



BridgeAI Syllabus

Module 1: Introduction to AI

Lesson Plan 2: AI and its role in education & civic life

November 2025

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**Co-funded by
the European Union**

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Lesson procedure:

Date	
Year Level	10-14 years old
Time/length (in hours)	1,5 hours
Key Learning Area	Civic Innovation, EdTech, Social Responsibility
Topic/focus	How AI transforms our schools and cities
Lesson Name	Smart Schools, Smart Citizens: AI for Good
Foreseen Outcomes	<p>By the end of this lesson, students will be able to:</p> <ul style="list-style-type: none">• Analyze how AI can personalize education (tutors, translation).• Identify AI tools used in civic life (smart traffic lights, waste management, public services).• Prototype a concept for an AI tool that solves a specific school or community problem.• Discuss the balance between AI assistance and human effort.





Lesson Description

- **Short description:** Students explore the practical application of AI in two main pillars: their education and their community. They move from passive users to active designers by imagining tools that improve their environment.
- **Prerequisites to this lesson plan:** Computers/tablets with internet, Canva or Padlet access, "Civic Needs" worksheets, Groups of 4.

The lesson plan

- **Duration:** 90 minutes

Opening:

- **Activity: "The Dream School"**
- **Methodology:** The teacher gives an introduction by asking: "What is the most annoying thing about school or your city?" (e.g., heavy bags, traffic jams, boring homework). The teacher asks groups to brainstorm: "How could a smart robot or computer help fix this?"

Introduction to New Material:

- **Activity: AI in the Wild**
- **Methodology:** The teacher presents real examples:
 1. **Education:** AI tools for accessibility (speech-to-text for dyslexic students) and personalized tutoring (Duolingo, Khanmigo).
 2. **Civic Life:** "Smart Cities" (sensors that dim streetlights when no one is there, AI that optimizes bus routes).

Students observe and discuss: "Who does this help most?"

Guided Practice:

- **Activity: Squad Design Challenge**
- **Methodology:** The teacher divides students into groups of 4. Half the groups focus on "Smart School," the other half on "Smart City." They must design a simple AI tool concept. They define:
 1. **The Problem** (e.g., "School lunch line is too long").
 2. **The AI Solution** (e.g., "FaceID payment system").
 3. **The Human Role** (e.g., "Cooks still make the food").





The teacher circulates and asks about inclusion (e.g., "What if a student has a twin? Does FaceID work?").

Independent Practice:

- **Activity: The Pitch Poster**
- **Methodology:** Students create a 1-page digital poster on Canva illustrating their tool. They must include a slogan and an icon representing the AI.

Closing:

- **Activity: Community Vote**
- **Methodology:** Each group presents their idea in 30 seconds. The class votes on which tool would improve their lives the most. The teacher links this to *Civic Participation*.

