



# 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: **Verification of training curriculum and developed learning materials**

#### Result 2 – A3

**Module Number and Area/Topic: 3.4. Pathway to Innovation AI**

**Module owners: Spiru Haret University, Romania**

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

This workshop builds off prior activities involving choosing the most appropriate AI application for the task to be solved and for the field

Solving different problems manifested in current life and professional activities by means of AI tools.

#### **Learning objectives and learning outcomes**

By the end of the L&C Plan, users should be able to know and complete the following:

- Understanding the need for innovation, its role in education, and for company/society level
- Acquisition of basic knowledge of innovation AI tools and practical implementations at the level of school/company;
- Knowledge of techniques and methods to stimulate creativity and innovation;
- Mastering the operation of innovation management by identifying leaders, innovative teams, and innovative networks;

Upon completion of this COURSE activity, users will be able to:

- Master its own creativity in an AI environment;
- Learning the steps to move from creativity to experiments and applied research
- Research, development, innovation
- Developing skills for conducting experiments
- Learn how to protect ideas and how to cooperate
- Entrepreneurial development, business acceleration & oriented education
- Innovation ecosystems and technology transfer
- Clusters and strategic alliances and applied, Development of StartUps
- Digital transformation base on AI

## Competences

- Searching on the internet different AI tools and applications
- Choosing the appropriate AI tool/ app for the task to be solved
- Interacting and collaborating through AI technologies
- Research collaborating through AI technologies
- Awareness of risk associated with AI tools/apps
- Respecting safety and well-being

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

The best AI productivity tools by category:

- Open AI <https://openai.com/>
- Content creation (Copy.ai, Jasper, Surfer, Compose.ai, [Dynos ~ Create & Share Engaging Digital Content](#)),
- Text enhancement (Grammarly, Wordtune, Hemingway)
- Image generation (neural.love, Stable Diffusion, DALL·E 2, Illustroke), Image correction: InPaint <https://theinpaint.com/>
- Note-taking (Mem)
- Video creation (Fliki, Synthesia)
- Transcription (Otter)
- Slide decks and presentations (Beautiful.ai), Power Point generator <https://app.presentations.ai/>
- Research (genei)
- Automation (Zapier's OpenAI integration)
- Browsing Competition Activity ([BowseAI](#))
- AI in Sports
  - [7 Game-Changing AI Applications](#) (AI referee, AI personalized training and diet plans, AI Player Performance Monitoring, AI Scouting and Recruitment, Match predictions with AI, AI Ticket Sales, Automated sports journalism, Key concepts in the AI sports industry) <https://www.v7labs.com/blog/ai-in-sports>
  - BlockChain AI in sports Crypto sponsorships: [eToro Tennis Sponsorship](#), Tokenizing for athletes keep aspiring: [PlayerTokens](#), Smart tickets- [Eventchain](#), [SportsDataIO](#), Decentralization of Participation and Payments - [No Limit Fantasy Sports](#), [MyDFS](#), Fan Revenue Sharing - [Socios](#), Sharing Information with Fans - [Lympto](#)

<b>PART 1</b>	
<b>Learning Objectives</b>	<ul style="list-style-type: none"> <li>• Understanding the need for innovation, its role in education, and for company/society level</li> <li>• Acquisition of basic knowledge of innovative AI tools and practical implementations at the level of school/company;</li> </ul>
<b>Learning Outcomes</b>	<ul style="list-style-type: none"> <li>• Master its own creativity in an AI environment;</li> <li>• Learning the steps to move from creativity to experiments and applied research</li> <li>• Research, development, innovation</li> <li>• Developing skills for conducting experiments</li> </ul>
<b>Competences</b>	<ul style="list-style-type: none"> <li>• Searching on the internet for different AI tools and applications</li> <li>• Choosing the appropriate AI tool/ app for the task to be solved</li> </ul>
<b>Activities</b>	<p><b>Warm up:</b></p> <ul style="list-style-type: none"> <li>• Identifying different categories of AI tools/app</li> <li>• Creating an account, implementing the first test</li> <li>• Choosing the adequate tools</li> <li>• Learning how to use it in different tasks</li> </ul>

<b>PART 2</b>	
<b>Learning Objectives</b>	<ul style="list-style-type: none"> <li>• Knowledge of techniques and methods to stimulate creativity and innovation;</li> <li>• Mastering the operation of innovation management by identifying leaders, innovative teams, and innovative networks;</li> </ul>
<b>Learning Outcomes</b>	<ul style="list-style-type: none"> <li>• Learn how to protect ideas and how to cooperate</li> <li>• Entrepreneurial development, business acceleration &amp; oriented education</li> <li>• Innovation ecosystems and technology transfer</li> <li>• Clusters and strategic alliances and applied, Development of StartUps</li> <li>• Digital transformation base on AI</li> </ul>
<b>Competences</b>	<ul style="list-style-type: none"> <li>• Interacting and collaborating through AI technologies</li> <li>• Research collaborating through AI technologies</li> <li>• Awareness of risk associated with AI tools/apps</li> <li>• Respecting safety and well-being</li> </ul>
<b>Activities</b>	<p><b>Implement acquired knowledge</b></p> <ul style="list-style-type: none"> <li>• Creating an account on a AI Learning Platform dedicated to personalised learning (eg. Prodigy Education or Edpp)</li> <li>• Accessing video- tutorials</li> <li>• Solving Assessmnets</li> <li>• Interact and design a project using AI tools and solving the problems within team</li> </ul>

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