

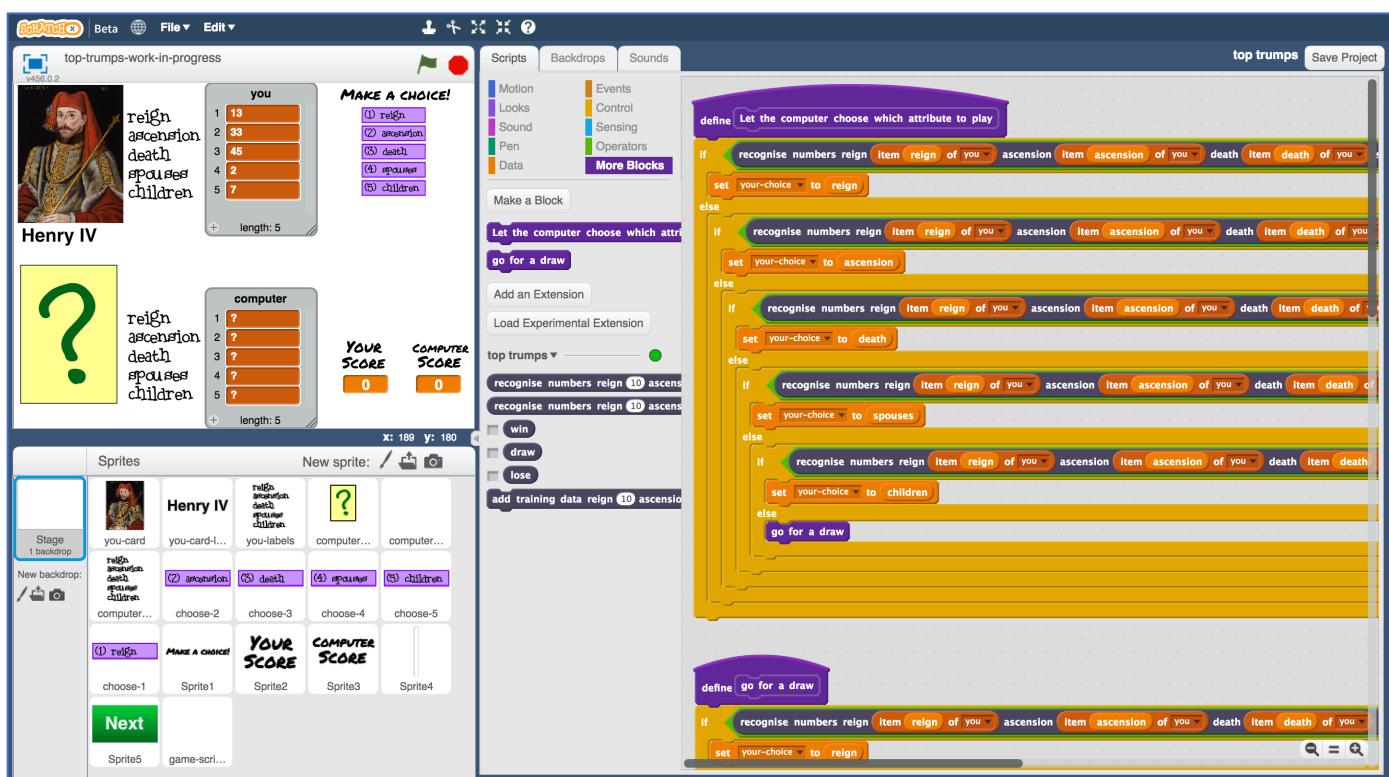
Top Trumps

In this project you will train a computer to play a card game like “Top Trumps”.

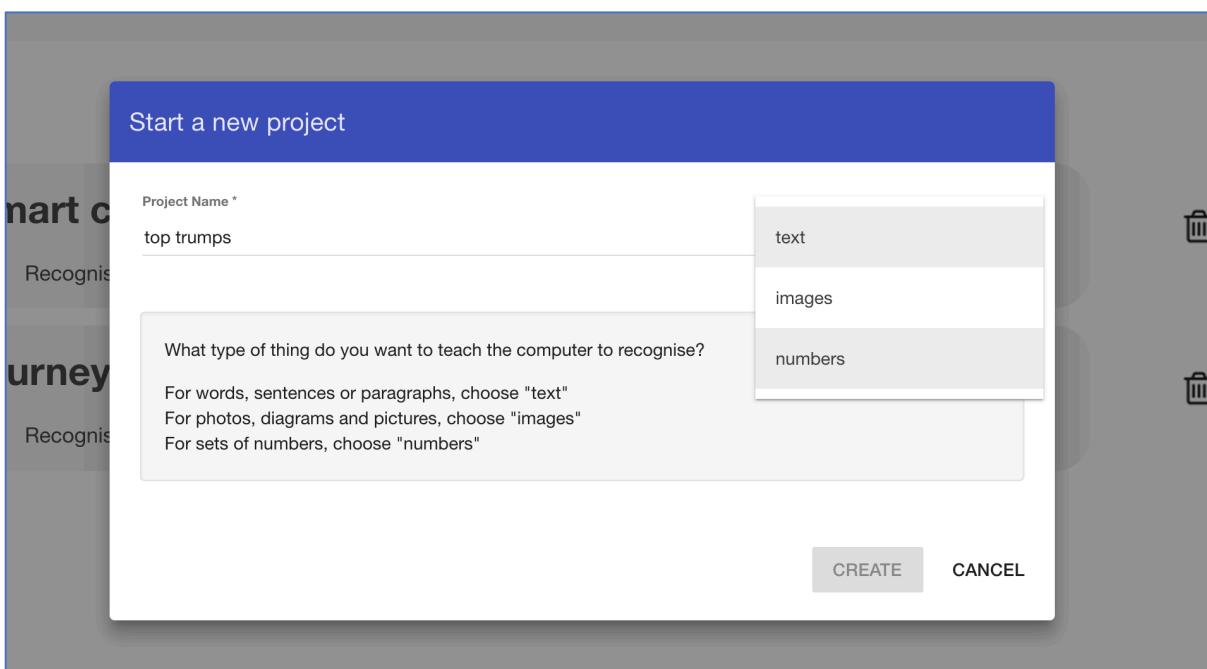
You'll try a couple of different approaches to teaching the computer
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To be completed...

???



1. You'll need the **top-trumps.sbx** starter file for this project.
If you haven't got this, ask your teacher or group leader.
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 “top trumps” and set it to learn how to recognise “**numbers**”



8. Set “how many numbers” to **6**.

That will give you six text boxes to type names into.

Enter the following names into these boxes, in this order:

- * reign
- * ascension
- * death
- * spouses
- * children
- * choice

It should look like the screenshot below when you click on “Create”.

This won’t make any sense to you yet. Sorry. It will in a moment!

The screenshot shows a user interface for creating a new project. At the top, a blue header bar says "Start a new project". Below it, there are two input fields: "Project Name *" containing "top trumps" and "Recognizing *" containing "numbers". A dropdown menu next to "Recognizing" is set to "numbers". Underneath, a section asks "How many numbers in each example?" with a dropdown set to "6". Below this, there are six input fields labeled "Field 1 name *", "Field 2 name *", "Field 3 name *", "Field 4 name *", "Field 5 name *", and "Field 6 name *". The values entered are: Field 1: "reign", Field 2: "ascension", Field 3: "death", Field 4: "spouses", Field 5: "children", and Field 6: "choice". A note below the fields states: "Each example for numbers projects can contain a set of numbers. For example, if you want to train the computer to recognise the time of year based on weather data, you might want a few numbers - for temperature, amount of rain, and windspeed." At the bottom right are two buttons: "CREATE" and "CANCEL".

- 9.** You should now see “**top trumps**” show up in the list of your projects. Click on it.

The screenshot shows a web interface for managing machine learning projects. At the top, there's a navigation bar with links for 'ml-for-kids', 'Welcome', 'About', 'Projects', 'Worksheets', 'Help', and 'Log Out'. Below the navigation, the title 'Your machine learning projects' is centered. A button in the top right corner says '+ Add a new project'. Three projects are listed in a grid:

- top trumps**: Recognising **numbers**. This project has a delete icon to its right.
- smart classroom**: Recognising **text** as **fan_on, fan_off or 2 other classes**. This project has a delete icon to its right.
- journey to school**: Recognising **numbers** as **car, walk or cycle**. This project has a delete icon to its right.

- 10.** We'll start by getting a project ready in Scratch. Click on the **Scratch** button.

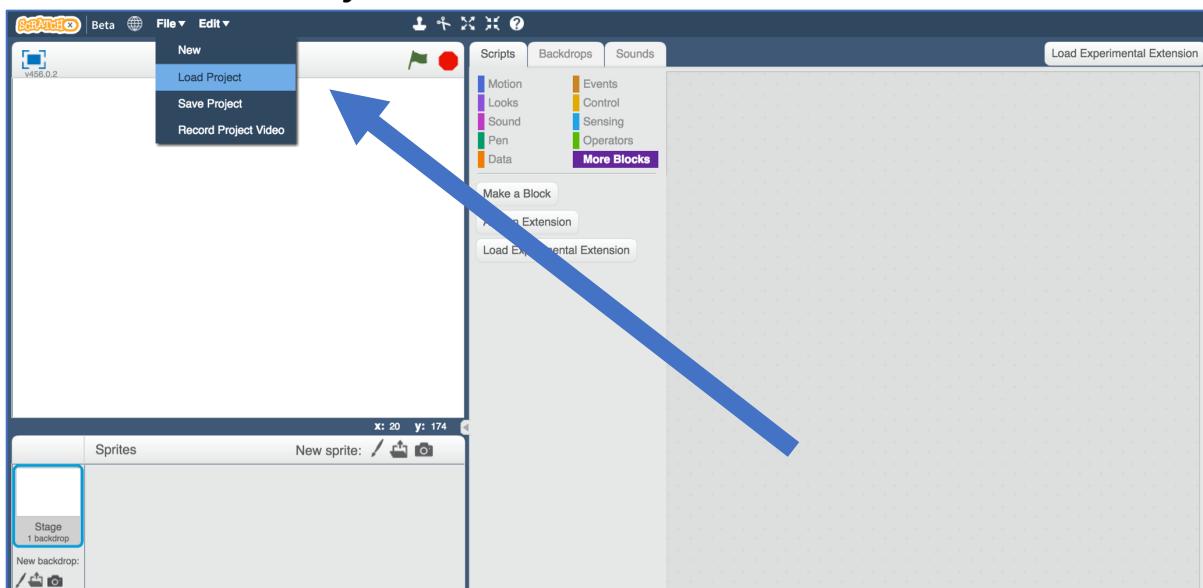
*The next page will warn you that you haven't done any machine learning yet, but clicking on the **Scratch by itself** link will launch Scratch.*

The screenshot shows a project details page for "top trumps". At the top, the project name "top trumps" is displayed. Below it are three main buttons:

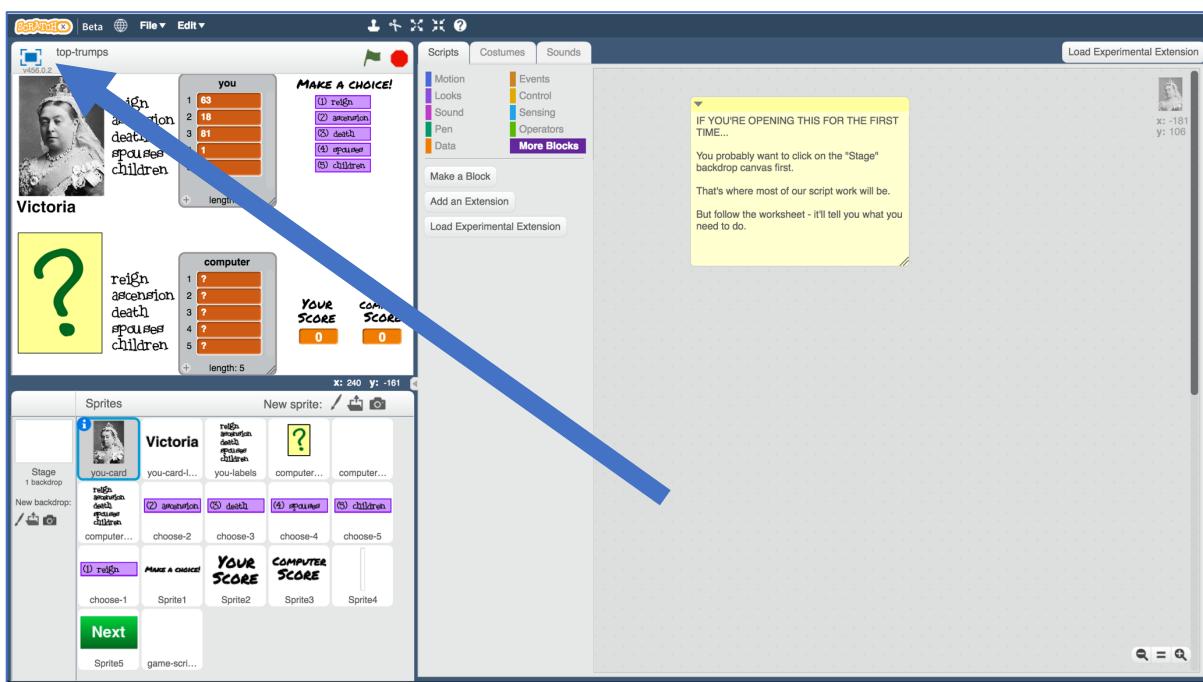
- Train**: Collect examples of what you want the computer to recognise. A blue 'Train' button is at the bottom.
- Learn & Test**: Use the examples to train the computer to recognise numbers. A blue 'Learn & Test' button is at the bottom.
- Scratch**: Use the machine learning model you've trained to make a game in Scratch. A blue 'Scratch' button is at the bottom.

11. Load the top-trumps.sbx file

Use **File -> Load Project** as shown below

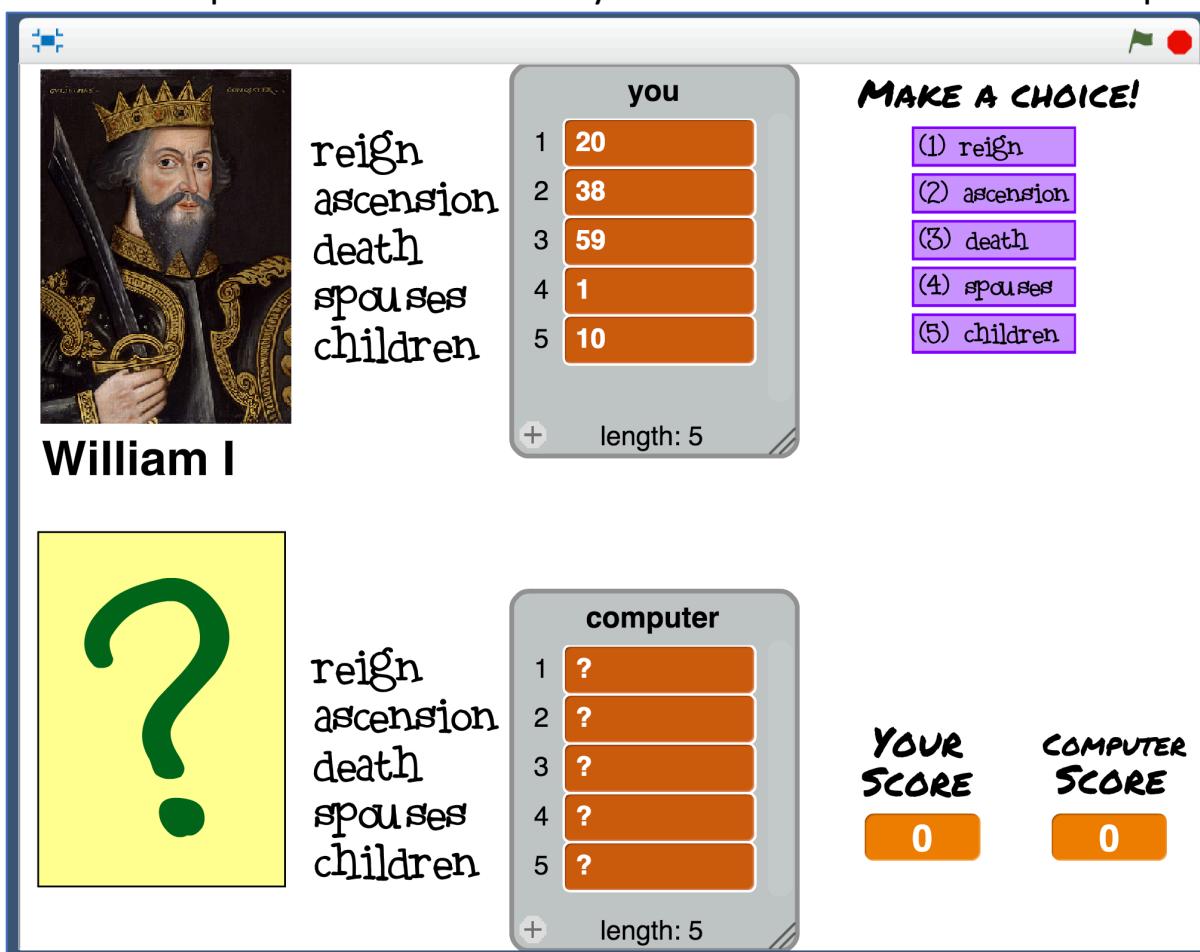


12. This is Top Trumps based on the Kings and Queens of England. Click on the full-screen button.



13. Click on the green flag to start

14. The top half of the screen is you. The bottom half is the computer.



When you click the Green Flag to start the game, you can't see the computer's card yet, so it's all just question marks.

Choose a value from your king or queen.

For example, in the screenshot above, my card is William I.

- 1) He reigned for **20** years.
(Higher wins – the longer you're king/queen, the better)
- 2) He ascended to the throne when he was **38**.
(Lower wins – the earlier you become king/queen, the better)
- 3) He died when he was **59**.
(Higher wins – the longer you live, the better)
- 4) He had **1** spouse. (Higher wins)
- 5) He had **10** children. (Higher wins)

Choose a value by **clicking on the purple button** to the right of it.

William I

John

Your card: 10

Computer card: 5 length: 5

you

20
38
59
1
10

Chosen category:
children (5)

Next

computer

17
31
48
2
5

You scored!

YOUR SCORE: 1

COMPUTER SCORE: 0

When you choose a value, the computer card is revealed, and you see if you win or lose.

The score in the bottom right corner is updated.

Click on the green Next button to move onto the next card and play again.

If you lose, the computer gets to choose the value instead.

15. Play a few rounds of the game against the computer.

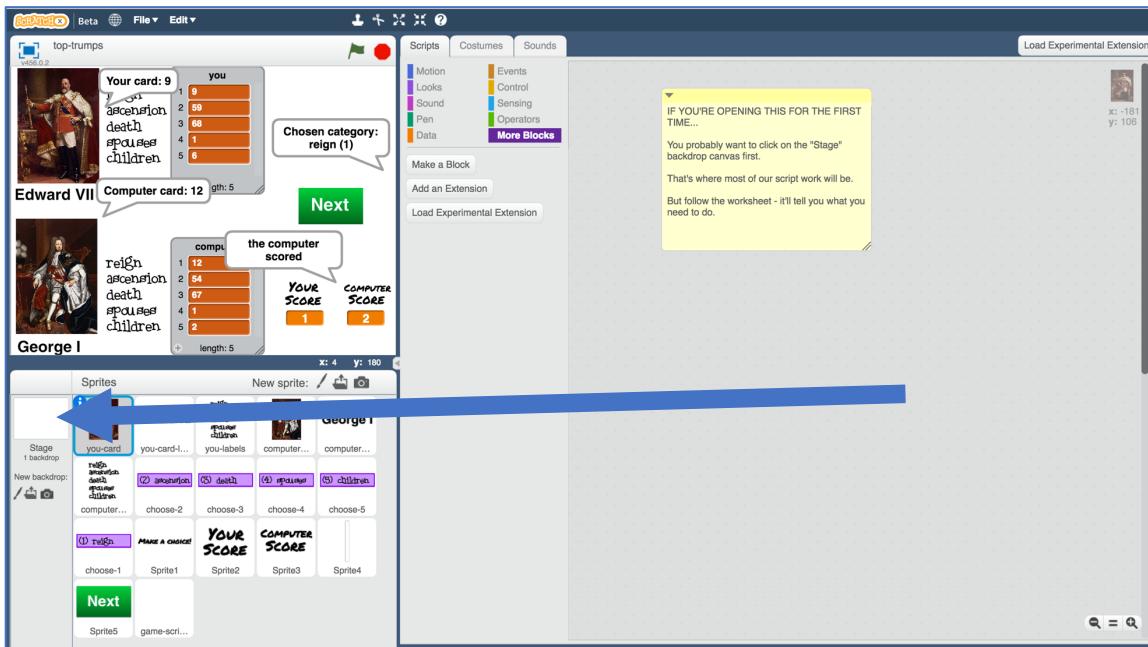
Try to work out how the computer is choosing values to play when it's the computer's turn.

When you think you've worked out how the computer is playing, move onto the next step.

16. Click on the **full-screen** button again to go back to normal view.

Then click on the **Stage**

This is the white rectangle above “Stage” shown with the arrow below.



17. The script on the **Stage** shows how the computer has been coded to play.

The computer always picks “reign”.

Did you get it right?

18. Change the script so that the computer chooses a value at random when it’s the computer’s turn.

Choosing from 1 (reign) to 5 (children) at random.



- 19.** Click on the **green flag** to reset the scores to 0. Go back to full-screen and play the game again.
Stop when either score reaches 10.
Who won?

What have we done so far?

You've set up a bot to play Top Trumps.

You've given it a simple one-block script strategy: choose at random.

But people don't play like that. We learn how to choose which value would give us the best chance of winning based on the cards we've seen before.

Next, we'll try a simple way to train the computer using a few experiences of seeing how the game is played.

- 20.** Go back to Scratch.

Play the game, and write down what happens using the tables on the next page.

Only write down the numbers from your cards.

You need:

- 5 examples of a round where you won.*
- 5 examples of a round where you drew.*
- 5 examples of a round where you lost.*

An example row is included in each table to get you started.

Examples where you **won**, and the computer lost

The values from your card					which attribute did you pick?
reign	ascension	death	spouses	children	
23	24	48	1	9	ascension (2)

Examples where it was a **draw**

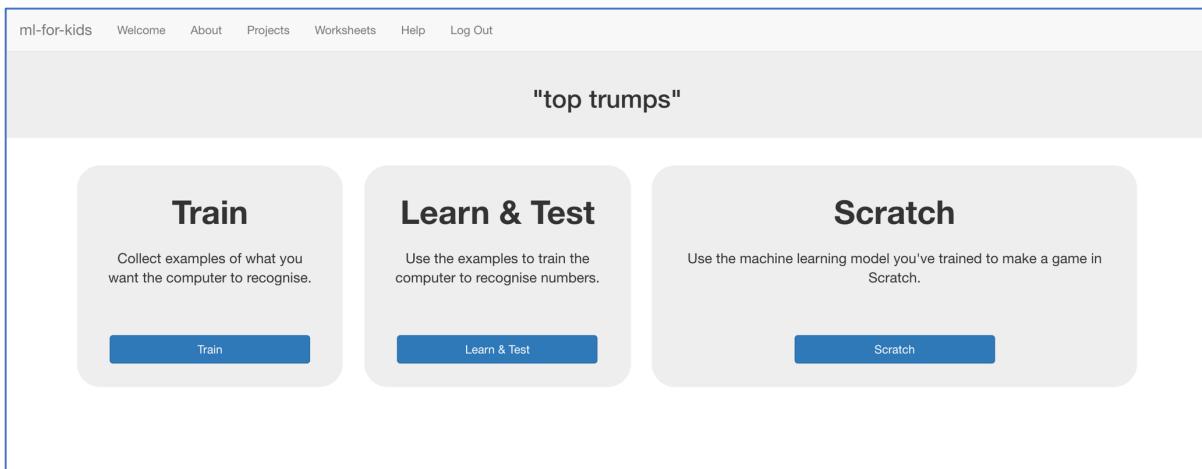
The values from your card					which attribute did you pick?
reign	ascension	death	spouses	children	
21	36	58	1	9	spouses (4)

Examples where you **lost**, and the computer won

The values from your card					which attribute did you pick?
reign	ascension	death	spouses	children	
13	38	51	1	3	death (3)

21. Close Scratch. Click on the “< Back to project” link.

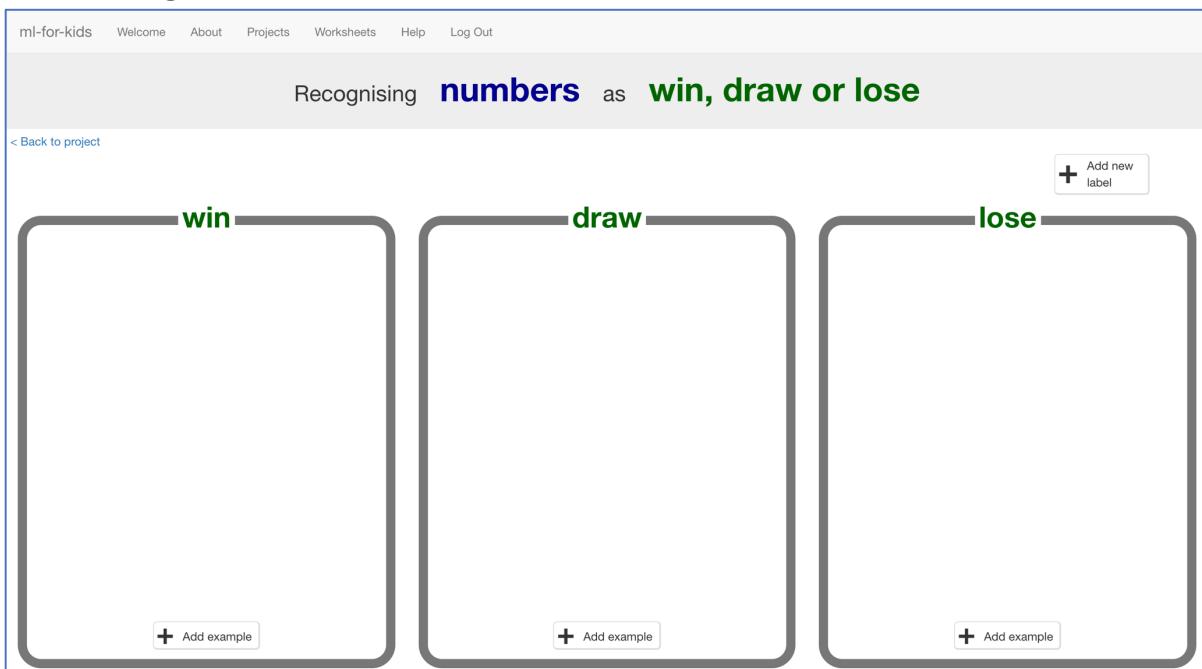
Click on the **Train** button.



22. Click on “+ Add new label” and call it “win”.

Do that again, and create a second bucket called “draw”.

Do that again, and create a third bucket called “lose”.



23. Click on the “Add example” button in the “win” bucket, and type in the numbers from the first row in your “win” table.

For “choice”, only type in the number (1 – 5) not the word that goes with it.

ml-for-kids Welcome About Projects Worksheets Help Log Out

Recognising numbers as win, draw or lose

Add new example

< Back to project

win

lose

Enter an example of 'win'

reign
ascension
death
spouses

ADD CANCEL

+ Add new label

+ Add example

+ Add example

24. Do this for all the examples in the “win” table.

Now click on the “**Add example**” button in the “draw” bucket, and do the same for all the rows in the “draw” table.

Then type in all the examples from the “lose” table into the “lose” bucket.

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Recognising numbers as win, draw or lose

< Back to project

win

reign 23 ascension 24 death 48 spouses 1 children 9 choice 2	reign 21 ascension 18 death 40 spouses 1 children 10 choice 5	reign 37 ascension 17 death 55 spouses 6 children 10 choice 4	reign 33 ascension 43 death 76 spouses 1 children 9 choice 1
reign 63 ascension 18 death 81 spouses 1 children 9 choice 4	reign 21 ascension 36 death 58 spouses 1 children 9 choice 4	reign 10 ascension 57 death 67 spouses 2 children 1 choice 5	reign 23 ascension 24 death 48 spouses 1 children 9 choice 4

draw

reign 63 ascension 18 death 81 spouses 1 children 9 choice 4	reign 23 ascension 28 death 52 spouses 1 children 8 choice 4	reign 10 ascension 57 death 67 spouses 2 children 1 choice 5	reign 23 ascension 24 death 48 spouses 1 children 9 choice 4
reign 63 ascension 18 death 81 spouses 1 children 9 choice 4	reign 23 ascension 28 death 52 spouses 1 children 8 choice 4	reign 10 ascension 57 death 67 spouses 2 children 1 choice 5	reign 23 ascension 24 death 48 spouses 1 children 9 choice 4

lose

reign 13 ascension 38 death 51 spouses 1 children 3 choice 3	reign 13 ascension 33 death 45 spouses 2 children 7 choice 5	reign 10 ascension 57 death 67 spouses 2 children 1 choice 2	reign 0 ascension 38 death 65 spouses 2 children 3 choice 1
reign 0 ascension 38 death 65 spouses 2 children 3 choice 1	reign 12 ascension 54 death 67 spouses 1 children 2 choice 1	reign 10 ascension 57 death 67 spouses 2 children 1 choice 2	reign 12 ascension 54 death 67 spouses 1 children 2 choice 1

+ Add example + Add example + Add example

25. Click on the “< Back to project” link, then click on the “Learn & Test” button.

26. Click on the “Train new machine learning model” button.

As long as you've collected enough examples, the computer should start to learn how to recognise commands from the examples you've written.

The screenshot shows a web application interface for machine learning. At the top, there is a navigation bar with links: ml-for-kids, Welcome, About, Projects, Worksheets, Help, and Log Out. Below the navigation bar, the title "Machine learning models" is centered. Underneath the title, there is a link "[< Back to project](#)". The main content area is divided into two sections: "What have you done?" on the left and "What's next?" on the right. The "What have you done?" section contains the following text:

You've collected examples of numbers for a computer to use to recognise when numbers is win, draw or lose.

You've collected:

- 5 examples of draw,
- 5 examples of lose,
- 5 examples of win

The "What's next?" section contains the following text:

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.)

At the bottom of the page, there is a section titled "Info from training server:" which is currently empty. Below this section is a button labeled "Train new machine learning model".

27. Once the training has completed, a Test box will be displayed.

Try testing your machine learning model to see what the computer has learned.

Type in all the values from a card in the reign, ascension, death, spouses, children boxes.

Then type in which value you would choose (1 for reign, 2 for ascension, 3 for death, 4 for spouses, 5 for children)

The computer will tell you whether it thinks you will win, lose or draw based on that choice.

Machine learning models

< Back to project

What have you done?

You've trained a machine learning model to recognise when numbers is win, draw or lose.

You created the model on .

You've collected:

- 5 examples of draw,
- 5 examples of lose,
- 5 examples of win

What's next?

Try testing the machine learning model below. Enter an example of numbers 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 numbers to see how it is recognised based on your training.

reign
ascension
death
spouses
children
choice

Test

Info from training server:

Model started training at:
Current model status: Available

Delete this model

Train new machine learning model

What have we done so far?

You've started to train a computer to learn about Top Trumps.

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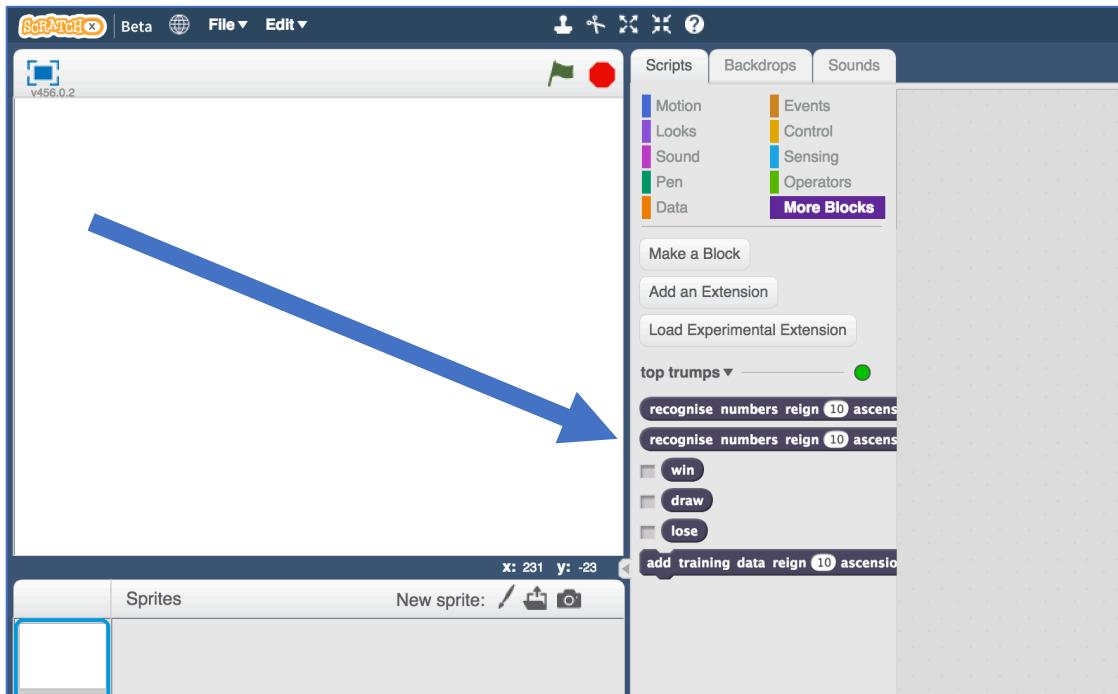
28. Click the “< Back to project” link, then back to the “Scratch” button.

This page will be updated with instructions on how to use the new blocks in Scratch from your project. Keep this page open so can check back on how to use them.

The screenshot shows a web page titled "Using machine learning in Scratch". At the top, there are navigation links: "ml-for-kids", "Welcome", "About", "Projects", "Worksheets", "Help", and "Log Out". Below the title, there is a link "[< Back to project](#)". The main content area is divided into two sections. The left section explains that the project adds blocks to the "More Blocks" tab in Scratch scripts. It shows examples of blocks like "recognise numbers reign 1 ascension 2 death 3 spouses 4 children 5 choice 6 (label)" and "recognise numbers reign 1 ascension 2 death 3 spouses 4 children 5 choice 6 (confidence)". It also shows "win", "draw", and "lose" blocks. A sample script is shown: "if [recognise numbers reign 1 ascension 2 death 3 spouses 4 children 5 choice 6 (label) then say [I think that was win]]". The right section shows a screenshot of the Scratch script editor with a green circle next to the project name "top trumps", indicating it's trained. It lists blocks like "make me happy", "recognise test", and "recognise test and confidence". A legend explains the colored circles: green means trained, yellow means training in progress, and red means something went wrong.

29. Click on the “Open in Scratch” button at the bottom of that page to launch the Scratch editor.

You should see new blocks in the “More blocks” section from your “top trumps” project.



30. Load the top-trumps.sbx Scratch project you opened before.

*Click on **File** -> **Load Project***

31. Click on the **Stage** (as you did before) to go back to the Script for how the computer chooses it's moves.

32. Change the script so that the computer uses the machine learning model that you've started to train.

You'll need to check all the possible choices, and choose the one that the machine learning model predicts will result in a win.

If the computer doesn't think that any of the choices will result in a win, then you need to choose the one that the machine learning model predicts will get you a draw.

If the computer doesn't think that any of the choices will get you a win or a draw, then just pick one at random and hope for the best.

This is a long and complicated script, so we'll build it up in stages.

Step 1 – Create this:



Step 2 – Duplicate that, and put the copy into the else block. Change the choice and the set-your-choice from “reign” to “ascension”. You should end up with this:



Step 3 – Repeat this for “death”, “spouses” and “children”. You should end up with this:



Step 4 – Click on “Make a Block” and create a block called “go for a draw”.

Duplicate everything we just did into this new “go for a draw” block. Change all the “lose” to “draw”.

You should end up with this new block:



Step 5 – Add a random choice block in the last else of “go for a draw”

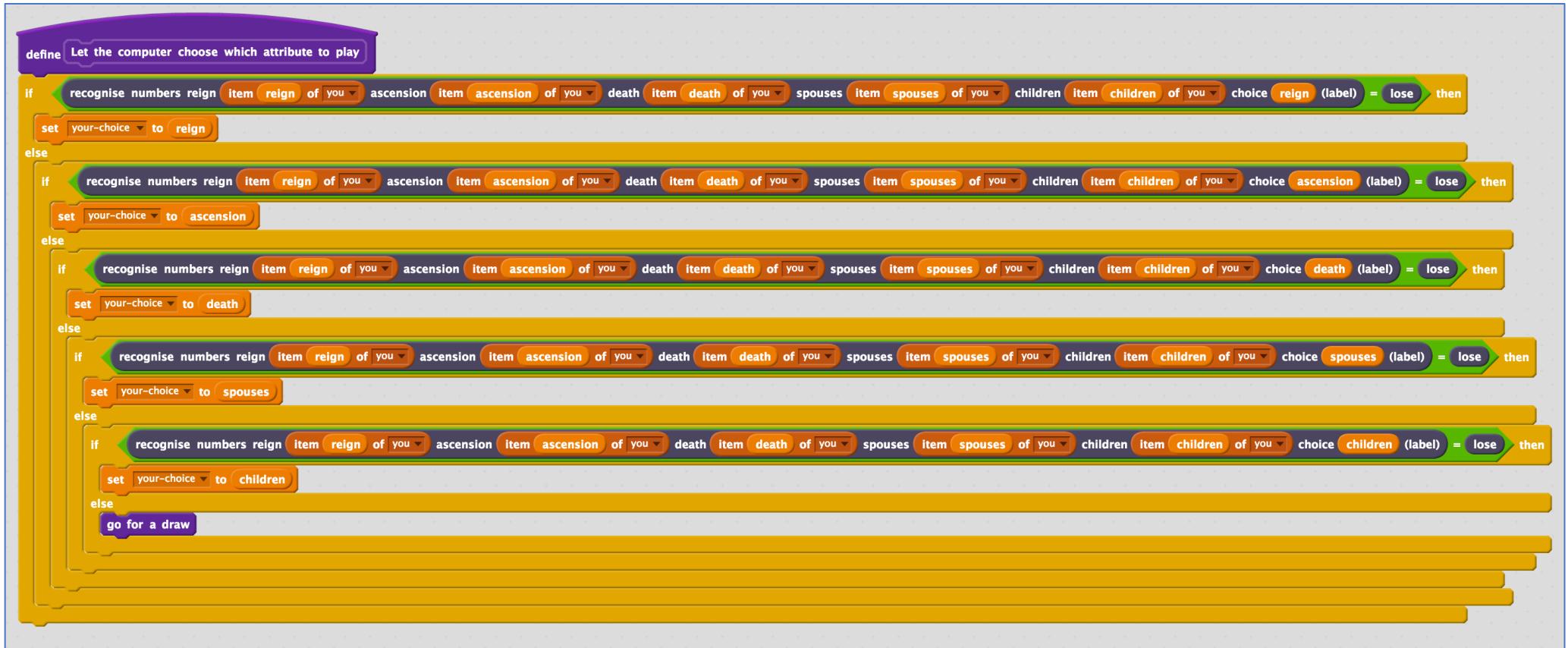
Step 6 – Join up the first script you made to “Let the computer choose which attribute to play”

Step 7 – Add “go for a draw” to the last else in “Let the computer choose which attribute to play”

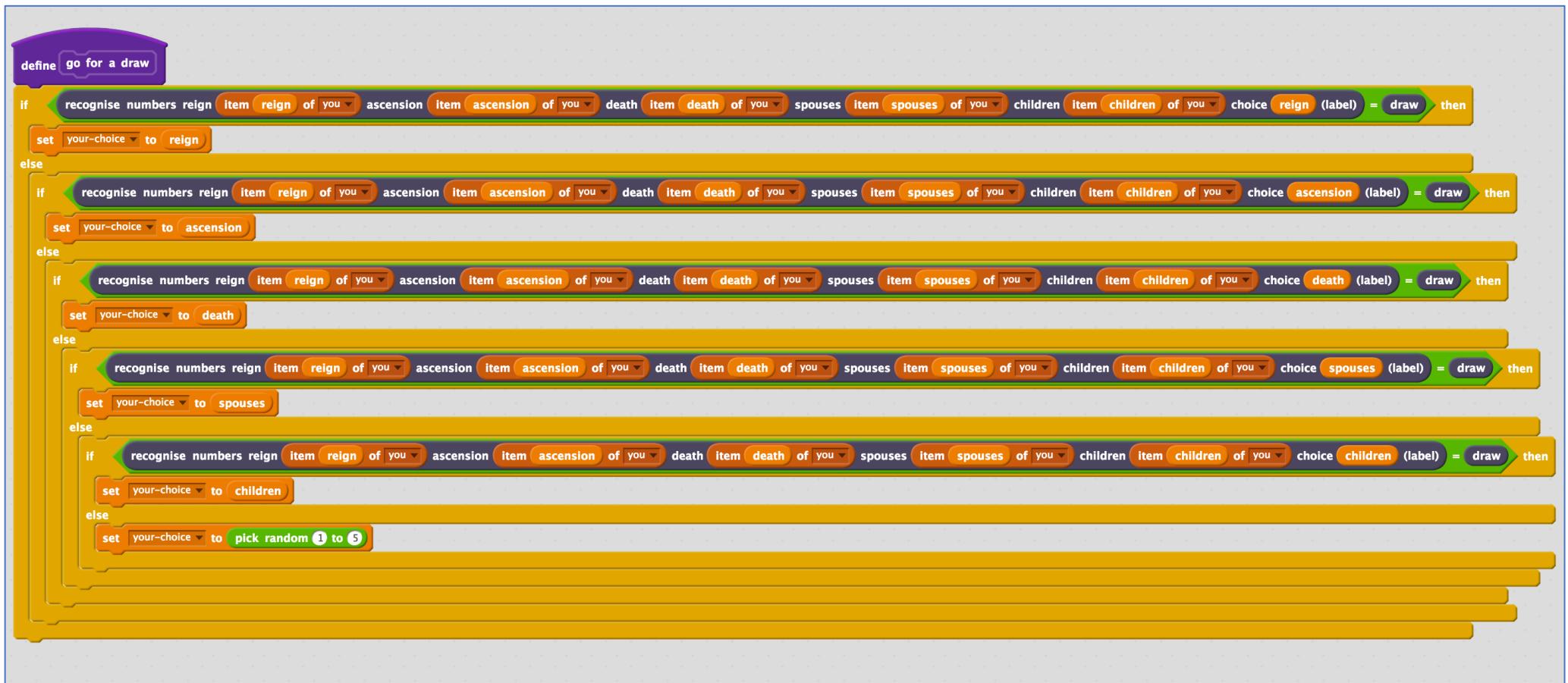
```
define go for a draw
if recognise numbers reign item reign of you ascension item ascension of you death
  set your-choice to reign
else
  if recognise numbers reign item reign of you ascension item ascension of you dead
    set your-choice to ascension
  else
    if recognise numbers reign item reign of you ascension item ascension of you
      set your-choice to death
    else
      if recognise numbers reign item reign of you ascension item ascension of you
        set your-choice to spouses
      else
        if recognise numbers reign item reign of you ascension item ascension of you
          set your-choice to children
        else
          set your-choice to pick random 1 to 5
```

```
define Let the computer choose which attribute to play
if recognise numbers reign item reign of you ascension item ascension
  set your-choice to reign
else
  if recognise numbers reign item reign of you ascension item ascension
    set your-choice to ascension
  else
    if recognise numbers reign item reign of you ascension item ascension
      set your-choice to death
    else
      if recognise numbers reign item reign of you ascension item ascension
        set your-choice to spouses
      else
        if recognise numbers reign item reign of you ascension item ascension
          set your-choice to children
        else
          go for a draw
```

The final script looks like this (part 1):



The final script looks like this (part 2):



33. Click on the **fullscreen** button, and then click on the **green flag** again.

Play the game again.

Keep a note of your score. How good is the computer after learning from just five examples of each possible outcome?

34. Save your project.

Click on File -> Save Project

What have we done so far?

You've modified your Scratch Top Trumps bot to use machine learning instead of your earlier random approach.

You haven't collected nearly enough examples to train a good model yet, so the computer will be getting a lot wrong. We need hundreds more.

But manually collecting, writing down, and then typing in the training examples was very slow and we don't want to have to do that hundreds of times.

Next, we'll modify the game so that we can collect new training examples as part of playing the game. This will mean the more we play, the more examples the computer will have to learn from, and the better it should get.

35. Still in the “Stage”, in the same place as the scripts we wrote before, add the following script.

After every hand, the outcome of whether you won, lost or drawed will be added to the training data.



This is a bit long, so to make it easier to read...



36. Save your project.

Click on File -> Save Project

37. Click on the **fullscreen** button, and then click on the **green flag** again.

Play the game again for a while to collect training examples.

38. Close the Scratch window.

39. Click on the “**< Back to project**” link and then click on the “**Train**” button.

40. You should see the examples from your game in the training buckets.

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Recognising **numbers** as **win, draw or lose**

< Back to project

win **draw** **lose**

+ Add new label

+ Add example

+ Add example

+ Add example

41. Click on the “< Back to project” link and then click on the “Learn & Test” button.

42. Click on the “Train new machine learning model” button.

ml-for-kids Welcome About Projects Worksheets Help Log Out

Machine learning models

< Back to project

What have you done?

You've trained a machine learning model to recognise when numbers is win, draw or lose.

You created the model on .

You've collected:

- 22 examples of draw,
- 52 examples of lose,
- 64 examples of win

What's next?

Try testing the machine learning model below. Enter an example of numbers 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!

43. Click on the “< Back to project” link and then click on the “Scratch” button. Click on the “Open in Scratch” button.

44. Open your saved project again.

Use File -> Load Project

45. Play the game again.

Is it getting any better? Does the computer win more often now?

46. Repeat steps 37 – 45 to collect more examples, and then train a new machine learning model with them.

You need to close the Scratch window every time you train a machine learning model for Scratch to start using the new trained model.

What have we done?

You've modified your Scratch Top Trumps bot to use machine learning.

To make the training easier and more efficient, instead of manually collecting

