BridgeAI Syllabus

Module 1: **Introduction to AI**

Lesson Plan 1: **What is Artificial Intelligence and how does AI work? (basic concepts, history, everyday examples)**

November 2025

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Lesson procedure:

Date	
Year Level	10-14 years old
Time/length (in hours)	1.5 hours
Key Learning Area	Digital Literacy, Computer Science History, Critical Thinking
Topic/focus	Demystifying AI: From Turing to Generative AI
Lesson Name	What is Artificial Intelligence and how does AI work?
Foreseen Outcomes	By the end of this lesson, students will be able to: • Define Artificial Intelligence and distinguish between "Narrow AI" (calculators, specific tasks) and "General AI" (human-like). • Identify everyday examples of AI they already use (algorithms, voice assistants, filters).

Lesson Description

Short description:

This lesson introduces students to the fundamental concepts of AI, removing the "sci-fi" mystery. Students will explore how machines "learn" through data and identify AI applications in their daily lives.

Prerequisites to this lesson plan: Projector or Interactive Whiteboard, Student devices (tablets/laptops) with internet access, "AI Timeline" handouts (optional), Sticky notes.

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The lesson plan

Duration: (reminder of the duration)

90 minutes

Opening:

- **Activity: "Human or Machine?"**
- **Methodology:** The teacher displays a series of images (art), text snippets (poems), and music. Students must guess if they were created by a human or an AI. The teacher gives an introduction by asking: "How did the computer know how to paint/write like that?" leading to the concept of *training data*. Groups define "Intelligence" in their own words.

Introduction to New Material: 25 minutes

- **Activity: How Machines Learn (Magic vs. Math)**
- **Methodology:** The teacher uses a real-time application (like Google QuickDraw or a simple object recognizer) and demonstrates how it works. He/She asks students: "Does the computer actually *see* the cat, or does it see numbers?" The teacher explains the difference between traditional programming (giving strict rules) and AI (giving data to find patterns). A brief timeline is presented: from Alan Turing to Deep Blue (Chess) and ChatGPT.

Guided Practice:

- **Activity: The AI Scavenger Hunt**
- **Methodology:** The teacher divides the students into groups of 4. They look at their own phones or favorite websites (Netflix, TikTok, YouTube). Students identify *what* the AI does in each app (e.g., "It predicts what video I want to watch next"). They write a short report on the "Input" (what data I give it) and the "Output" (what it gives me back). The teacher monitors and helps them distinguish between simple code and AI.

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Independent Practice:

- **Activity: Visual Timeline**
- **Methodology:** Students are asked to create a visual timeline or a "Flashcard" on Canva for one major AI term (e.g., "Algorithm," "Data," "Chatbot") to build a class glossary. They must use an icon to represent the term.

Closing:

- **Activity: Exit Ticket**
- **Methodology:** The students present their glossary cards. The teacher asks one final question: "If an AI learns from data, what happens if we give it bad data?" (Teasing the next lesson on ethics).

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