Webinar Handout

Session 14: Demystifying Artificial Intelligence (AI)

Presented by: Dr Joshua Ho

Resources on the Digital Technologies Hub

CS Unplugged: Field guide: Artificial Intelligence
Background to Artificial Intelligence.

CS Unplugged: Artificial Intelligence
Unplugged activities to explore AI concepts.

CS Unplugged: Searching Algorithms
Years 3–6. Learn about Searching Algorithms using *Battleships*, a downloadable offline activity.

Divide and conquer
Years 3–4 and 5–6. This activity uses binary search and can be used to explore underpinning concepts related to AI.

AI classroom activity: Machine learning
In this article Dr Joshua Ho discusses how to build an AI system that can exhibit another behaviour that is often associated with human intelligence: learning.

AI classroom activity: Facial recognition
In this article Dr Joshua Ho discusses how he uses an unplugged activity to explore facial recognition.

Introduction to Artificial Intelligence
Years 9–10. Use this lesson idea to introduce Artificial Intelligence. It provides a useful slide presentation with a supporting lesson plan.

Robotics and embedded systems
Years 9–10. A sequence that has some suggestions for incorporating AI into robotics.

A guessing game
Years 7–10. Explore algorithms, for example, 'Guess the number between 1 and 300'.

Chatbot
Blockly: Years 5–6, and Python: Years 7–8.
Write programs to solve problems with code and create word games! In these digital technologies challenges, you'll learn how to play Mad Libs, Questions, Taboo, and Word Chain, and even write your very own Pirate Chatbot! Can you fool your friends into thinking they're talking to a real person?