Introduction

How do robots learn?

In this workshop, children (4-7) become "Robot Teachers." They will use picture cards to train a robot, learning that computers need examples (data) to understand the world—and sometimes they make funny mistakes!

Key Goals

- **Sort:** Fruits, Veg, Animals.
- **Teach:** Give examples to AI.
- **Correct:** Fix robot mistakes.
- **Feel:** Human vs. Robot jobs.

Resources

- **Cards:** Animals, Birds, Food.
- **Game:** Hoops for sorting.
- **Story:** "Boy + Bot".
- **Art:** Drawing paper.

Co-funded by the European Union

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Training AI

Learning Like a Robot

Target Group: 4-7 y.o.

SmAIle Project

Learning Outcomes

Knowledge:

- Machines learn from pictures.
- Humans must teach robots.

Skills:

- Sorting and grouping.
- Identifying patterns.

Values

- Curiosity about tech.
- Cooperation.
- Critical thinking.

1. Train the Robot

The Data Game: Students sort cards (e.g., Apples vs. Carrots) into hoops. This explains how we "feed" data to computers so they can learn patterns.

2. Robot Guesses

Testing: The teacher (acting as a robot) picks a card and guesses. *"Is this a cat?"* Students correct the robot: *"No! That's a dog!"* This teaches that robots only know what they are shown.

3. Human vs Robot

Sorting Jobs: Using "Emotion Cards," children decide: Can a robot feel happy? Or can it only do math? **Result:** Robots help with tasks, but humans are best at feelings.

Reflection

Drawing: "I Helped the Robot!" Children draw how they taught the robot something new today.