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Suggested Lesson Plan

	Introduces	By getting kids to make a	Teaching a machine to recognise	What they will learn
"Smart Classroom"	Confidence thresholds	Virtual Assistant	text	 How computers can be trained to recognise the intent behind writing. The way confidence thresholds are used to handle when the machine cannot recognise the meaning. How virtual assistants (e.g. Apple Siri, Amazon Alexa, Google Home) work.
"Make me happy"	Sentiment analysis	Scratch character	text	 How computers can be trained to recognise emotional tone. How supervised learning makes it easier to build systems that have to deal with unexpected input.
Lesson 3: "Rock, Paper, Scissors"	Image recognition	Webcam game	images	 How computers can be trained to recognise pictures. The important of variety in training machine learning systems.
Lesson 4: "Sorting Hat"	Text classification	Harry Potter game	text	How computers can recognise different types of language.
Lesson 5: "Noughts & Crosses"	Al in games	Noughts and crosses	numbers	 How machines have been taught to play games since the 1960's. Decision tree learning as a way for computers to learn how to play games.
Lesson 6: "Judge a book"	Image recognition	Scratch game	images	How effectiveness of a machine learning system can be measured by comparing performance against humans.
Lesson 7: "Headlines"	ML testing	Test system	text	 How computers can be taught to recognise the source of writing How machine learning systems are tested.
Lesson 8: "Top Trumps"	Collecting training data	Scratch card game	numbers	 How collecting training is used to make it easier to train computers than manually labelling training data How computers can learn to play games where the correct answer cannot be known.
Lesson 9: "Tourist Info"	Training bias	Mobile holiday app	text	The impact of training bias on machine learning systems and the ethical questions this introduces.

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