FACILITATE-AI

**"Guidelines for facilitating the learning of Artificial Intelligence (AI)
by School Students of Grades 7-12"**
www.facilitate-ai.eu

NEWSLETTER

December 2022   Co-funded by the European Union   **Issue No 2**

NEWS

FACILITATE AI project – 11 months later…

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 into 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 the University of Cyprus (Cyprus).

To communicate with the project, write to: projects@cms.org.cy, info@facilitate-ai.eu

Project Objectives

The objectives of the project (described briefly) are:
- Support school teachers as "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 competencies for digital transformation, which requires basic digital skills and competencies from an early age such as good knowledgeand 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

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 of 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 competencies 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 Learning and Creativity (L&C) plans that will provide teachers with the ideas, knowledge and resources needed to facilitate such activities in the classroom.

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 in their teaching, including needs analysis, target groups, elements of innovation, expected impact and transferability potential.

The project consortium is currently finalizing the development of the aforementioned L&C plans that were determined during the C1 training course. In due course, the L&C plans will be published on the Education Observatory space on the project's website. You can visit the website by clicking HERE.

C1 TRAINING COURSE FOR SCHOOL TEACHERS

The Facilitate AI project has developed the content of a C1 training course aimed at enabling 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 Result 1, partners developed sample AI L&C Plans. Competencies 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 were determined and developed during the C1 training. For more information regarding the course, click HERE.

EVENTS AND ACTIVITIES

C1 Short-Term Joint Staff Training in Sofia, Bulgaria

The project consortium held its C1 short-term joint staff training activity in Sofia, Bulgaria on 7-9 September 2022. The aim of the C1 Training was to support teachers from partner organizations to develop knowledge and skills in preparing AI Learning and Creativity (L&C) Plans for schools. The training was intentionally organized before the development of L&C plans under Result 1. To view the C1 training programme, click HERE.

Second Transnational Project Meeting in Plovdiv, Bulgaria

The project consortium held its second transnational project meeting in Plovdiv, Bulgaria on 22 and 23 November 2022. The partners discussed various matters, like the progress of the project's results and the developed Learning and Creativity Plans that were determined during the C1 training. Other topics of the meeting included the modules of the C2 training course, as well as the dissemination and quality assurance of the project. The meeting was successful and included detailed plans of action for the project's results. Click HERE for the full programme.

Subscribe to our newsletter

Click **HERE** to subscribe to our newsletter

GET IN TOUCH WITH US

Website: www.facilitate-ai.eu
Contact E-mails: projects@cms.org.cy, info@facilitate-ai.eu