

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

Provide basic information about your AI learning activity:

Name of author:	DAYSI MIREYA ERREYES PINZON
Subject:	<i>Allow the student the possibility of learning to design algorithm for problem solving. Design the solution graphically, using the Pictoblox tool.</i>
Title of activity:	<i>Create your projects with Artificial Intelligence and Machine Learning</i>
Topic of activity:	<i>Create an algorithm that allows to recognize the geometric figures (square, triangle and circle)</i>
Learning objectives:	<i>Solve problems using learning software</i>
Preparation time:	<i>2 horas</i>
Teaching time:	<i>1 hora</i>
Materials needed:	<p>Software https://pictoblox.uptodown.com/windows https://teachablemachine.withgoogle.com/</p> <p>Resource <i>Image for activity</i> https://drive.google.com/file/d/1ojtxZFweJZtk9Brul5w7NtDnf4WFh7fj/view?usp=sharing <i>Program at Pictoblox</i> https://drive.google.com/file/d/1gNkCq8MQE1MlqnDf9POedoE67U_fUk1t/view?usp=sharing</p> <p>Description of activity https://daymire.wordpress.com/2021/03/31/ai-learning-activity/</p>
Age of students:	<i>9 años</i>
Other relevant remarks:	<i>Through this activity, not only will the student be able to develop applications not only in the school environment, but also to understand and develop applications in various work and professional environments.</i>

SHORT DESCRIPTION OF YOUR AI LEARNING ACTIVITY

To carry out this activity, I will begin by presenting the topic, the objectives, the time to carry out the activity, and how to download and install the Pictoblox tool step by step, depending on the operating system that the student uses to carry out the task; As clearly explained, the desired result with the execution of the algorithm that solves simple problems to get started in the world of programming and problem solving in the real world.

To better understand how to solve problems using a computer, you need to consider the following questions:

- What is a problem?
- What is the statement of a problem?
- What is the procedure you follow to solve a problem?
- What are the phases of computer problem solving?
- What is an algorithm?
- What are the characteristics of an algorithm?
- What are the input and output data?

Once these questions have been answered, the student will be able to carry out the following exercise proposed for the class, first he will choose at least 10 images for each figure, 6 more images to train the machine, secondly, design an algorithm that solves the problem, using blocks using the tool Pictoblox, considering the proper use of each of the Pictoblox blocks,

The problem to be solved is the following: "Recognize the figures (square, triangle and circle)".

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](#) to get an extra certificate.