

GAMHARIA ENGLISH SCHOOL



AI CLUB

GROUP 1 - CLASSES IV-VI

MONTHS 4-6 - MISSIONS 013-024

AI CREATOR - LEVEL 2

Models - Data Quality - Decisions - Generative AI - Ethics

TRAIN - TEST - IMPROVE - CHECK

Build small AI experiences and explain their limits.

12 SATURDAYS - 3 TEAMS x 4 - 75-90 MINUTES

28-PAGE DETAILED LAYOUT-SAFE MENTOR BOOKLET

Quarter Finale: GES AI Discovery Expo

MONTHS 4-6: FROM AI EXPLORER TO AI CREATOR

Quarter 2 lets Classes IV-VI move from understanding AI ideas to **building and evaluating small AI experiences**. Students train simple models, repair poor data, explore decision trees and recommendations, use generative AI creatively under mentor control, examine ethics, and finish with a tested Mini AI Project.

Quarter Progression

13-18	BUILD & DECIDE	Teachable model - data quality - decision tree - recommendation - confidence - human review
19-21	CREATE RESPONSIBLY	Generative AI - storyboard consistency - ethics court
22-24	AI PRODUCT STUDIO	AI-fit decision - mini project - GES AI Discovery Expo

Quarter Rule

Build it, then try to break your own idea with difficult examples. A model is not “good” because it worked once. Students must show unseen tests, mistakes, improvement and a human-check step.

Tool Independence

Every mission has an unplugged/role-play path. Teachable or generative AI tools are optional and mentor-controlled, so the program remains usable even without internet or student accounts.

Team Roles

Model Trainer - Data Curator - Test & Fairness Checker - Human Reviewer/Creator. Rotate regularly.

Collect - Train - Test**MISSION GOAL**

Build a simple teachable classifier using objects, poses or prepared examples and learn the full train-test-improve cycle.

AI CREATOR EXPECTATION

Students should be able to point to the examples/data or prompt method, show an unseen test, describe one mistake/limitation and explain where a human remains responsible.

MATERIALS / SETUP

Object cards or mentor-approved no-login/offline teachable-model tool; test checklist.

MENTOR PREPARATION

Prepare three Team Trays, neutral demo data and difficult test cases. Pre-test optional tools and keep an unplugged alternative ready. Never require children to create accounts or upload personal material.

ROTATING ROLES

Model Trainer - Data Curator - Test & Fairness Checker - Human Reviewer/Creator. Everyone must participate in testing, not only creating.

AI PROJECT LOG

Need/task: ____ - Examples/data/prompt: ____ - Output: ____ - Unseen test: ____ - Failure: ____ - Human check: ____ - Responsible-use note: ____ - Improvement: ____.

MISSION 013 - 75-90 MINUTE EXECUTION

1	Choose two safe object/action classes with clear labels.
2	Collect a small varied training set for each class.
3	Train the role-play or approved model.
4	Test with unseen examples, including difficult ones.
5	Add targeted examples to fix one weakness and compare before/after.

MENTOR CLUES

Was this example used for training or testing? - Is the label reliable? - What happens if the threshold changes? - Could a simple rule do this better? - Where should a human review? - What data is unnecessary? - Which output must be verified? - What did the failure teach you?

5-MINUTE DISCOVERY

A model should be tested on examples it did not train on. Adding more examples helps most when they address a real weakness.

SAFETY / RESPONSIBLE AI Objects/poses only; no face identity, biometric recognition or private uploads.	XP / RECOGNITION Model Trainer Level 2 - Best Improvement - Honest Test Award Mission +10 - Testing/evidence +5 - Responsible design +5 - Improvement +5 - Teamwork/helpful review +5
BEST FAILURE Keep one bad label, wrong prediction, poor recommendation, inconsistent generation, weak product idea or failed test. Explain exactly how it changed the next version.	NEXT-WEEK TEASER MISSION 014 - Data Quality Rescue.

Clean - Label - Balance**MISSION GOAL**

Discover how wrong labels, duplicates, poor examples and imbalance can weaken a model.

AI CREATOR EXPECTATION

Students should be able to point to the examples/data or prompt method, show an unseen test, describe one mistake/limitation and explain where a human remains responsible.

MATERIALS / SETUP

Prepared dataset cards containing deliberate label errors, duplicates and imbalance.

MENTOR PREPARATION

Prepare three Team Trays, neutral demo data and difficult test cases. Pre-test optional tools and keep an unplugged alternative ready. Never require children to create accounts or upload personal material.

ROTATING ROLES

Model Trainer - Data Curator - Test & Fairness Checker - Human Reviewer/Creator. Everyone must participate in testing, not only creating.

AI PROJECT LOG

Need/task: ____ - Examples/data/prompt: ____ - Output: ____ - Unseen test: ____ - Failure: ____ - Human check: ____ - Responsible-use note: ____ - Improvement: ____.

MISSION 014 - 75-90 MINUTE EXECUTION

1	Audit a training set for wrong labels and unclear examples.
2	Count examples per class and notice imbalance.
3	Remove exact duplicates from the learning game.
4	Correct labels only when evidence is clear; mark uncertain examples separately.
5	Train/test before and after cleanup and compare error tally.

MENTOR CLUES

Was this example used for training or testing? - Is the label reliable? - What happens if the threshold changes? - Could a simple rule do this better? - Where should a human review? - What data is unnecessary? - Which output must be verified? - What did the failure teach you?

5-MINUTE DISCOVERY

Better AI begins with better data. A larger dataset is not automatically better if labels and examples are poor.

SAFETY / RESPONSIBLE AI Neutral object datasets only; never infer sensitive traits.	XP / RECOGNITION Data Curator - Label Detective - Quality Comeback Mission +10 - Testing/evidence +5 - Responsible design +5 - Improvement +5 - Teamwork/helpful review +5
BEST FAILURE Keep one bad label, wrong prediction, poor recommendation, inconsistent generation, weak product idea or failed test. Explain exactly how it changed the next version.	NEXT-WEEK TEASER MISSION 015 - Decision Tree Adventure.

Question - Branch - Leaf**MISSION GOAL**

Build a visual decision tree and understand how a sequence of yes/no questions can classify an item.

AI CREATOR EXPECTATION

Students should be able to point to the examples/data or prompt method, show an unseen test, describe one mistake/limitation and explain where a human remains responsible.

MATERIALS / SETUP

Large tree chart, safe object/animal cards, sticky notes.

MENTOR PREPARATION

Prepare three Team Trays, neutral demo data and difficult test cases. Pre-test optional tools and keep an unplugged alternative ready. Never require children to create accounts or upload personal material.

ROTATING ROLES

Model Trainer - Data Curator - Test & Fairness Checker - Human Reviewer/Creator. Everyone must participate in testing, not only creating.

AI PROJECT LOG

Need/task: ____ - Examples/data/prompt: ____ - Output: ____ - Unseen test: ____ - Failure: ____ - Human check: ____ - Responsible-use note: ____ - Improvement: ____.

MISSION 015 - 75-90 MINUTE EXECUTION

1	Choose a small set of objects/animals to classify.
2	Ask a yes/no question that splits the set usefully.
3	Continue branching until leaves identify a class/item.
4	Test the tree on hidden examples and find awkward paths.
5	Redesign one question to make the tree shorter or clearer.

MENTOR CLUES

Was this example used for training or testing? - Is the label reliable? - What happens if the threshold changes? - Could a simple rule do this better? - Where should a human review? - What data is unnecessary? - Which output must be verified? - What did the failure teach you?

5-MINUTE DISCOVERY

A decision tree reaches an output by following branches created by questions about features.

SAFETY / RESPONSIBLE AI Use factual object/animal features, not personal characteristics.	XP / RECOGNITION Tree Designer - Best Question - Shortest Clear Path Mission +10 - Testing/evidence +5 - Responsible design +5 - Improvement +5 - Teamwork/helpful review +5
BEST FAILURE Keep one bad label, wrong prediction, poor recommendation, inconsistent generation, weak product idea or failed test. Explain exactly how it changed the next version.	NEXT-WEEK TEASER MISSION 016 - Recommendation Detective.

Preference - Similarity - Choice**MISSION GOAL**

Explore how recommendations can use past choices or item similarities, and why recommendations are not commands.

AI CREATOR EXPECTATION

Students should be able to point to the examples/data or prompt method, show an unseen test, describe one mistake/limitation and explain where a human remains responsible.

MATERIALS / SETUP

Fictional book/movie/game cards, fictional preference profiles, recommendation matrix.

MENTOR PREPARATION

Prepare three Team Trays, neutral demo data and difficult test cases. Pre-test optional tools and keep an unplugged alternative ready. Never require children to create accounts or upload personal material.

ROTATING ROLES

Model Trainer - Data Curator - Test & Fairness Checker - Human Reviewer/Creator. Everyone must participate in testing, not only creating.

AI PROJECT LOG

Need/task: ____ - Examples/data/prompt: ____ - Output: ____ - Unseen test: ____ - Failure: ____ - Human check: ____ - Responsible-use note: ____ - Improvement: ____.

MISSION 016 - 75-90 MINUTE EXECUTION

1	Give each fictional user 3 liked item cards.
2	Recommend one new item using similarity of features.
3	Try a second method using what similar fictional users liked.
4	Compare recommendations and explain why they differ.
5	Add a surprise/exploration option so the system does not repeat the same kind forever.

MENTOR CLUES

Was this example used for training or testing? - Is the label reliable? - What happens if the threshold changes? - Could a simple rule do this better? - Where should a human review? - What data is unnecessary? - Which output must be verified? - What did the failure teach you?

5-MINUTE DISCOVERY

Recommender systems estimate what may be useful or interesting from patterns; they can narrow choices and should leave room for discovery.

SAFETY / RESPONSIBLE AI Fictional profiles only; no real student browsing/history/preferences required.	XP / RECOGNITION Recommendation Designer - Best Explanation - Discovery Award Mission +10 - Testing/evidence +5 - Responsible design +5 - Improvement +5 - Teamwork/helpful review +5
BEST FAILURE Keep one bad label, wrong prediction, poor recommendation, inconsistent generation, weak product idea or failed test. Explain exactly how it changed the next version.	NEXT-WEEK TEASER MISSION 017 - AI CONFIDENCE & THRESHOLD.

Score - Threshold - Unsure**MISSION GOAL**

Learn that a model may produce a score/confidence and that a responsible system can choose NOT SURE instead of forcing a decision.

AI CREATOR EXPECTATION

Students should be able to point to the examples/data or prompt method, show an unseen test, describe one mistake/limitation and explain where a human remains responsible.

MATERIALS / SETUP

Prepared prediction-score cards, threshold line, classification game.

MENTOR PREPARATION

Prepare three Team Trays, neutral demo data and difficult test cases. Pre-test optional tools and keep an unplugged alternative ready. Never require children to create accounts or upload personal material.

ROTATING ROLES

Model Trainer - Data Curator - Test & Fairness Checker - Human Reviewer/Creator. Everyone must participate in testing, not only creating.

AI PROJECT LOG

Need/task: ____ - Examples/data/prompt: ____ - Output: ____ - Unseen test: ____ - Failure: ____ - Human check: ____ - Responsible-use note: ____ - Improvement: ____.

MISSION 017 - 75-90 MINUTE EXECUTION

1	Sort prediction cards from low to high confidence.
2	Choose a threshold for accepting a classification.
3	Count correct, wrong and NOT SURE outcomes.
4	Move the threshold and observe the trade-off.
5	Design a rule for when a human should review uncertain cases.

MENTOR CLUES

Was this example used for training or testing? - Is the label reliable? - What happens if the threshold changes? - Could a simple rule do this better? - Where should a human review? - What data is unnecessary? - Which output must be verified? - What did the failure teach you?

5-MINUTE DISCOVERY

A threshold changes system behaviour. Forcing every uncertain input into a class can create avoidable mistakes.

SAFETY / RESPONSIBLE AI No high-stakes decisions; neutral object examples only.	XP / RECOGNITION Confidence Engineer - Best Human Review Rule - Uncertainty Award Mission +10 - Testing/evidence +5 - Responsible design +5 - Improvement +5 - Teamwork/helpful review +5
BEST FAILURE Keep one bad label, wrong prediction, poor recommendation, inconsistent generation, weak product idea or failed test. Explain exactly how it changed the next version.	NEXT-WEEK TEASER MISSION 018 - HUMAN-IN-THE-LOOP.

AI Suggests - Human Checks**MISSION GOAL**

Design a workflow where AI assists but a human reviews uncertain or important outputs.

AI CREATOR EXPECTATION

Students should be able to point to the examples/data or prompt method, show an unseen test, describe one mistake/limitation and explain where a human remains responsible.

MATERIALS / SETUP

Workflow cards, fictional sorting/recommendation task, confidence cards.

MENTOR PREPARATION

Prepare three Team Trays, neutral demo data and difficult test cases. Pre-test optional tools and keep an unplugged alternative ready. Never require children to create accounts or upload personal material.

ROTATING ROLES

Model Trainer - Data Curator - Test & Fairness Checker - Human Reviewer/Creator. Everyone must participate in testing, not only creating.

AI PROJECT LOG

Need/task: ____ - Examples/data/prompt: ____ - Output: ____ - Unseen test: ____ - Failure: ____ - Human check: ____ - Responsible-use note: ____ - Improvement: ____.

MISSION 018 - 75-90 MINUTE EXECUTION

1	Map a task from input to AI suggestion to final action.
2	Mark where AI is useful and where human checking is needed.
3	Add a confidence/uncertainty route to HUMAN REVIEW.
4	Run 8 fictional cases through the workflow.
5	Improve the workflow after one AI mistake and one human mistake.

MENTOR CLUES

Was this example used for training or testing? - Is the label reliable? - What happens if the threshold changes? - Could a simple rule do this better? - Where should a human review? - What data is unnecessary? - Which output must be verified? - What did the failure teach you?

5-MINUTE DISCOVERY

Responsible AI systems often combine machine speed with human judgement, especially when uncertainty or consequences matter.

SAFETY / RESPONSIBLE AI No claim that a child should use AI for medical/legal/safety decisions.	XP / RECOGNITION Human-AI Team Designer - Best Review Gate - Responsible Choice Mission +10 - Testing/evidence +5 - Responsible design +5 - Improvement +5 - Teamwork/helpful review +5
BEST FAILURE Keep one bad label, wrong prediction, poor recommendation, inconsistent generation, weak product idea or failed test. Explain exactly how it changed the next version.	NEXT-WEEK TEASER MISSION 019 - GENERATIVE AI CREATIVE STUDIO.

Prompt - Generate - Select - Edit**MISSION GOAL**

Use role-play or mentor-controlled generative AI to create ideas, then practice human selection, editing and originality.

AI CREATOR EXPECTATION

Students should be able to point to the examples/data or prompt method, show an unseen test, describe one mistake/limitation and explain where a human remains responsible.

MATERIALS / SETUP

Prompt cards, drawing/story templates; optional mentor-controlled approved AI tool.

MENTOR PREPARATION

Prepare three Team Trays, neutral demo data and difficult test cases. Pre-test optional tools and keep an unplugged alternative ready. Never require children to create accounts or upload personal material.

ROTATING ROLES

Model Trainer - Data Curator - Test & Fairness Checker - Human Reviewer/Creator. Everyone must participate in testing, not only creating.

AI PROJECT LOG

Need/task: ____ - Examples/data/prompt: ____ - Output: ____ - Unseen test: ____ - Failure: ____ - Human check: ____ - Responsible-use note: ____ - Improvement: ____.

MISSION 019 - 75-90 MINUTE EXECUTION

1	Write a prompt for an original mascot, story setting or invention idea.
2	Generate/role-play three different options rather than accepting the first.
3	Score options for usefulness, originality and fit to the brief.
4	Human team combines/edits ideas into its own final creation.
5	Label what came from AI assistance and what students changed.

MENTOR CLUES

Was this example used for training or testing? - Is the label reliable? - What happens if the threshold changes? - Could a simple rule do this better? - Where should a human review? - What data is unnecessary? - Which output must be verified? - What did the failure teach you?

5-MINUTE DISCOVERY

Generative AI produces new-looking outputs from learned patterns; human creators still choose, edit, verify and take responsibility.

SAFETY / RESPONSIBLE AI No personal data; no imitation of living artists; use original/general style descriptions.	XP / RECOGNITION Creative AI Director - Best Human Edit - Originality Award Mission +10 - Testing/evidence +5 - Responsible design +5 - Improvement +5 - Teamwork/helpful review +5
BEST FAILURE Keep one bad label, wrong prediction, poor recommendation, inconsistent generation, weak product idea or failed test. Explain exactly how it changed the next version.	NEXT-WEEK TEASER MISSION 020 - AI STORYBOARD & IMAGE BRIEF.

Plan - Describe - Consistency**MISSION GOAL**

Learn structured prompting and visual consistency by designing a short 3-scene storyboard with clear characters, setting and constraints.

AI CREATOR EXPECTATION

Students should be able to point to the examples/data or prompt method, show an unseen test, describe one mistake/limitation and explain where a human remains responsible.

MATERIALS / SETUP

Storyboard sheets, prompt-builder cards, optional mentor-controlled image generation.

MENTOR PREPARATION

Prepare three Team Trays, neutral demo data and difficult test cases. Pre-test optional tools and keep an unplugged alternative ready. Never require children to create accounts or upload personal material.

ROTATING ROLES

Model Trainer - Data Curator - Test & Fairness Checker - Human Reviewer/Creator. Everyone must participate in testing, not only creating.

AI PROJECT LOG

Need/task: ____ - Examples/data/prompt: ____ - Output: ____ - Unseen test: ____ - Failure: ____ - Human check: ____ - Responsible-use note: ____ - Improvement: ____.

MISSION 020 - 75-90 MINUTE EXECUTION

1	Create an original character and setting description.
2	Plan beginning, middle and end in three frames.
3	Write one reusable character description and scene-specific changes.
4	Role-play or generate drafts and compare consistency.
5	Revise prompts and manually annotate/fix the final storyboard.

MENTOR CLUES

Was this example used for training or testing? - Is the label reliable? - What happens if the threshold changes? - Could a simple rule do this better? - Where should a human review? - What data is unnecessary? - Which output must be verified? - What did the failure teach you?

5-MINUTE DISCOVERY

Consistent generation improves when important details remain stable while only intended scene details change.

SAFETY / RESPONSIBLE AI Original characters only; no real-person images or private photos.	XP / RECOGNITION Storyboard Director - Consistency Award - Best Revision Mission +10 - Testing/evidence +5 - Responsible design +5 - Improvement +5 - Teamwork/helpful review +5
BEST FAILURE Keep one bad label, wrong prediction, poor recommendation, inconsistent generation, weak product idea or failed test. Explain exactly how it changed the next version.	NEXT-WEEK TEASER MISSION 021 - AI ETHICS COURT.

Fair - Private - Honest - Safe**MISSION GOAL**

Discuss age-appropriate AI dilemmas and practice giving reasons rather than memorizing a list of rules.

AI CREATOR EXPECTATION

Students should be able to point to the examples/data or prompt method, show an unseen test, describe one mistake/limitation and explain where a human remains responsible.

MATERIALS / SETUP

Scenario cards: homework help, fake photo, private data, recommendation, robot helper, AI error.

MENTOR PREPARATION

Prepare three Team Trays, neutral demo data and difficult test cases. Pre-test optional tools and keep an unplugged alternative ready. Never require children to create accounts or upload personal material.

ROTATING ROLES

Model Trainer - Data Curator - Test & Fairness Checker - Human Reviewer/Creator. Everyone must participate in testing, not only creating.

AI PROJECT LOG

Need/task: ____ - Examples/data/prompt: ____ - Output: ____ - Unseen test: ____ - Failure: ____ - Human check: ____ - Responsible-use note: ____ - Improvement: ____.

MISSION 021 - 75-90 MINUTE EXECUTION

1	Teams receive a fictional AI scenario.
2	Identify who could benefit and who could be harmed/confused.
3	Check four lenses: FAIR? PRIVATE? HONEST? SAFE?
4	Propose a better way to use the AI or decide not to use it.
5	Present a one-minute verdict and allow another team to challenge the reasoning.

MENTOR CLUES

Was this example used for training or testing? - Is the label reliable? - What happens if the threshold changes? - Could a simple rule do this better? - Where should a human review? - What data is unnecessary? - Which output must be verified? - What did the failure teach you?

5-MINUTE DISCOVERY

Responsible AI is about choices and consequences: fairness, privacy, transparency, safety and human responsibility.

SAFETY / RESPONSIBLE AI Keep scenarios fictional and age-appropriate; no political persuasion or sensitive personal cases.	XP / RECOGNITION Responsible AI Judge - Best Reasoning - Safety Redesign Mission +10 - Testing/evidence +5 - Responsible design +5 - Improvement +5 - Teamwork/helpful review +5
BEST FAILURE Keep one bad label, wrong prediction, poor recommendation, inconsistent generation, weak product idea or failed test. Explain exactly how it changed the next version.	NEXT-WEEK TEASER MISSION 022 - AI PRODUCT IDEA SPRINT.

Need - AI Fit - Human Role**MISSION GOAL**

Invent a small AI-assisted product only after proving that AI is actually useful for the problem.

AI CREATOR EXPECTATION

Students should be able to point to the examples/data or prompt method, show an unseen test, describe one mistake/limitation and explain where a human remains responsible.

MATERIALS / SETUP

Problem cards, AI-or-rules matrix, product canvas.

MENTOR PREPARATION

Prepare three Team Trays, neutral demo data and difficult test cases. Pre-test optional tools and keep an unplugged alternative ready. Never require children to create accounts or upload personal material.

ROTATING ROLES

Model Trainer - Data Curator - Test & Fairness Checker - Human Reviewer/Creator. Everyone must participate in testing, not only creating.

AI PROJECT LOG

Need/task: ____ - Examples/data/prompt: ____ - Output: ____ - Unseen test: ____ - Failure: ____ - Human check: ____ - Responsible-use note: ____ - Improvement: ____.

MISSION 022 - 75-90 MINUTE EXECUTION

1	Pick a safe school/community problem from mentor-approved cards.
2	Describe user need without mentioning AI first.
3	Compare fixed rules, ordinary software and AI-assisted approaches.
4	If AI fits, define input, training/examples, output, human check and failure case.
5	Create a paper prototype and 60-second product pitch.

MENTOR CLUES

Was this example used for training or testing? - Is the label reliable? - What happens if the threshold changes? - Could a simple rule do this better? - Where should a human review? - What data is unnecessary? - Which output must be verified? - What did the failure teach you?

5-MINUTE DISCOVERY

Good AI product design begins with a real need and asks whether learning/pattern recognition adds value over simpler solutions.

SAFETY / RESPONSIBLE AI No surveillance, face recognition, grading, health diagnosis or sensitive-data products.	XP / RECOGNITION AI Product Thinker - Best AI Fit - Simplicity Award Mission +10 - Testing/evidence +5 - Responsible design +5 - Improvement +5 - Teamwork/helpful review +5
BEST FAILURE Keep one bad label, wrong prediction, poor recommendation, inconsistent generation, weak product idea or failed test. Explain exactly how it changed the next version.	NEXT-WEEK TEASER MISSION 023 - MINI AI PROJECT STUDIO.

Build - Test - Improve**MISSION GOAL**

Teams build an age-appropriate mini AI experience using role-play, a teachable model or mentor-approved tool, with testing and responsible-use notes.

AI CREATOR EXPECTATION

Students should be able to point to the examples/data or prompt method, show an unseen test, describe one mistake/limitation and explain where a human remains responsible.

MATERIALS / SETUP

Project canvas, safe dataset/materials, optional approved teachable/generative tool.

MENTOR PREPARATION

Prepare three Team Trays, neutral demo data and difficult test cases. Pre-test optional tools and keep an unplugged alternative ready. Never require children to create accounts or upload personal material.

ROTATING ROLES

Model Trainer - Data Curator - Test & Fairness Checker - Human Reviewer/Creator. Everyone must participate in testing, not only creating.

AI PROJECT LOG

Need/task: ____ - Examples/data/prompt: ____ - Output: ____ - Unseen test: ____ - Failure: ____ - Human check: ____ - Responsible-use note: ____ - Improvement: ____.

MISSION 023 - 75-90 MINUTE EXECUTION

1	Choose one project: object classifier, sound/pose concept, recommendation game, creative AI assistant or approved original.
2	Define training/examples or prompt method and one success measure.
3	Build the smallest working version.
4	Test with at least 6 unseen/user cases and preserve mistakes.
5	Improve one weakness and prepare a Responsible AI Card: data, limitation, human check.

MENTOR CLUES

Was this example used for training or testing? - Is the label reliable? - What happens if the threshold changes? - Could a simple rule do this better? - Where should a human review? - What data is unnecessary? - Which output must be verified? - What did the failure teach you?

5-MINUTE DISCOVERY

A useful AI project includes evidence of testing and limitations, not only an impressive demonstration.

SAFETY / RESPONSIBLE AI Neutral/demo data; mentor-controlled accounts; no sensitive inputs.	XP / RECOGNITION AI Creator Level 2 - Best Testing - Responsible Design Mission +10 - Testing/evidence +5 - Responsible design +5 - Improvement +5 - Teamwork/helpful review +5
BEST FAILURE Keep one bad label, wrong prediction, poor recommendation, inconsistent generation, weak product idea or failed test. Explain exactly how it changed the next version.	NEXT-WEEK TEASER MISSION 024 - GES AI DISCOVERY EXPO.

Demonstrate - Explain - Verify**MISSION GOAL**

Quarter finale: teams demonstrate their mini AI projects and explain data/examples, mistakes, human checks and responsible-use boundaries.

AI CREATOR EXPECTATION

Students should be able to point to the examples/data or prompt method, show an unseen test, describe one mistake/limitation and explain where a human remains responsible.

MATERIALS / SETUP

Mini projects, station boards, visitor test cards, badges.

MENTOR PREPARATION

Prepare three Team Trays, neutral demo data and difficult test cases.
Pre-test optional tools and keep an unplugged alternative ready. Never require children to create accounts or upload personal material.

ROTATING ROLES

Model Trainer - Data Curator - Test & Fairness Checker - Human Reviewer/Creator. Everyone must participate in testing, not only creating.

AI PROJECT LOG

Need/task: ____ - Examples/data/prompt: ____ - Output: ____ - Unseen test: ____ - Failure: ____ - Human check: ____ - Responsible-use note: ____ - Improvement: ____.

MISSION 024 - 75-90 MINUTE EXECUTION

1	Set up stations: TEACHABLE MODELS - RECOMMENDERS - CREATIVE AI - RESPONSIBLE AI.
2	Visitors try one unseen test or prompt at each relevant station.
3	Students explain one success and one failure without hiding the failure.
4	Each team shows its Responsible AI Card and human-review step.
5	Reflect: When should we use AI, ordinary rules, or simply a human?

MENTOR CLUES

Was this example used for training or testing? - Is the label reliable? - What happens if the threshold changes? - Could a simple rule do this better? - Where should a human review? - What data is unnecessary? - Which output must be verified? - What did the failure teach you?

5-MINUTE DISCOVERY

AI literacy means knowing both capability and limitation, and choosing the right tool responsibly.

SAFETY / RESPONSIBLE AI No sensitive data/accounts; mentor supervises any live AI; no ranking by flashy output.	XP / RECOGNITION AI Creator Level 2 - Best Evidence - Best Human Check - Best Comeback - People Choice Mission +10 - Testing/evidence +5 - Responsible design +5 - Improvement +5 - Teamwork/helpful review +5
BEST FAILURE Keep one bad label, wrong prediction, poor recommendation, inconsistent generation, weak product idea or failed test. Explain exactly how it changed the next version.	NEXT-WEEK TEASER NEXT: Months 7-9 - AI Data Investigations, Model Testing, Language AI, Sensors, Design Challenges & Student AI Research.

AI GROUP 1 - SIX-MONTH CONTROL BOARD

TRAIN/TEST	Keep training examples separate from unseen tests.
DATA QUALITY	Check labels, unclear examples, duplicates, class balance and missing variety.
UNCERTAINTY	Allow NOT SURE; thresholds change mistakes and human-review workload.
HUMAN LOOP	AI can suggest; humans check uncertain/important outputs and remain responsible.
GENERATIVE AI	Generate options, then select/edit/verify. Do not treat first output as final.
ETHICS	Ask FAIR? PRIVATE? HONEST? SAFE? before approving an AI use.
AI FIT	Start with the need; compare rules/software/AI and choose the simplest suitable method.

Quarter Recognition

Mission 024 awards AI Creator Level 2. Recognition focuses on data quality, unseen testing, honest uncertainty, human oversight, creative editing, responsible-use reasoning and improvement after failure.

AI GROUP 1 - SIX-MONTH CHECKPOINT

01-12	AI EXPLORER LEVEL 1	Patterns - training - classification - prediction - fairness - verification
13-18	MODEL & DECISION CREATOR	Teachable models - data quality - trees - recommendations - human loop
19-24	AI CREATOR LEVEL 2	Generative creativity - ethics - product thinking - Mini AI Project - Expo

NEXT QUARTER

Months 7-9 will introduce AI data investigations, model evaluation, language-AI concepts, sensors and intelligent systems, multimodal thinking, AI design challenges and a student-designed AI investigation while keeping activities safe, age-appropriate and evidence-first.