

Exploration of Artificial Intelligence: Character Alsland

Designed for learners in Grades 6-8



Course Description:

Welcome to Character Alsland: a digital paradise where you can meet and interact with AI replicas of celebrities, fictional characters, historical figures, and even yourself! Students will explore text, voice, image recognition, and chatbots.

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. The "AI" in Character Alsland	Define artificial intelligence and interact with examples of AI.
2. Scratch Chat	Learn the basics of block coding in Scratch to create a simple chatbot.
3. Text Ya L8R!	Use a basic machine learning model to recognize and respond to text.
4. The Voice of AI	Interact with and reverse engineer a virtual assistant.
5. A-Eye	Explore examples of AI image recognition.
6. Date with Data	Collect and annotate a set of data for an AI model.
7. Facial Recognition	Train a machine learning model to recognize a variety of faces and emotions.
8. Character Poses	Follow a tutorial to create a "pose tracking" game in Scratch based on a short comic story.
9. Different AI for Different Problems	Explore different AI strategies such as classification, prediction, and sequential decision making.
10. Virtual You	Use AI and machine learning to program a "virtual you" chatbot.
11. Getting Down to Business	Use AI language models to develop a business idea and advertisement.
12. The Ultimate Crossover Episode	Use AI language models to create character sketches and interactions.
13. The AI Art Gallery	Practice generating AI images by entering specific prompts and styles.
14. Hearing Voices	Create AI-generated voices, speeches, songs, and translations.
15. Debate: "Dark Side" of AI	Debate how much data AI should have access to in the future.