



Co-funded by
the European Union

AI-Teach Training Programme

AI-Teach - Artificial Intelligence for primary school teachers

R1 – AI-Teach Training Programme

If you have any questions regarding this document or the project from which it is originated, please contact:

Roberta Accorroni

Istituto Comprensivo "F.lli Trillini" Osimo

Via A. Moro, 72, 60027 Osimo AN

Email: roberta.accorroni@ictrillinosimo.edu.it

The editing of this document was finished on September 2024

Project website: <https://www.aiteachproject.eu/>

AI-Teach is an Erasmus+ Cooperation Partnership in the School sector.

Project Number: 2023-1-IT02-KA220-SCH-000156301.

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 Agenzia nazionale Erasmus+ INDIRE. Neither the European Union nor the granting authority can be held responsible for them.

This document has been created by the collaboration of the whole AI-Teach partnership: Istituto Comprensivo "F.lli Trillini" Osimo (IT) -project Coordinator, Learnable (IT), Technological Applications for Learning Empowerment and Thoughts SRL (IT), AKLUB CENTRUM VZDELAVANI A PORADENSTVI (CZ), Międzynarodowa Szkoła Podstawowa Edukacji Innowacyjnej w Łodzi (PL).

This document is licensed under a creative commons attribution-noncommercial-share alike 4.0 international.



This training programme is designed to be conducted over five days and is aimed at primary school teachers and educators with no prior experience in AI literacy. The programme combines theoretical knowledge with practical, hands-on activities to prepare educators for integrating AI into their teaching practices effectively. It covers a range of topics from basic AI concepts to ethical considerations and digital storytelling with AI.

The programme is flexible and can be adapted to meet the specific needs of each school, ensuring that all participants gain the maximum benefit from the training.

EQF Level: 6

Day 1: Introduction to AI in Education

1 hour | Welcome and Icebreaker Games

- **Activity Type:** Interactive/Group Activities
- **Learning Outcomes:**
 - Foster a collaborative learning environment.
 - Enhance team-building skills.
- **Content:** Participants will engage in various icebreaker games designed to build rapport and create a comfortable learning atmosphere.

1 hour | Games on AI Basic Concepts

- **Activity Type:** Interactive/Workshop
- **Learning Outcomes:**
 - Understand the basic principles of Artificial Intelligence.
 - Develop initial engagement with AI concepts through gamification.
- **Content:** Introduction to fundamental AI concepts through interactive games that demonstrate how AI systems think and learn.

1 hour | Brainstorming & Pre-training Skills Assessment Questionnaire

- **Activity Type:** Group Discussion and Assessment
- **Learning Outcomes:**
 - Assess initial knowledge and skills regarding AI.
 - Identify key areas for development and focus.
- **Content:** Participants will brainstorm their current understanding of AI and complete a skills assessment questionnaire to gauge their initial knowledge.

2 hours | Group Workshop on Unplugged AI Activities

- **Activity Type:** Workshop/Hands-On Activities
- **Learning Outcomes:**
 - Engage with AI concepts without the use of computers.
 - Develop problem-solving and critical-thinking skills.

- **Content:** Practical activities that demonstrate AI principles without the need for digital tools, fostering a deeper understanding of AI through physical and interactive tasks.

Day 2: Theoretical Foundations and Practical Applications

2 hours | Introduction to AI and Machine Learning in Education

- **Activity Type:** Lecture/Workshop
- **Learning Outcomes:**
 - Gain foundational knowledge of AI and machine learning.
 - Explore the role of AI in educational settings.
- **Content:** A theoretical overview of AI and machine learning, followed by practical examples of how these technologies can be integrated into the classroom.

2 hours | AI Tools for Education and Teachable Machine Integration

- **Activity Type:** Lecture/Workshop
- **Learning Outcomes:**
 - Learn about various AI tools applicable in education.
 - Understand the integration of PoseBlocks and Teachable Machine in classroom activities.
- **Content:** Detailed exploration of AI tools such as Teachable Machine and PoseBlocks, including step-by-step instructions on how to use them in educational activities.

3 hours | STEAM & AI: Pre-lab Briefing and Workshop in Class

- **Activity Type:** Workshop/Practical Application
- **Learning Outcomes:**
 - Apply AI concepts in a real classroom setting.
 - Enhance interdisciplinary skills through STEAM activities.
- **Content:** Preparation for a STEAM-focused AI lab session, followed by hands-on implementation of AI projects in a class.

Day 3: Hands-On AI and Ethical Considerations

1 hour | Introduction to Machine Learning for Kids (ML4K) and Scratch

- **Activity Type:** Lecture/Workshop
- **Learning Outcomes:**
 - Understand the basics of ML4K and Scratch.
 - Explore how to implement coding projects using AI.
- **Content:** Introduction to ML4K and Scratch, providing foundational knowledge and practical coding exercises to illustrate AI concepts.

2 hours | Workshop in Class and Practical Group Work

- **Activity Type:** Hands-On Workshop

- **Learning Outcomes:**
 - Conduct AI and coding lessons using ML4K and Scratch.
 - Develop practical skills in teaching AI concepts to students.
- **Content:** Hands-on workshop in class, including coding lessons and practical group work to apply AI knowledge.

2 hours | Ethical Aspects of AI and Brainstorming Session

- **Activity Type:** Group Discussion/Workshop
- **Learning Outcomes:**
 - Discuss ethical considerations related to AI in education.
 - Promote critical thinking regarding AI's impact on society.
- **Content:** Exploration of the ethical implications of AI, followed by a brainstorming session to discuss potential challenges and solutions.

Day 4: Digital Storytelling with AI

1,5 hour | ChatGPT for Digital Storytelling

- **Activity Type:** Lecture/Workshop
- **Learning Outcomes:**
 - Learn how to use ChatGPT for creating digital stories.
 - Integrate AI tools in creative classroom projects.
- **Content:** Instruction on using ChatGPT for digital storytelling, including practical exercises on creating engaging stories with AI.

2 hours | Workshop in Class

- **Activity Type:** Hands-On Workshop
- **Learning Outcomes:**
 - Apply AI concepts in storytelling activities with young students.
 - Develop innovative teaching methods using AI.
- **Content:** Practical workshops in classes, focusing on using AI for storytelling and creative projects.

2 hours | Handbook Draft Group Reading and AskLea AI-based Tutor Workshop

- **Activity Type:** Group Work/Discussion
- **Learning Outcomes:**
 - Provide feedback on educational materials.
 - Explore the use of AI-based tutors in enhancing student learning.
- **Content:** Group reading and feedback session on the handbook draft, followed by a workshop on using AskLea, an AI-based tutor.

Day 5: AI in Future Education

1,5 hours | How AI Could Save Education: Chat-GPT vs Other Solutions

- **Activity Type:** Lecture/Workshop
- **Learning Outcomes:**
 - Understand the potential of AI in transforming education.
 - Compare various AI-based educational tools.
- **Content:** Examination of AI's potential to revolutionize education, including a comparison of Chat-GPT with other AI solutions (e.g. Gemini).

1 hour | Post-training Skills Assessment and Conclusions

- **Activity Type:** Assessment/Discussion
- **Learning Outcomes:**
 - Evaluate the effectiveness of the training.
 - Summarize key takeaways and plan for future implementations.
- **Content:** Final assessment of participants' skills and knowledge, followed by a discussion of conclusions and next steps.