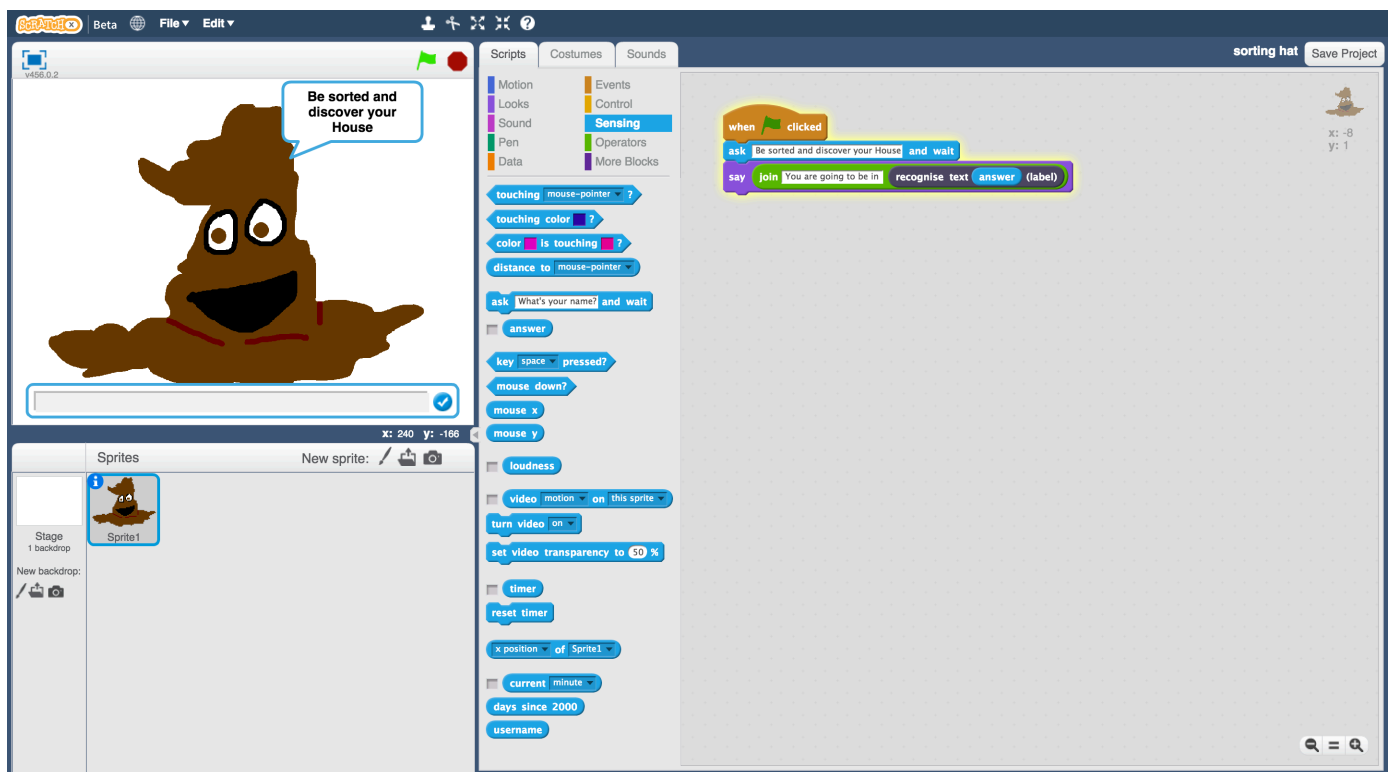


# Sorting Hat

In this project you will make a Sorting Hat that will put you in one of the Hogwarts school houses based on what you say.

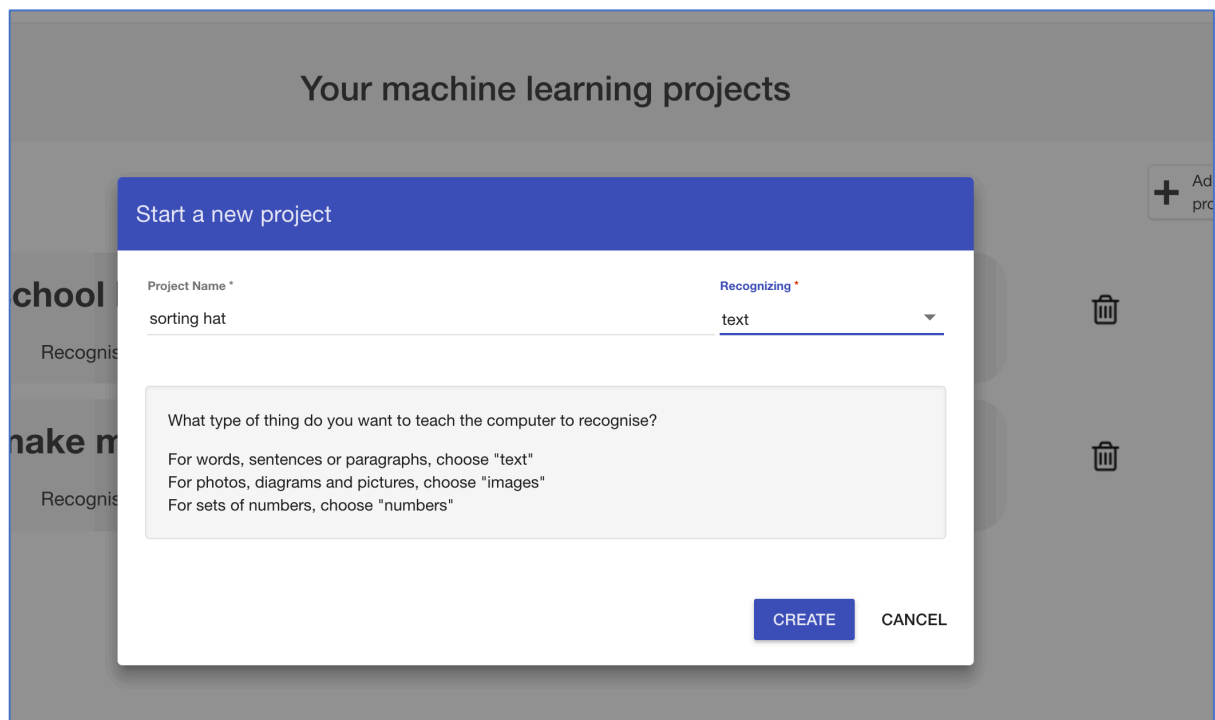
You will teach the computer to recognise how students in different houses speak by giving it examples of dialog from the books.



The idea for this project came from Ryan Anderson, who made a real-life sorting hat with his daughter!

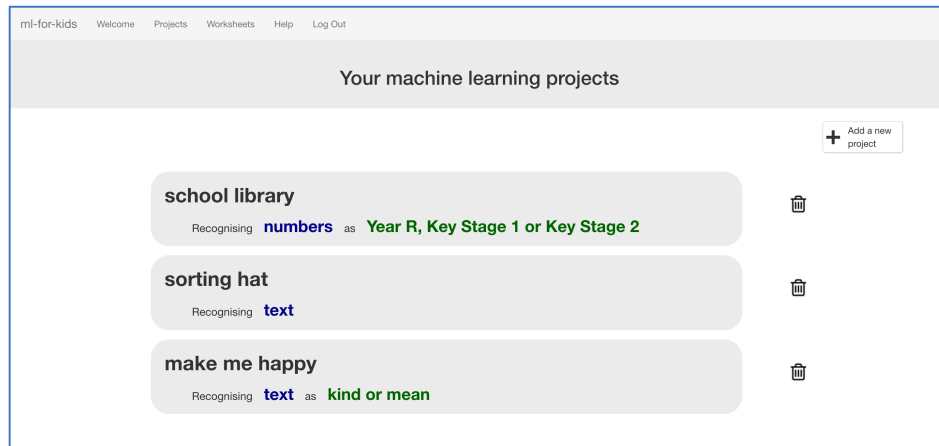
<https://www.ibm.com/blogs/think/2016/06/watson-sorting-hat/>

1. You will need some Harry Potter books for this project.  
Go to the school library!
2. Go to <https://machinelearningforkids.co.uk/> in a web browser
3. Click on “**Get started**”
4. Click on “**Log In**” and type in your username and password  
*If you don't have a username, ask your teacher or group leader to create one for you.*  
*If you can't remember your username or password, ask your teacher or group leader to reset it for you.*
5. Click on “**Projects**” on the top menu bar
6. Click on the “**+ Add a new project**” button.
7. Name your project “**sorting hat**” and set it to learn how to recognise “**text**”

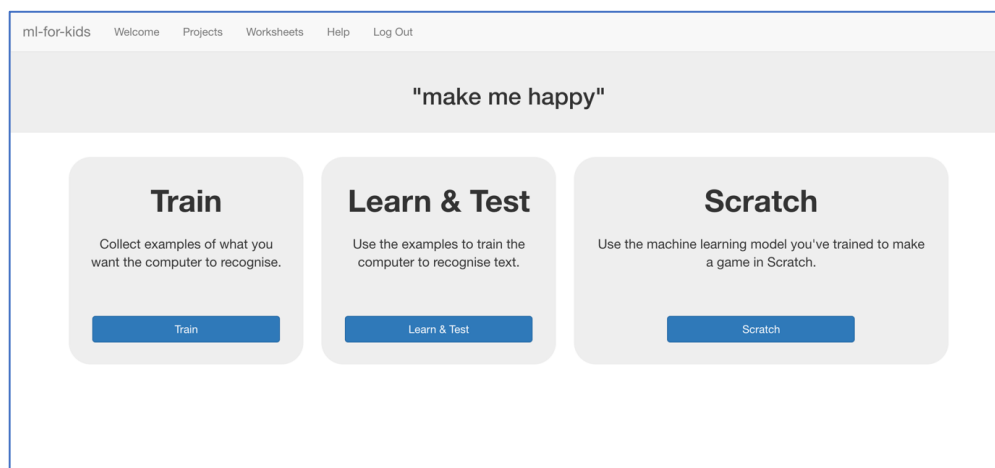


The screenshot shows a web interface titled "Your machine learning projects". A modal dialog box titled "Start a new project" is open. It has a blue header bar. Below the header, there is a form with two fields: "Project Name \*" and "Recognizing \*". The "Project Name \*" field contains the text "sorting hat". The "Recognizing \*" field is a dropdown menu with "text" selected. Below these fields is a text box with the question "What type of thing do you want to teach the computer to recognise?" and three options: "For words, sentences or paragraphs, choose 'text'", "For photos, diagrams and pictures, choose 'images'", and "For sets of numbers, choose 'numbers'". At the bottom right of the dialog are two buttons: "CREATE" and "CANCEL".

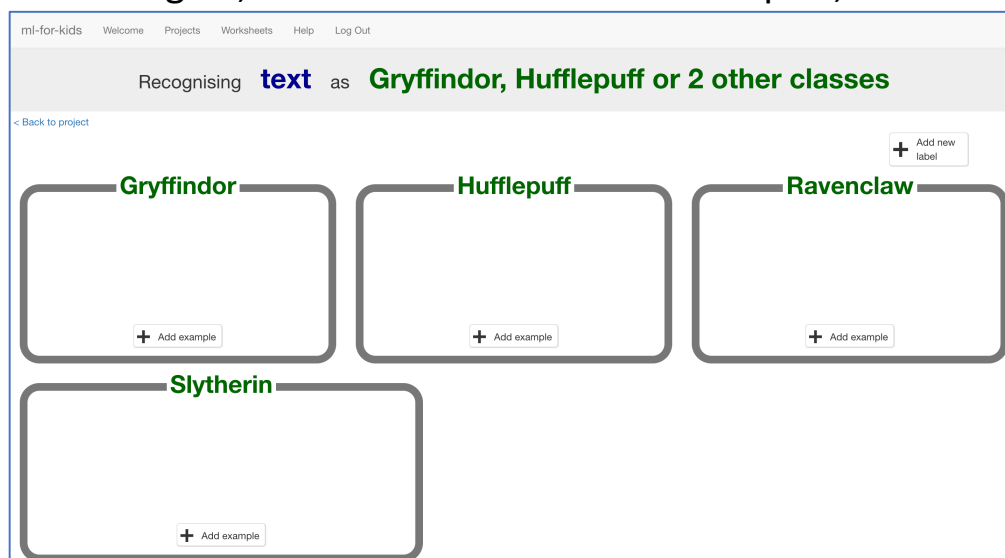
8. “sorting hat” should now show up in your projects list. Click on it.



9. We'll start by collecting examples of quotes to train the computer with. Click on the **Train** button.



10. Click on “+ Add new label” and call it “Gryffindor”. Do that again, and create buckets for Hufflepuff, Ravenclaw & Slytherin



- 11.** Click on the “**Add example**” button in the “Gryffindor” bucket. Find a quote by Harry Potter and type it into the box. Click “**Add**”

The screenshot shows the 'ml-for-kids' interface with the title 'Recognising text as Gryffindor, Hufflepuff or 2 other classes'. There are four buckets: Gryffindor, Hufflepuff, Ravenclaw, and Slytherin. The 'Add new example' dialog box is open over the Gryffindor bucket. The dialog box has a blue header 'Add new example' and a text input area. The text input area contains the quote: 'Not to be rude or anything, but this isn't really a great time for me to have a House Elf in my bedroom.' The character count '104 / 1000' is shown at the bottom right of the input area. There are 'ADD' and 'CANCEL' buttons at the bottom of the dialog box.

- 12.** Find another quote from another character in Gryffindor. Click on the “**Add example**” button in the Gryffindor bucket and type it in.

The screenshot shows the same 'ml-for-kids' interface. The 'Add new example' dialog box is open over the Gryffindor bucket. The text input area now contains a second quote: 'You sort of start thinking anything's possible if you've got enough nerve'. The character count '73 / 1000' is shown at the bottom right of the input area. There are 'ADD' and 'CANCEL' buttons at the bottom of the dialog box. The first quote is now visible in the Gryffindor bucket's text area.

- 13.** Keep going, collecting examples of quotes for each of the houses. *If your computer screen is big enough, you might want to press Ctrl and – (the dash/minus key) at the same time to fit more on the screen.*

ml-for-kids Welcome Projects Worksheets Help Log Out

Recognising **text** as **Gryffindor, Hufflepuff or 2 other classes**

[< Back to project](#)

**Gryffindor**

- all we have to do is ask the crowd to turn ...
- Books! And cleverness! There are more im...
- Don't let it worry you. It's me. I'm extremel...
- Fear of a name only increases fear of the t...
- Gryffindor values courage bravery nerve a...
- Honestly, am I the only person who's ever ...
- I solemnly swear that I am up to no good.
- Not to be rude or anything, but this isn't re...
- You sort of start thinking anything's possi...
- If being good at Divination means I have t...

[+ Add example](#)

**Hufflepuff**

- Hufflepuffs value hard work patience justl...
- Our emblem is the badger, an animal that l...
- Hufflepuff is certainly the least boastful ho...
- Hufflepuffs are trustworthy and loyal. We ...
- I feel that if a single pupil wants to come, t...
- I feel that if a single pupil wants to come, t...
- I realise I never really thanked you properl...
- My name was down for Eton, you know. I ...
- Harry always seemed so nice though, and...
- Congratulations on becoming a member o...

[+ Add example](#)

**Ravenclaw**

- Things we lose have a way of coming bac...
- Wit beyond measure is man's greatest tre...
- You can laugh, but people used to believe...
- She didn't enjoy it very much. She doesn't...
- I believe He Who Must Not Be Named is b...
- I've been able to see them ever since my ...
- I'd love to go with you as friends! Nobody'...
- Thank you so much, Dobby, for rescuing ...
- Professor Dumbledore has granted me pe...
- Let me introduce you to your new Defens...

[+ Add example](#)

**Slytherin**

- Blast you, Potter! Next time, you won't be ...
- Did you see his face? Maybe if the fat lum...
- Didn't mummy ever tell you it was rude to ...
- Potter! Is it true you fainted? I mean, you ...
- Shame your broom doesn't come with a p...
- Wait 'til my father hears about this! This is ...
- You're not dangerous at all, are you? You ...
- Well, well. Look who's here - you two sho...
- Why so tense, Potter? My father and I hav...
- Honestly, if you were any slower, you'd be...

[+ Add new label](#)

[+ Add example](#)

- 14.** When you've collected enough, click on the "**< Back to project**" link.

- 15.** Next, you need to use all of the examples that you've collected to train the computer. Click on "**Learn & Test**"

- 16.** Click on the "**Train new machine learning model**" button at the bottom of the page.

Machine learning models

[< Back to project](#)

**What have you done?**

You've collected examples of text for a computer to use to recognise when text is Gryffindor, Hufflepuff or 2 other classes.

You've collected:

- 10 examples of Gryffindor,
- 10 examples of Hufflepuff,
- 10 examples of Ravenclaw,
- 10 examples of Slytherin

**What's next?**

Ready to start the computer's training?

Click the button below to start training a machine learning model using the examples you've collected so far.

(Or go back to the Train page if you want to collect some more examples first.)

Info from training server:

[Train new machine learning model](#)

- 17.** Wait for the training to complete. This can take a few minutes. *While you're waiting, try to complete the multi-choice quiz at the bottom of the page to test your machine learning knowledge.*

### Machine learning models

[< Back to project](#)

#### What have you done?

You've started training a machine learning model using the examples of text that you collected.

It's been training since Saturday, July 1, 2017 6:39 PM.

This normally takes a few minutes, but can take a little longer if the training server is very busy.

#### What's next?

You could wait for the machine learning model to finish being trained.

Or, you could try the machine learning quiz below, to check what you've learned.

Or you could go to [Scratch](#) and work on your project. You don't need to wait for the model to be trained before you get the rest of your project ready.

Info from training server:

<b>Model was trained at:</b>	Saturday, July 1, 2017 6:39 PM
<b>Current model status:</b>	Training
<b>Detail:</b>	The classifier instance is in its training phase, not yet ready to accept classify requests

[Cancel training](#)

- 18.** Once the training has completed, a Test box will be displayed. Try testing your machine learning model to see what the computer has learned. *Test it with example quotes that you haven't shown the computer before. If you're not happy with how the computer recognises text, go back to step 13, and add some more examples. Make sure you repeat step 16 to train again with any new examples.*

[< Back to project](#)

#### What have you done?

You've trained a machine learning model to recognise when text is Gryffindor, Hufflepuff or 2 other classes.

You created the model on Saturday, July 1, 2017 6:39 PM.

You've collected:

- 10 examples of Gryffindor,
- 10 examples of Hufflepuff,
- 10 examples of Ravenclaw,
- 10 examples of Slytherin

#### What's next?

Try testing the machine learning model below. Enter an example of text below, that you didn't include in the examples you used to train it. It will tell you what it recognises it as, and how confident it is in that.

If the computer seems to have learned to recognise things correctly, then you can go to [Scratch](#) and use what the computer has learned to make a game!

If the computer is getting too many things wrong, you might want to go back to the [Train](#) page and collect some more examples. Once you've done that, click on the button below to train a new machine learning model and see what different the extra examples will make!

Try putting in some text to see how it is recognised based on your training.

You'll soon find out some wizarding families are much better than others, Potter. You don't want to go making friends with the wrong sort.

[Test](#)

Recognised as **Slytherin**  
with 68% confidence

## What have we done so far?

You've started to train a computer to recognise the use of language by different characters in the Harry Potter books.

These examples are being used to train a machine learning "model".

This is called "supervised learning" because of the way you are supervising the computer's training.

The computer will learn from patterns in the examples you've given it, such as the choice of words, and the way that sentences are structured.

These will be used to be able to make predictions about people not in the book, just like the Sorting Hat does.

Don't worry if your model seems to get a lot wrong. With only a handful of examples of each house, the computer won't have had very much to learn from yet. If you were doing this for real, you'd be collecting dozens or hundreds of examples for the computer to train on.

**19.** Click on the "< Back to project" link, then click on the "Scratch" button.

*This page will be updated with instructions on how to use the new blocks in Scratch from your project. Keep the page open if you need to check back on how to use them.*

## Tips

### **More examples!**

The more examples you give it, the better the computer should get at recognising what the different school houses have in common.

### **Try and be even**

Try and come up with roughly the same number of examples for each House.

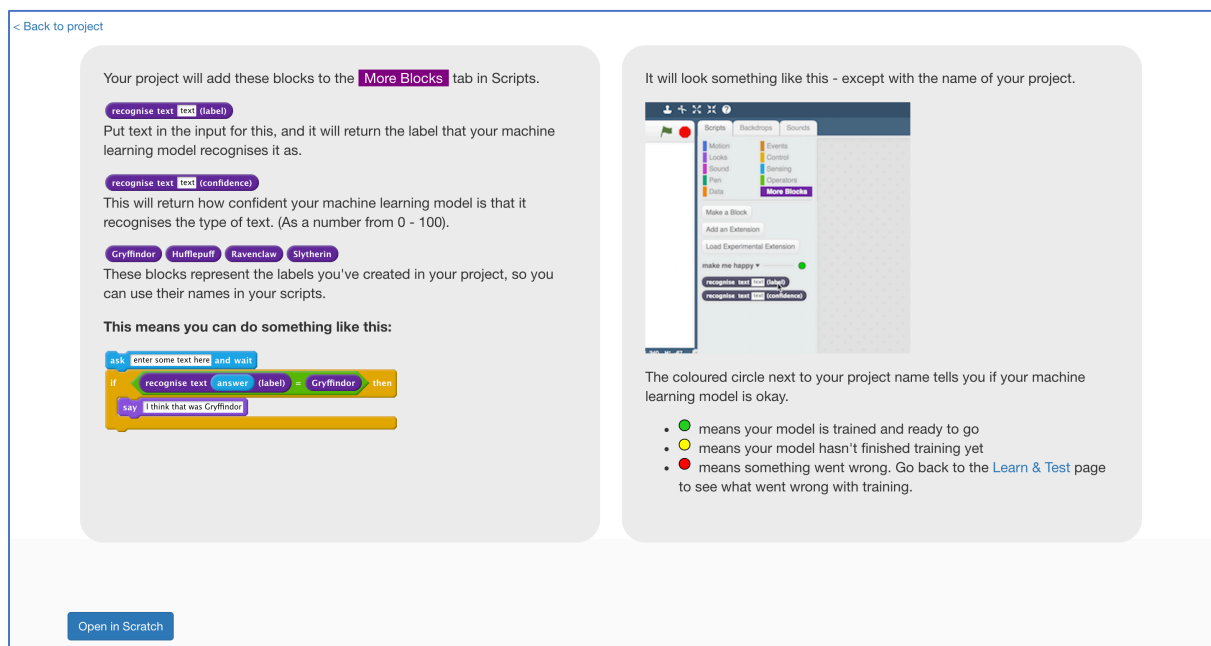
This can be difficult – particularly for Hufflepuff! But try not to focus only on Gryffindor and Slytherin. If you have a lot of examples for some houses, and not the others, the computer might learn that being in those houses is more likely than the others. That would probably affect the predictions that it makes.

### **Quotes online**

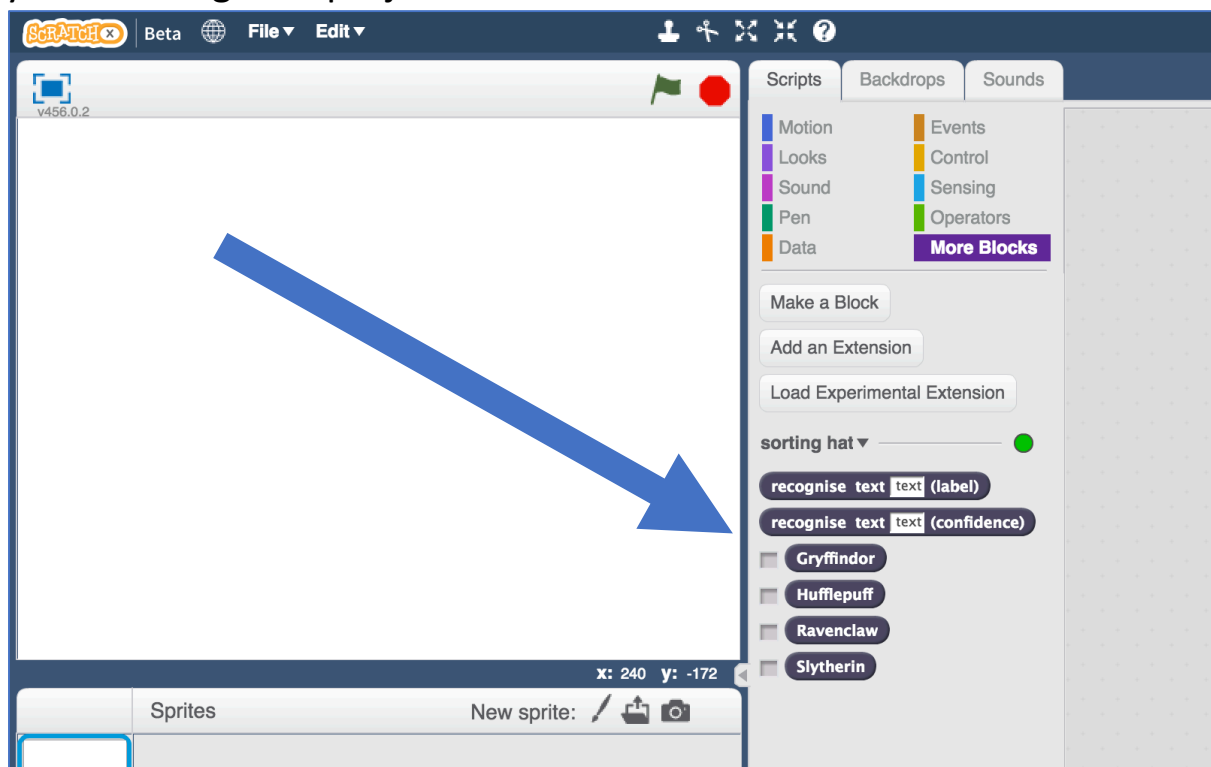
If you're struggling, or you don't have a copy of a Harry Potter book available, try searching for quotes of your favourite characters online.



## 20. Click on the “Open in Scratch” button at the bottom to launch the Scratch editor.



## 21. You should see six new blocks in the “More blocks” section from your “sorting hat” project.



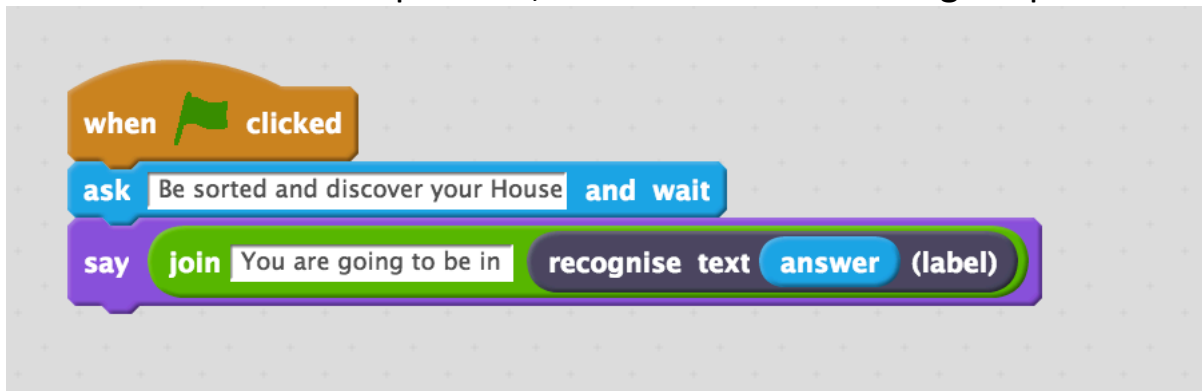
## 22. Create a new sprite by clicking on the paint brush icon next to “New sprite”, just beneath the white canvas.

## 23. Draw a Sorting Hat

*If you really don't like drawing, you could find a picture of the Sorting Hat online, and use that instead. Click on the folder icon next to the paintbrush to import a sprite from a file.*



## 24. Click on the “Scripts” tab, and enter the following script.

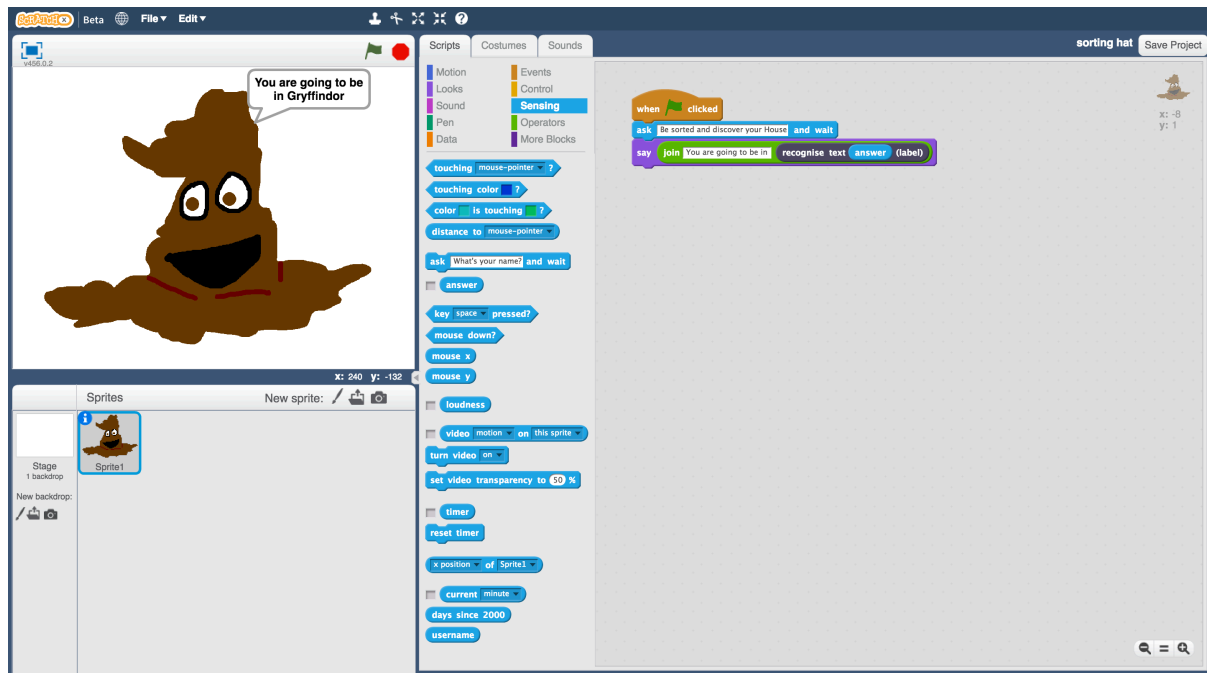


## 25. Test your script!

Click on the green flag, and type in a message.

*Try typing in something that you would say, or something you have said and see which House the Sorting Hat would put you in!*

*Try it on your friends and see what House the Hat would put them in.*



## 26. Save your project

*Click File -> Save*

### What have we done?

You've created a Scratch game version of the Harry Potter Sorting Hat, using machine learning.

You trained that machine learning model by collecting examples of quotes from characters, and telling the computer which House they are in.

You've seen that doing this well is difficult, and needs a lot of examples.

But even with a small number of examples, it's fun to see the patterns that the computer learns, and how it tries to use that to recognise text.

The idea for this project came from Ryan Anderson, who made a real-life sorting hat with his daughter!

Instead of typing messages to it, they also used speech-to-text so that they could actually talk to their Hat. Once they converted people's voices into text, they trained a machine learning model to be able to recognise which House that should be, in a similar way to you have.

To see what the Hat looked like in action, check out their video at

<https://youtu.be/tSHoJoOOi9k>