



Learn to Machine Learn <http://learnml.eu/>

Teacher Training: AI in the Classroom (Primary and Secondary Education)



18-19-20 October 2021

18:00 – 20:00 CEST

Language: English

Venue: Online (Zoom)

Registration required (free): <https://forms.gle/Q1queuZkkZiU2njS8>

Programme

Monday 18 October	Day 1 AI and ML: core concepts, benefits, and challenges
This session is linked to the educational material and the games produced by the project. Main concepts of AI and ML are presented which could help educators (and students) build up their knowledge and understanding of AI both relevant to the technical aspects as well as the social, ethical, cultural, and political implications of the integration of AI systems in everyday life. Presentation of the games developed in the framework of the project as part of the game-based toolkit. Discussion on how these games can be implemented into formal education practice.	
18.00 - 18.10	Welcome to the LearnML project Teacher Training Course Iro Voulgari (University of Malta) – Elias Stouraitis (Palladio School)
18.10 - 18.30	Education AI.0 - a look at the intersection between Ethics & AI in the education context Vanessa Camilleri (University of Malta)
18.30 – 18.50	AI opportunities within the Maltese Education System Josmar Borg (Science Center, Malta)
18.50 – 19.10	“ArtBot” a game for teaching Machine Learning to young children Marvin Zammit (Institute of Digital Games, University of Malta)
19.40 – 20.00	Presentation of applications with games Elias Stouraitis



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19.50 – 20.00	Discussion and comments
Tuesday 19 October	Day 2: Implementation of AI and ML education and literacy into the primary and secondary education classroom
<p>How can an AI education curriculum be implemented in existing educational practices and curricula? What are the opportunities and challenges? How can AI education and literacy activities be implemented in the classroom? This session addresses this issue through presentations and discussion with the participants, and aims to establish a dialogue among the stakeholders (educators, AI researchers, AI developers, policy makers)</p>	
18:00 - 18:10	Introduction Elias Stouraitis
18.10 – 18.25	Opportunities and challenges for AI education in existing curricula Josmar Borg (Science Center, Malta)
18:25 - 18:40	Norway: Presentation of an NTNU course for in-service teachers
18:40 - 18:50	Engaging AI in Greek Curricula George Karalekas Elias Stouraitis (Palladio School)
18:50-19:50	Presentation of indicative educational scenarios (lesson plans) Introduction by Elias Stouraitis (Palladio School): indicative educational scenarios Activities for preschool education children by Iro Voulgari (University of Malta) Presentation of lesson plan by Georgia Laskaris (Computer Science Teacher) Presentation of a scenario involving the game ArtBot by Eirini Varginiti (Palladio School) Presentation of a lesson plan by Georgios Karalekas (Secondary music school of Komotini)
19:50 – 20:00	Evaluation possibilities in education Sofia Papavlassopoulou (NTNU)
Wednesday 20 October	Day 3: Workshop on the design and development of educational scenarios



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In this session, participants apply knowledge and concepts presented during the previous sessions; they work on existing scenarios or design new ones, involving AI and ML principles and concepts.
Discussion about the potential and the challenges regarding the design and implementation of the scenarios in the classroom and the assessment of the learning outcomes.

18.00 - 18.10	Introduction Iro Voulgrari (University of Malta) & Elias Stouraitis (Palladio School)
18.10 – 18.50	Presentation of the book “Camilleri, V., Dingli, A., & Montebello, M. (2019). AI in Education A Practical Guide for Teachers and Young People. Department of AI, University of Malta” and indicative scenarios Vanessa Camilleri (University of Malta)
18.50 – 20.00	Design and re-use educational scenarios Iro Voulgrari (University of Malta) – Elias Stouraitis (Palladio School) Workshop and group activities on the design of educational scenarios and activities. Presentation and discussion, Closing remarks and announcements



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