



FACILITATE-AI

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

www.facilitate-ai.eu

NEWSLETTER

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NEWS

FACILITATE AI project – 23 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 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.

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](#).

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

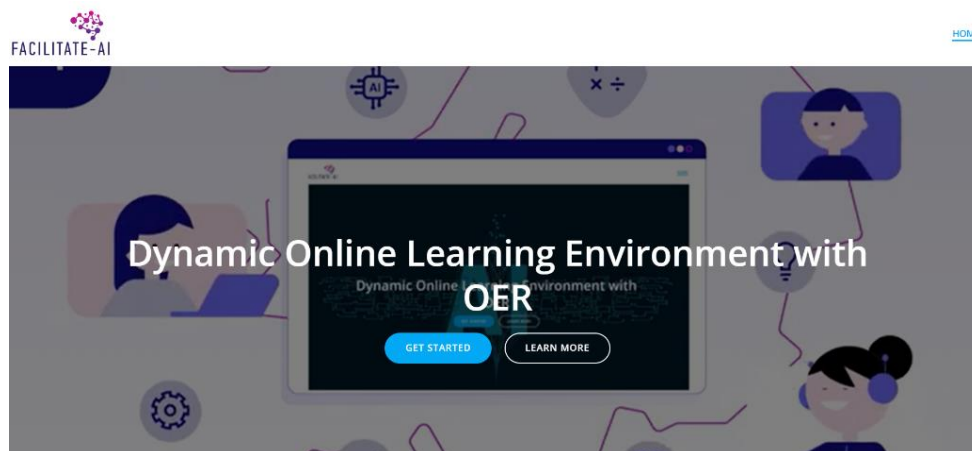
The project's 2nd result is a specialized training course for learning facilitators in AI-STEAME education. This comprehensive e-book provides step-by-step guidance on seamlessly integrating STEAME activities in Artificial Intelligence into classrooms. Tailored for educators, the course offers practical insights, hands-on strategies and activities, and diverse teaching methodologies to effectively implement AI-based projects.

To access the full e-book of the AI Training course for Facilitators of Learning in AI-STEAME education, click [HERE](#).

To access the online Training Course for Facilitators of Learning in AI-STEAME education in the Facilitate-AI Open Education Resource (OER), click [HERE](#).

DYNAMIC ONLINE LEARNING PLATFORM WITH OER ON AI

The [Dynamic Online Learning Platform with an Open Educational Resource \(OER\)](#) developed for the purposes of the project, fosters multidisciplinary teaching and learning approaches, aligning with the demand for enhanced STEAME skills from an early age. Further to that, it equips 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.

To visit the Dynamic Learning Environment and Observatory, click [HERE](#).

PITCH VIDEO

The pitch video for the Facilitate-AI project is a captivating exploration into the transformative power of artificial intelligence. Acknowledging the dynamic nature of AI, the video emphasizes the need for an adaptive approach in education, away from traditional curricula. It highlights AI's multifaceted role in analyzing and communicating data, employing smart algorithms, and fostering machine learning processes to simulate human thinking. In addition, the video describes that the project's results are tailored to empower teachers and students, providing them with the skills to navigate an AI-centric environment using data and critical thinking, while also detailing their seamless integration into the classroom setting.



You can see the pitch video [here](#).

EVENTS AND ACTIVITIES

Final Meeting in Bucharest, Romania

The Final Transnational Project Meeting of the Facilitate-AI project was held in Romania on November 21st, 2023. The meeting was attended by project partners from Cyprus, Bulgaria, Portugal, Italy, Greece and Romania and provided an opportunity for them to discuss the outcomes of the project and plan for its future. During the meeting, the partners presented their project activities and shared their experiences throughout the project. The meeting was a great success and concluded with the partners expressing their gratitude for the opportunity to collaborate and contribute to the development of the Facilitate-AI project.



Mini-Conference in Bucharest, Romania



A mini conference for the Facilitate-AI project was held in Romania on November 21st, 2023. The conference was hosted in a hybrid format by Spiru Haret University, partner of the Facilitate-AI project and was attended by all project partners. The project coordinator highlighted the primary achievements, while the leaders responsible for results showcased the project's most significant innovations. The conference concluded with a discussion among participants focusing on the partnership's recommended policy recommendations and emphasized the significance of incorporating Artificial Intelligence education into classrooms.

Focus Groups for the Validation of the project's Policy Recommendations

Across all partner countries, focus groups are taking place to shape the policy recommendations of the Facilitate-AI project. These sessions serve as crucial opportunities for collaborative discussions, ensuring the contribution of diverse perspectives to the development of effective and inclusive guidelines for the integration of Artificial Intelligence to the classrooms. The policy recommendations will serve as the key outcome of the third result of the project and will be sent to all Ministries of Education in Europe.

The image displays two screenshots from a Zoom meeting. The left screenshot shows a slide titled "POLICY RECOMMENDATIONS" with four questions (Q7-Q10) and a list of participants including Savvas and Ylannis Lazarou. The right screenshot shows the same slide with a list of participants including Debora Filice, Lucia Anna Prade..., Veronica Cutiur, Sabrina Fumagalli, Valentina Rolando, Marioluisa Mazza, Maria Concetta R., and Albi D.

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