FACILITATE-AI

"Guidelines for facilitating the learning of Artificial Intelligence (AI) by School Students of Grades 7-12"
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NEWSLETTER

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NEWS

FACILITATE AI project – Kick-off

The FACILITATE-AI project is a project funded by the ERASMUS+ Programme, with reference number: 2021-1-CY01-KA220-SCH-000032567. It is coordinated by the Cyprus Mathematical Society.

The FACILITATE-AI project's aim is to support school teachers (the facilitators of learning) in developing an inquiry base and evidence-based understanding of the complexities and principles of AI, the algorithmic creative thinking, and how these can be integrated in the school students' learning process for promoting creative problem solving,

The coordinator is the Cyprus Mathematical Society and the partners are: Plovdiv University Paisii Hilendarski (Bulgaria), Instituto Politecnico Do Porto (Portugal), Universitatea Spiru Haret (Romania), Prof. Ivan Apostolov Private English Language School (Bulgaria), ITC Pacle Morante Limbiate (Italy), Institute of Accelerating Systems and Applications (Greece), Doukas School (Greece) and University of Cyprus (Cyprus).

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Project Objectives

The objectives of the project (described briefly) are:
- Support school teachers "facilitators for learning" in their understanding of AI use in everyday life;
- Prepare school teachers to develop competence for becoming good facilitators of learning AI to their students, considering applications, strengths, and weaknesses, in line with Digital Competence Framework 2.0 and Digital Education Framework;
- Contribute to the Enhancing of digital skills and competences for the digital transformation, which requires basic digital skills and competences from an early age such as good knowledge and understanding of data-intensive technologies, such as artificial intelligence;
- Support teachers and students in developing problem solving skills, computational thinking and design thinking involving AI tools and methods. SUPPORT THE NEEDS OF TARGET GROUPS: The main target audience of the project is the teacher group facilitating the learning of students of grades 7-12.

RESULTS COMING UP

Result 1: AI Teaching Guide for teachers facilitating the learning of students in grades 7-12

The 1st result of the project will produce a guide for the target group teachers to enable them to introduce AI to students (grades 7-12). The AI Teaching Guide will set the Pedagogical and Learning Framework that will describe among others the competences teachers need to acquire/develop in order to successfully facilitate AI learning. Furthermore, the guide will include national reports from each partner country that will describe the current situation in relation to AI and education, an AI Curriculum Design and Format, and a set of creativity and learning plans that will provide teachers with the ideas, knowledge and resources needed to facilitate such activities in classroom.

Additionally, R1 will provide resources and develop the content of a C1 training event that will aim to enable partners' staff to fully comprehend the concept of AI and how it can be best approached in secondary education.
To facilitate the training event, in the context of R1, partners will develop sample AI L&C Plans. Competences for understanding the concepts of AI and how these can be used in the learning process of the Grades 7-12 in STEAME subjects and beyond will be determined and developed in the C1 training.

The aim of the content for the C1 Training is to support teachers from partner organizations to develop knowledge and skills in preparing AI L&C Plans for schools. The training will be organized before the development of L&C plans under R1. The main innovation of R1 is the creation of a model for an AI Learning and Creativity Plan (L&C Plan) that can be used by any teacher of any field to embed AI learning and thinking in their teaching for the Result Description (including: needs analysis, target groups, elements of innovation, expected impact and transferability potential)

Result 2: Training Course for Facilitators of learning in AI-STEAME education

The target group in Result 2 are teachers and facilitators of learning from the European countries participating in the project proposal. Innovation and challenge are the development of an appropriate training course for learning to use teaching materials and learning resources for students from different countries and schools supporting the age groups (grades 7-12) as such a Programme with special AI L&C Plans does not exist.

The development of the training modules and the implementation and validation through piloting of the training course (through C2 STT activity) with teachers and facilitators will ensure security and sustainability in the training of future students. The harmonization of the training objectives and approaches in AI training in the participating European countries is one of the main tasks of the project proposal and this will facilitate the transferability within the full curricula subjects.

The expected impact is that now European Teachers and Facilitators of Learning will not only have a course that will tell them what is AI but a course that will train them how to use it and apply it in the teaching process so it is learned by school students and more over they will be able to be creative around it.

Result 3: Dynamic Online Learning Environment with OER on AI in interdisciplinary STEAME school subjected with a set of Blueprint Policy Recommendations

With the rapid advancement of technology and the changes in behavior, expectations and digital skills of the students it is becoming more crucial to support teachers to adapt to the needs of this generation of "digital natives"

AI is one of the most important applications of the data economy, and the European approach to AI will need to be underpinned by a strong focus on skills to fill competence shortages.
One of the underlined needs is to raise awareness of AI at all levels of education. Thus, we will not only teach but also apply new approaches by developing the R3 Dynamic Online Learning Environment with OER on AI.

Research shows that by introducing AI in school education we will secure the provision of skills by 2030. The rapid development of technology is very high speed compared to the adaptation of the education systems. Thus, the early adoption of these skills in the learning process should lead to faster and easier adaptation of students to the work environment after schooling and with the studies prepare them for the jobs and qualifications of the future.

EVENTS AND ACTIVITIES

Kick-off Meeting in Cyprus

The project consortium had its first physical meeting held in Cyprus on March 10-11, 2022. The partners discussed various matters, like the dissemination and quality assurance strategy of the project. The discussion included plans of action for the project results.

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