



BridgeAI Syllabus

Module 1 Introduction to AI

Interactive Exercise 2 AI and its role in education & civic life

November 2025

By: Misak-ı Milli Secondary School(Türkiye)



**Co-funded by
the European Union**

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

**Title:**

Designing for Everyone: The Inclusive AI Challenge

Objective:

Participants will apply the concept of "Inclusion" by redesigning a civic or educational AI tool to ensure it works for a specific user profile (Persona).

Group Size:

Pairs or Small Groups

Duration:

20–30 min

Instructions:**Step 1: Choose a Tool**

The teacher provides a list of common AI tools (e.g., "A Voice Assistant for Homework," "A Smart Map for the City," "A Facial Recognition Gate"). The group chooses one.

Step 2: The Persona Twist

The groups receive a "Persona Card" describing a user with specific needs. Examples:

- *Maria*: 80 years old, finds small screens hard to read.
- *Ali*: 12 years old, new to the country, does not speak the local language.
- *Sam*: Uses a wheelchair, needs to know about elevators/ramps.





Step 3: Debrief

The Redesign

Using an AI tool (like ChatGPT) or brainstorming, the group must generate/sketch a new version of the tool that helps specifically their Persona.

- *Example:* For Ali, the "Smart Map" must have a real-time camera translation feature.

Step 4: Debrief Questions

- "How did changing the user change the design?"
- "Would this new feature help other people too?" (Concept of Universal Design).

Materials Needed:

- "Persona Cards" (prepared by teacher).
- Paper/Markers or Digital Design Tool (Canva).

Expected Outcome:

- Groups produce a "Before and After" description of a tool, demonstrating how AI can be used to *increase* accessibility rather than create barriers.

