality, an 'unplugged' version could be made, e.g. giving each student a coloured piece of paper related to the answer options which they need to hold up to answer the questions.
A lagging internet connection might lead to people dropping out of the game.	For the In class modality, an 'unplugged' version could be made, e.g. giving each student a coloured piece of paper related to the answer options which they need to hold up to answer the questions.

Resources for teachers

Guided practice:

- Link to pre-activity student questionnaire
 - https://docs.google.com/document/d/1lHz62ryWClutrg43dZ8JZS7bAD1OUrUt0Y5zMlngCes/edit?usp=drive_web&oid=103492945504135362084
- Link to the Kahoot quiz
 - <https://create.kahoot.it/share/class-quiz-on-ai/0c2b652c-1ad7-4bb8-99fe-ac64a336ff4d> (ENGLISH)
 - <https://create.kahoot.it/details/44022769-b19e-4332-9a1c-48eb8de19f21> (BULGARIAN)
 - <https://create.kahoot.it/details/3fc7cbfb-7e11-4fc4-b38c-b4821bf7f43e> (GREEK)