

Discovery of Artificial Intelligence: ARTificial Intelligence Artists

Designed for learners in Grades 3-5



Course Description:

When science and art merge, what do we get? Wonder. Students will explore various artistic media and the core concepts of artificial intelligence as they unleash their inner-creative through fifteen wonder-based lessons.

Equipment, Curriculum, and Training Available:

- 15 Lesson Hours
- Curriculum and supporting materials
- Ongoing product and curriculum support
- Professional development
- Facilitation by a trained STEM instructor (optional)

Lesson	Learning Target Examples
1. Creating with Technology	Define art and technology.
2. Predictive Drawing	Compete against Google AI's "QuickDraw".
3. Lyric Recognizer	Create text recognition models with Google's Teachable Machine.
4. Smart Dancing	Complete an interactive AI game using PosNet.
5. Machine Learning Music	Create music with AI using Google's AI Experiments.
6. The Art of Gaming	Explore how art, AI, and video games can be combined.
7. DeepFakes	Discuss the ethical implications of DeepFake in society.
8. Spot the Difference	Identify similarities between AI and human generated art.
9. Painting Picker	Develop an image recognition model that can spot "knockoffs".
10. Generative AI Art: Images	Practice writing prompts to generate unique AI images.
11. Generative AI Art: Literature	Create and evaluate AI-generated poetry.
12. Interactive Sculptures	Create physical sculptures based on AI-inspired images.
13. Artistic Style Transfer	Explore how AI is used in music and painting to generate a song or painting "in the style of" another artist.
14. The Ethics of AI and Art	Author mock-legislation on how to ethically use AI in the world of art.
15. AI Artistic Statement	Create an art project using AI.