

Total Time: 90 minutes

VerdeloomAl Output 08/2024

Al Literacy Workshop Activity

Engaging Students with Creative Lessons and Gamified Learning with the Help of Al!

This activity is designed for K-12 educators to create their own lesson plans using Verdeloomai.com. The objective is to enhance Al literacy among educators and facilitate collaborative discussions.

Today's workshop scenario is... it is Monday!

Welcome to our workshop for educators! Today, we will be using MyWorkspace, an AI app for lesson planning, and Brain Break!, an AI-assisted learning tool for creating trivia games, to design a fun and engaging experience for your students. The goal is to help them get acquainted with AI literacy, upskill, and inspire creativity.

Objectives

- Introduce students to Al literacy.
- Encourage creativity and engagement.
- Develop problem-solving and critical thinking skills.
- Create a lesson plan using Verdeloomai.com's MyWorkspace tool.
- Understand the basics of Al literacy.
- Engage in discussions with peers to share insights and strategies.

Materials Needed

- VerdeloomAl account (sign up free <u>here</u>)
- MyWorkspace app
- Brain Break! app
- Internet access
- Projector or smartboard
- Paper and pens for brainstorming

Activity Steps

Step 1: Introduction to Al Applications - Demo Video and Overview Slides (5 - 10 minutes)

Begin with a brief introduction to AI applications. Discuss the importance of understanding AI in today's educational landscape. Please refer to this presentation deck on Canva to get acquainted with AI apps and how we at Verdeloom built them for educators!

- **Tip**: Adjust the depth of the introduction based on your audience's familiarity with AI. For advanced groups, you can skip or briefly touch on basic concepts.
- Optional Deep Dive: Offer additional slides or discussions on Al's impact in education if the audience is interested in more background.

Step 2: Exploring Verdeloomai.com (5 - 10 minutes)

Navigate to Verdeloomai.com and explore the tools available. Focus on the MyWorkspace feature, which will be used to create the lesson plan.

 Flexibility Note: This step can be lengthened to allow participants to explore the platform independently or shortened with a guided overview.

Step 3: Creating the Lesson Plan (10 - 20 minutes)

Using our MyWorkspace tool, you will create your own lesson plan. The lesson plan should include:

Title of the lesson	Step-by-step instructions	Objective(s)
Assessment methods		

Preparation Stage: Before continuing, take a moment to prepare by clearly identifying the learning objectives you want to achieve in your lesson. To enhance your prompt:

- Be Specific: Clearly state the topics and key points you want to cover.
- Use Clear Language: Avoid vague terms and be as precise as possible.
- **Incorporate Goals**: Ensure your prompt reflects the desired outcomes for your students.

If unsure, don't hesitate to ask for help or consult GPT!

• Instructor's Note - Optional Deep Dive: For more advanced users, offer tips on refining prompts for specific educational outcomes.

Try going into MyWorkspace and change your Format to Lesson Plan so your output is formatted to achieve your goal without you needing to put it into your prompt!

Enter your prompt in the bar that outlines the key points you want the lesson to achieve, focusing on your learning objectives and using those internalized skills from your preparation stage.

 Instructor's Note - Flexibility Option: Provide extra time if participants are new to creating Al-generated lesson plans or need additional support.

Feel free to change your Tone to customize the lesson to your class' learning style.

Now let's click ▶Go!

In a few seconds...your first draft will appear!

Once you are happy with your lesson after making your changes, feel free to prompt it again or save it via **Upload** or **Download**.

Done! Let's reflect on how you can utilize Al-assisted applications, such as MyWorkspace, to create custom material for any situation, familiar or not.

Step 4: Short Break (5 minutes)

Take a short break to refresh. Engage in a quick, fun activity such as a 5-minute stretch or a short game. This helps to rejuvenate and maintain focus.

You are halfway to creating an engaging experience for your class whilst upskilling in Al literacy.

How can Al positively impact your work? Your life? Others' lives? Others' lives around you?

Okay! Let's move on to creating a gamified learning experience to supplement your lesson plan.

Step 5: Brain Break! (10 - 20 minutes)

Using our Brain Break! learning tool, you will create your own gamified learning experience. The lesson plan should include:

Title of the lesson	Step-by-step instructions	Objective(s)
Assessment methods		

Before continuing, take a moment to prepare by clearly identifying the learning objectives you want to achieve in your lesson. To enhance your prompt:

- Be Specific: Clearly state the topics and key points you want to cover.
- Use Clear Language: Avoid vague terms and be as precise as possible.
- Incorporate Goals: Ensure your prompt reflects the desired outcomes for your students.

If you're unsure, don't hesitate to ask for help or consult GPT directly for suggestions!

 Instructor's Note - Flexibility Option: Allow time for experimentation. Encourage educators to "play" with different question types and difficulty levels to find what best fits their teaching style.

Try going into Brain Break!, select ◆ Create a game with Al and give your game a title - this will be visible to everyone if you share it.

Enter your prompt in the **Describe your questions** bar that outlines the key points you want the lesson to achieve, focusing on your learning objectives.

Now let's click **→ Create with AI**

Once you are happy with your lesson, make sure to save it via **Upload** or **Download**.

Step 6: Sharing and Discussion (15 - 20 minutes)

After the break, educators will share their lesson plans with the group. Discuss the different approaches and provide constructive feedback.

 Optional Segment: Include a brief Q&A or small group discussions to explore the different strategies educators used.

Conclusion (5 minutes)

Wrap up the activity by summarizing the key points discussed. Encourage educators to implement their lesson plans and continue exploring Al literacy.

Additional Resources

• Al Literacy Resources - Mike K. TedX