FACILITATE-AI

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

NEWSLETTER

NEWS

FACILITATE AI project – 20 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 to:
- 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.

RESULTS

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

The 1st result of the project produced a guide for teachers to enable them to introduce AI to students of grades 7-12. The AI Teaching Guide sets the Pedagogical and Learning Framework that describes the competences teachers need to acquire/develop in order to successfully facilitate AI learning. Furthermore, the guide includes national reports from each partner country, that describe the current situation in relation to AI and education. A recommended AI Curriculum Design and Format and a set of Learning and Creativity (L&C) plans are also included with the aim to provide teachers with the ideas, knowledge and resources needed to facilitate such activities in the classroom.

To access the full AI Teaching Guide for teachers facilitating the learning of students in grades 7-12, click HERE.

## C1 TRAINING COURSE FOR SCHOOL TEACHERS

The C1 training course on AI served as a critical component to provide essential training support for partners involved in R1. This training involved the development and validation of specific content elements, which, following peer evaluation of the AI Learning and Creativity (L&C) Plans, were integrated into various modules within the C2 FACILITATE-AI Course under R2.

The achieved outcome entails enhanced competences and skills set among partner participants, equipping them with the ability to proficiently develop practical methodologies for understanding AI and crafting customized AI Learning and Creativity (L&C) Plans suitable for school education. This training also enriched discussions among expert participants within the consortium by fostering a convergence of knowledge and competence in the fields of AI and Pedagogy, ultimately contributing to a deeper understanding of the project's objectives and outcomes.

To access the C1 Training on AI content for adapting to school curricula, click HERE.

DYNAMIC ONLINE LEARNING PLATFORM WITH OER ON AI

The development of the Dynamic Online Learning Platform with an Open Educational Resource (OER) comes at a pivotal time, given the rapid evolution of technology and the changing landscape of education. Raising awareness of AI at all levels of education is crucial, and this OER serves as a dynamic response to this need.
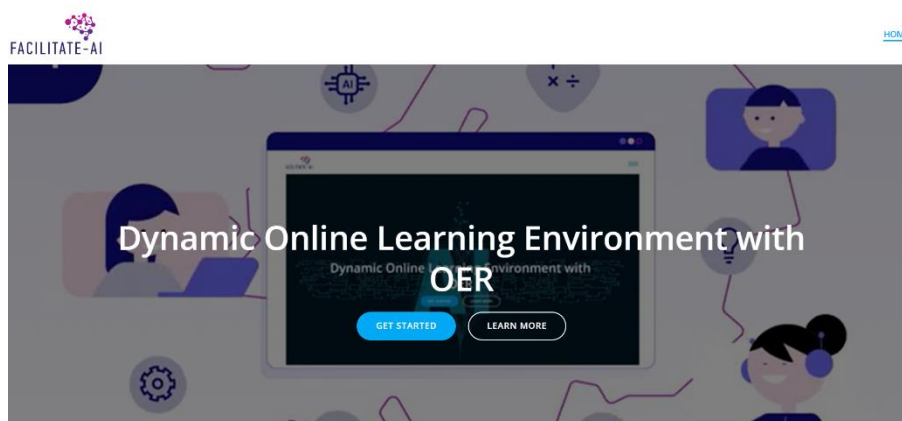
The goal of this OER is to foster multidisciplinary teaching and learning approaches, aligning with the demand for enhanced STEAME skills from an early age. Further to that, it aims to equip teachers with the necessary content, modules, and subjects to meet the high demand for AI education. In the OER teachers can access the C1 and C2 training courses, various L&C plans and webinars regarding the teaching of AI in

schools, a number of AI activities that teachers could implement inside and outside the classroom, as well as coming events on AI.

By fostering digital competence and skills, enhancing confidence in digital tools and approaches, and promoting collaboration among stakeholders, including schools, universities, research institutions, and businesses, the OER seeks to make a lasting impact. Students stand to benefit from engaging, technology-driven methodologies, while teachers can assume new roles as mentors and facilitators of learning, ultimately enhancing student interest, attention, and engagement through novel assessment and evaluation methods.

To visit the Dynamic Learning Environment and Observatory, click HERE.

EVENTS AND ACTIVITIES

C2 Short-Term Joint Staff Training in Athens, Greece

The FACILITATE AI C2 Training Course for Facilitators of Learning in schools, held from July 12th to July 15th, 2023, at Doukas School in Athens, Greece, brought together 31 participants for the matter

of fostering the learning of Artificial Intelligence (AI) among school students in Grades 7-12. This course aimed to equip teacher facilitators with the necessary knowledge and tools to effectively integrate AI-STEAME education into their classrooms. Participants were introduced to the key objectives and structure of the training program, emphasizing the importance of motivation, creative resources, and ethics of AI in education.

Throughout the course, participants engaged in a series of interactive modules designed to enhance their understanding and application of AI in education. They also had the opportunity to put their learnings into practice during the Practicum module, where they created AI-STEAME activities for their future teaching contexts. The trainees' creativity was showcased during the Trainee Presentations, where they shared their proposed activities of implementing AI-STEAME education in the classrooms.

This event not only fostered innovation and creativity in the classroom but also empowered teachers to prepare students for a future that is increasingly influenced by AI technologies.

To view the C2 training programme, click HERE.

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