

Activity 1.3.2 - Is it AI or not?

Estimated duration	15 minutes
Requirements	Finishing the previous topics of this module
Hardware and Software tools used	- Computer for the teacher - Scratch (web-based) - Kahoot / Google form (web-based) - Prepared set of cards (in case of independent practice)
Type of assessment	Multiple choice

Procedure

- **Anticipatory set:** the teacher can use a flowchart or a scratch program (see resources for Teachers) to demonstrate how one can identify whether something is AI or not. This short demonstration can be used to introduce the activity of today.
- **Independent practice:** students are divided into groups. Each group gets a deck of cards describing different technologies. The students have to categorize the cards into “AI” and “Not AI” (an “Unsure” category may also be added). For the cards in the category “AI” students can further categorize those, e.g. based on the type of AI or how it can help humans. The same activity can be also done with Kahoot or Google form.
- **Guided practice:** the activity described for independent practice can also be organized as guided practice. In that case, different parts of the classroom can be assigned as certain categories. When the teacher mentions a technology, students are asked to walk towards the part of the room that they believe to match the category of the technology.
- **Online Kahoot:** teacher can also use the kahoot (see resource for Teachers)
- **Check for understanding:** whether this activity is done as an independent or guided practice, it is important to keep asking students “why?”. This can help them to understand what characterizes an AI technology and how they can recognize it in the future.
- **Closing:** the activity can be closed with a short reflection on what the students have learned and why it is important for them to be able to recognize AI technology in their daily lives.

Troubleshooting

Possible issue	Possible solution
The activity might be too short or not engaging	Different decks of cards with different technology can be made that are exchanged between groups so that they can repeat the activity with new input.

Resources for teachers

Anticipatory set:

- Flowchart
<https://drive.google.com/file/d/1kULr8kfd0ICDftW7DiJeVHypsQ13T2CU/view?usp=sharing>
based on the article “What is AI? We drew you a flowchart to work it out” by Karen Hao
Link to the article:
<https://www.technologyreview.com/s/612404/is-this-ai-we-drew-you-a-flowchart-to-work-it-out/>
- The scratch program to use for demonstration can be found here:
<https://scratch.mit.edu/projects/371119352/>
<https://scratch.mit.edu/projects/612119810> (GREEK Version)

Independent practice:

- List of possible technology to test
https://docs.google.com/document/d/113RICQhSaNKReVY8_SdkwSm3JjQTVNkQLiyQ8YG8F6M/edit
- A detailed description of the activity (including examples of technologies to use) can be found in step 3 here:
<https://www.digitaltechnologieshub.edu.au/teachers/lesson-ideas/ai-lesson-plans/recongnising-ai>

Online Kahoot:

- Online kahoot with questions for the activity (in english)
<https://create.kahoot.it/share/ai-or-not/14b41d9b-6c0c-45c9-adf5-d4fcf53cc668>
<https://create.kahoot.it/details/90e6ec53-97df-4c26-9527-dbd9ea6e0899>
(BULGARIAN)
<https://create.kahoot.it/details/db88ffce-8df5-427e-8bca-e3ce6a284dd6> (GREEK)