

# Machine Learning For Kids :: Teachers' notes

<b>Worksheet</b>	<b>Judge a Book</b>
<b>Activity</b>	Make a game in Scratch to test whether it really is possible to judge a book by its cover.
<b>Objective</b>	<b>Teach a computer to recognise visual style</b> <ul style="list-style-type: none"> <li>How effectiveness of a machine learning system can be measured by comparing performance against humans.</li> </ul>
<b>Difficulty level</b>	Intermediate The Scratch script is slightly complex. The term "genres" may require explanation. The idea of measuring performance by comparing answers against those of another human can require some explaining.
<b>Time estimate</b>	1 hour
<b>Summary</b>	Students will use a library or book retailer website to collect photos of book covers, and use these to train a machine learning model to recognise the genre of a book, based on a picture of it's cover. They will use this to make a project in Scratch.
<b>Topics</b>	image classification, supervised learning

## Setup

Each student will need:

<b>Print-outs</b>	Project worksheet (download from <a href="https://machinelearningforkids.co.uk/worksheets">https://machinelearningforkids.co.uk/worksheets</a> )  Blocks in Scratch scripts are colour-coded, so printing in colour will make it easier for students.
<b>Access</b>	Access to a library or book retailer site (e.g. Amazon, etc.)
<b>Access</b>	Username and password for machinelearningforkids.co.uk

Class account will need:

<b>API keys</b>	<b>Watson Visual Recognition</b> 1 custom model per student  One "Lite" API key is free but can only be used to create 1 custom model One "Standard" API key can be used to create multiple custom models  more detail at: <a href="https://github.com/dalelane/ml-for-kids/raw/master/doc/machinelearningforkids-apikeys.pdf">https://github.com/dalelane/ml-for-kids/raw/master/doc/machinelearningforkids-apikeys.pdf</a>
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## Help

<b>Potential issues</b>	<ul style="list-style-type: none"> <li>Students will need Internet access to search for pictures of book covers to train the computer with. Depending on the age of the students, close supervision may be appropriate to ensure safe searching.</li> <li>Dragging and dropping doesn't work in Internet Explorer. You can provide your students with a different web browser (Firefox or Chrome work well) or explain to them how to copy/paste image URLs from a page.</li> <li>"https://machinelearningforkids.co.uk" is a long URL to type for some children. You may find it easier to set up a bookmark that they can click on instead.</li> </ul> <p>General troubleshooting and help at <a href="https://machinelearningforkids.co.uk/help">https://machinelearningforkids.co.uk/help</a></p>
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