



# FACILITATE-AI

GUIDELINES FOR FACILITATING THE LEARNING OF ARTIFICIAL INTELLIGENCE  
BY SCHOOL STUDENTS OF GRADES 7-12

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

Reference Number: 2021-1-CY01-KA220-SCH-000032567

### C2 Training course: Training on Artificial Intelligence (AI) content for adapting to school curricula

#### Result 2 – A2

**Module Number and Area/Topic: Module 3 - Solving problems of movement, speed, organization of our movement within the city with the use of AI tools**

**Module owners: CyMS**

#### Introduction and Broad Description of the Context and Goal of the area/topic addressed

Solving problems in mathematics and physics can be a very boring process for students. Solving problems in their real lives can be much more interesting, but sometimes it can be a very difficult process. An approach that links and combines the two with the use of some AI tools that are already available on their mobile phones, perhaps better pique students' interest. The combination of teaching between subjects such as mathematics, physics, history, computer science to approach a real need of our daily lives, seems to be now necessary.

#### Learning objectives and learning outcomes

- to evaluate, select, and use appropriate digital tools and technologies to represent capabilities and basic AI algorithms for planning, decision making, problem solving and learning
- to apply different digital tools and technologies to define problem and select appropriate way for problem solving
- to evaluate different digital tools and technologies that can be used to create knowledge and to innovate processes and products.
- to adapt appropriately various digital tools and technologies for knowledge formation in the learning process.
- to select, identify and evaluate appropriate learning games for teaching and learning
- to organize and share the learning resources
- to evaluate digital resources, connected with teaching through games.
- to select games developed using various AI-technologies and algorithms
- to interact through a variety of digital technologies
- to understand appropriate digital communication means for a given context.
- to share data, information and digital content with other participants in the learning process through appropriate digital technologies.
- to use digital tools and technologies for collaborative learning processes, and for co-creation of new data, resources and knowledge.

#### Competences

3.3.1. Creatively using digital technology

3.3.2. Using different digital tools and technologies for problem solving

- 4.1.1. Selecting, organizing and sharing of data
- 4.1.2. Evaluating information and digital content
- 4.2.1. Interacting through digital technologies
- 4.2.2. Sharing through digital technologies
- 4.2.3. Collaborating through digital technologies

**Instruments/Tools/Supporting Material/Resources to be used:**

PART 1	
<b>Learning Objectives</b>	<p>Presentation of Learning and Creativity Plan with title <b>“Solving problems of movement, speed, organization of our movement within the city with the use of AI tools”</b>.</p> <p>Through this presentation, trainees will be guided on ways they can approach the teaching of the following:</p> <ul style="list-style-type: none"> <li>• Calculate and solve problems of time, speed, shorter route, more economical route, more reliable route for planning in advance, etc</li> <li>• Information, acquaintance with the important points of the city from a historical, cultural, social, and political point of view</li> <li>• Use of AI tools to plan routes or make real-time trips</li> </ul>
<b>Learning Outcomes</b>	Information about ways to approach the teaching of the above in a creative and interdisciplinary way and with the use and assistance of AI Tools.
<b>Competences</b>	3.3.1. Creatively using digital technology 3.3.2. Using different digital tools and technologies for problem solving 4.1.1. Selecting, organizing and sharing of data 4.1.2. Evaluating information and digital content 4.2.1. Interacting through digital technologies 4.2.2. Sharing through digital technologies 4.2.3. Collaborating through digital technologies
<b>Activities</b>	Introducing new AI Tools such as: SmartGuide

PART 2	
<b>Learning Objectives</b>	Creation of an automated Power Point Presentation from a word file.
<b>Learning Outcomes</b>	Transform and prepare a word file in a way that can be converted to a professional Power Point Presentation
<b>Competences</b>	4.2.2. Sharing through digital technologies
<b>Activities</b>	Transform and prepare a Learning and Creativity Plan in a word version, to a professional Power Point Presentation