

# Machine Learning For Kids :: Teachers' notes

<b>Worksheet</b>	<b>Titanic</b>
<b>Activity</b>	Train the computer to be able to predict who survived the sinking of the Titanic.
<b>Objective</b>	<b>Teach a computer to predict outcomes</b> <ul style="list-style-type: none"><li>Predictive analytics can be used to identify patterns in structured data.</li></ul>
<b>Difficulty level</b>	Beginner
<b>Time estimate</b>	45 minutes
<b>Summary</b>	Students will train a predictive model based on historical data.
<b>Topics</b>	predictive model

## 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>	Username and password for machinelearningforkids.co.uk
<b>Other</b>	A way of creating and running Python programs

Class account will need:

<b>API keys</b>	None
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## Help

<b>Potential issues</b>	<ul style="list-style-type: none"><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><li>The Python program that the students will create will use the third-party library "requests". There is a link on the student page to information about how to install requests, but it will be simpler if you can ensure that it's installed before beginning the class. See <a href="https://3.python-requests.org/user/install/#install">https://3.python-requests.org/user/install/#install</a> for more info.</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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