DESIGNING THE FUTURE OF AI IN SCHOOL

Team name

I Build the team

First, write down **who will take on which role** and your **team name**.

Note-taker
Writes down your answers.

Timekeeper
Keeps an eye on the clock.

Vibekeeper
Makes sure everyone is included in the conversation.

Challenger
(Optional.) Challenges ideas to see different perspectives.

2 Identify opportunities

Where do you see **opportunities for AI to help at school**? Spend 10 minutes writing down a few.

It might help to think about:
- **Who** can we help? Students, teachers, others?
- What are things that are **difficult to do for humans**?

3 Define the opportunity

Pick one of your ideas from the previous page and work it out in more detail.

Which problem or opportunity will you try to design for?

Who is most affected by this?

Why is it important that this is solved or improved?

What about this is **difficult for humans**?

Why do you think **AI could help** with this?

4 Brainstorm designs

Together, think of **3 possible ideas** for AI-based designs for your opportunity.

Brainstorming is all about getting your ideas out: **don't spend more than 3 minutes per idea**. After, you'll pick one to refine. If you have more than 3 ideas, you can write them all down in the fourth box.

Stuck? Remember: there are many different types of AI!

(bonus)

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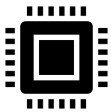
5 Imagine your design

Pick one of your ideas from the previous page and work it out in more detail.

What is the **name** of your design?

What does it **do**?

What **kind of design** is it? (e.g. device, app, something different?)

What **features** does your design have? What **kind of AI** does it use?

How does it **tackle your problem or opportunity**?

6 Create your design

Now, it is time to **work out your design**!

You can each create a different design, work in pairs, or work with all of you together.

First, decide what **medium** you'd like to use:

Draw a picture?

Write a story?

Craft a prototype?

Then, go and **get creative**!

If you're stuck for ideas, here are some questions you can consider:

How would a **classroom** with your solution be different?

What does the **interface** or your solution look like?

How would people with **different abilities** use your solution?

What could **go wrong** with your solution?

Timekeepers: you can work on this until about 14:30. Then, it's time to prepare your elevator pitch on the final page.

7 Prepare an elevator pitch

An elevator pitch is a **very short advertisement** in which you try to convince other people that your design is a good idea.

Fill in the blanks in the following sentences and decide who will say what. Everyone in your team should say at least something! Then, present your elevator pitch to the rest of the class.

Hi, we are
> team name

and we have designed
> design name
!

It's a
> type
for
> audience

to help with
> problem or opportunity

It works by

We think this is important because