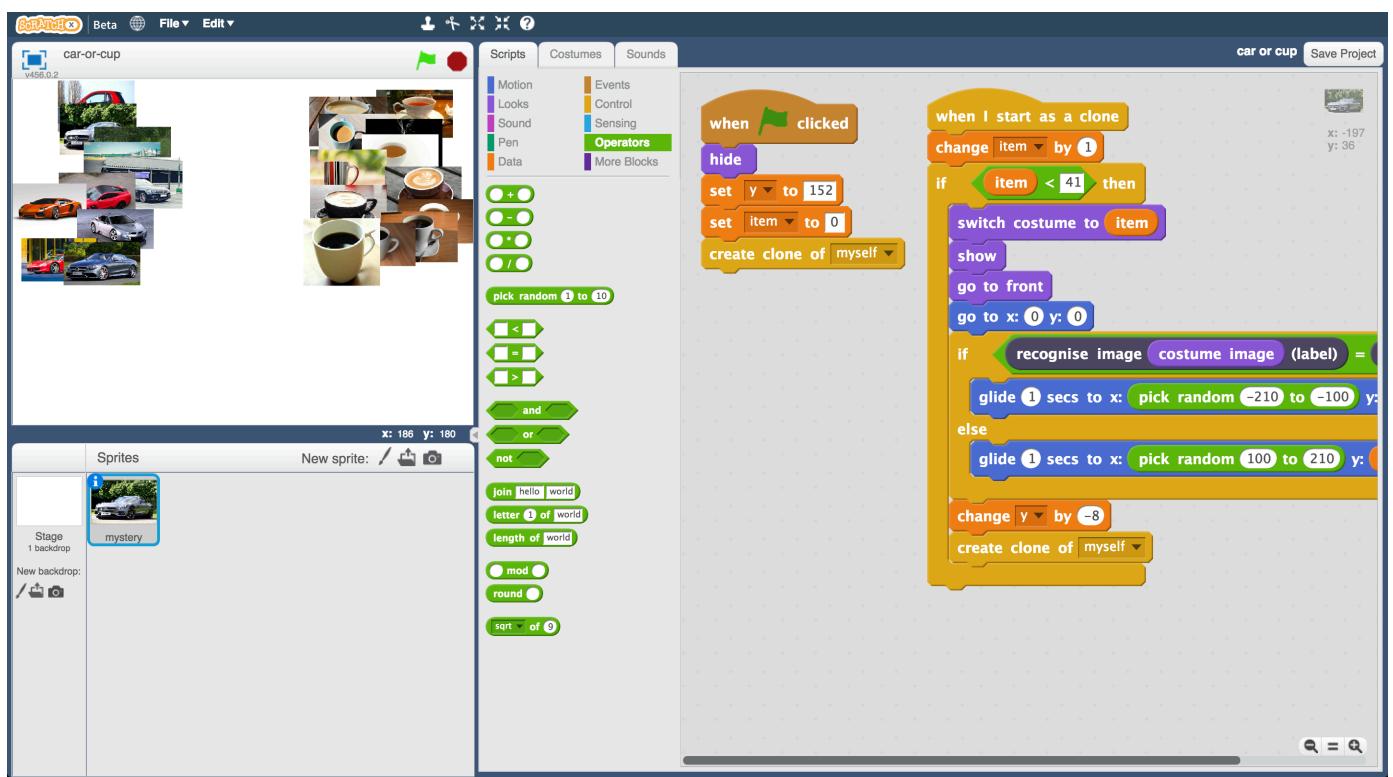


Car or Cup?

In this project you will make a Scratch project that learns to sort photos.

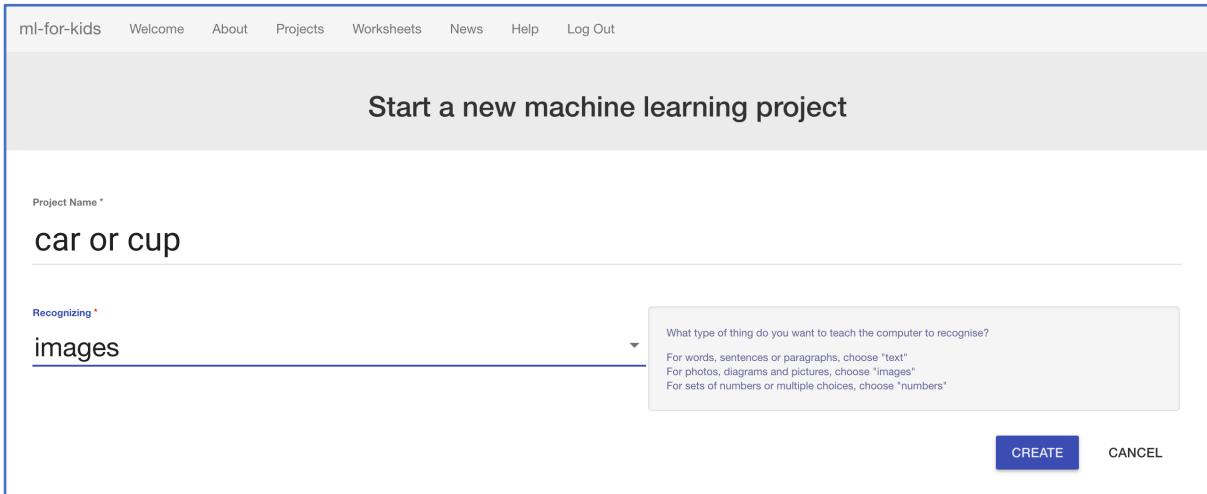
You will train the computer to be able to sort a set of photos into two piles:

- * one pile of photos of cars, and
- * one pile of photos of cups



This project worksheet is licensed under a Creative Commons Attribution Non-Commercial Share-Alike License
<http://creativecommons.org/licenses/by-nc-sa/4.0/>

- 1.** Go to <https://machinelearningforkids.co.uk/> in a web browser
- 2.** Click on “**Get started**”
- 3.** 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.
- 4.** Click on “**Projects**” on the top menu bar
- 5.** Click the “**+ Add a new project**” button.
- 6.** Name your project “car or cup” and set it to learn how to recognise “**images**”.
Click the “**Create**” button



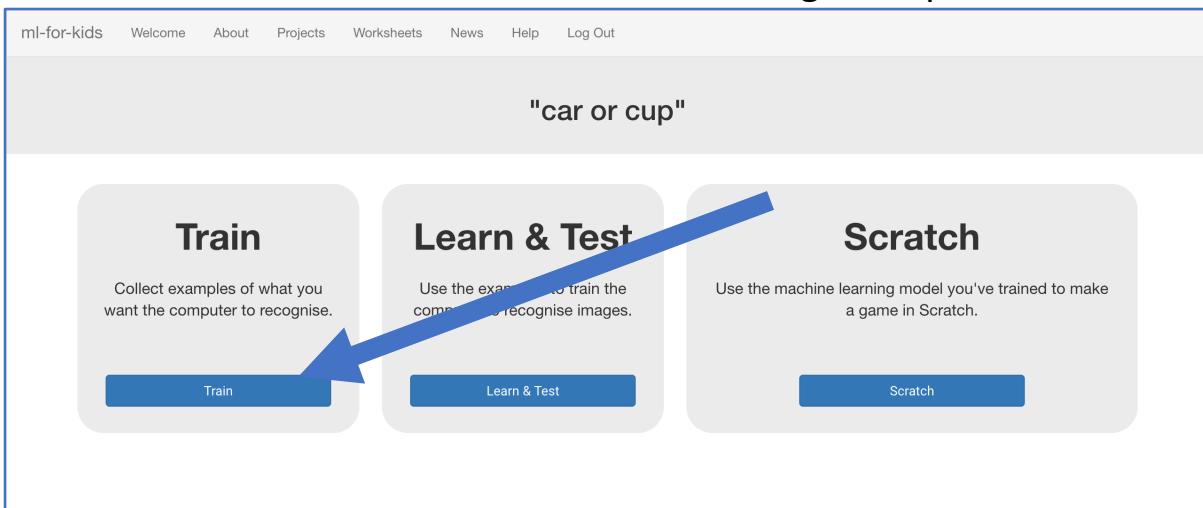
The screenshot shows a web page titled "Start a new machine learning project". At the top, there is a navigation bar with links: ml-for-kids, Welcome, About, Projects, Worksheets, News, Help, and Log Out. Below the navigation bar, there are two input fields: "Project Name *" containing "car or cup" and "Recognizing *" containing "images". To the right of these fields is a dropdown menu with the following options:

- What type of thing do you want to teach the computer to recognise?
- For words, sentences or paragraphs, choose "text"
- For photos, diagrams and pictures, choose "images"
- For sets of numbers or multiple choices, choose "numbers"

At the bottom right of the form are two buttons: "CREATE" and "CANCEL".

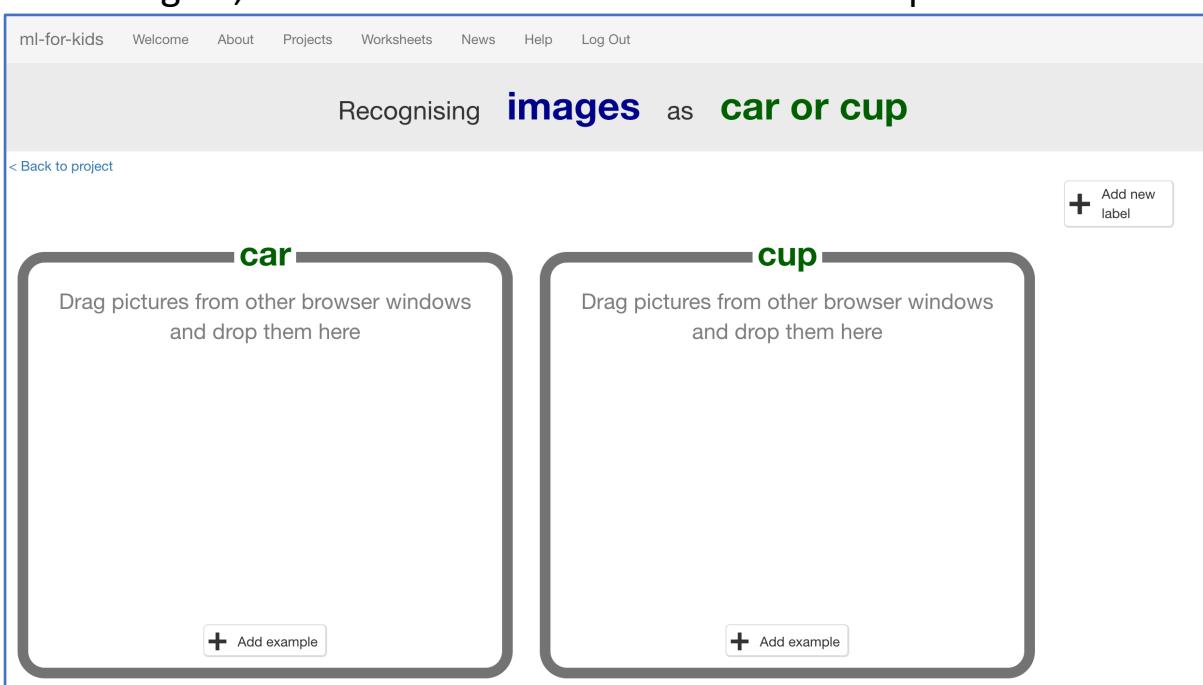
- 7.** You should now see “**car or cup**” in the list of your projects.
Click on it.

8. Click the “Train” button to start collecting examples.



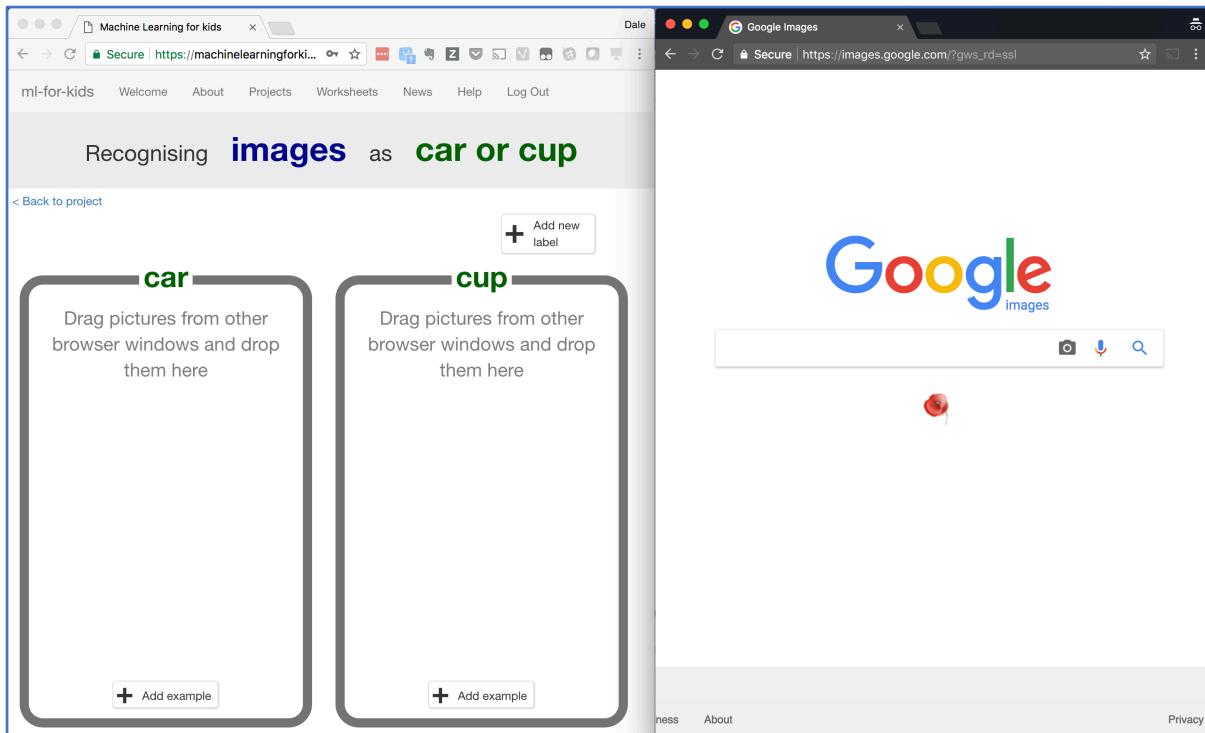
9. Click on “+ Add new label” and call it “car”.

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

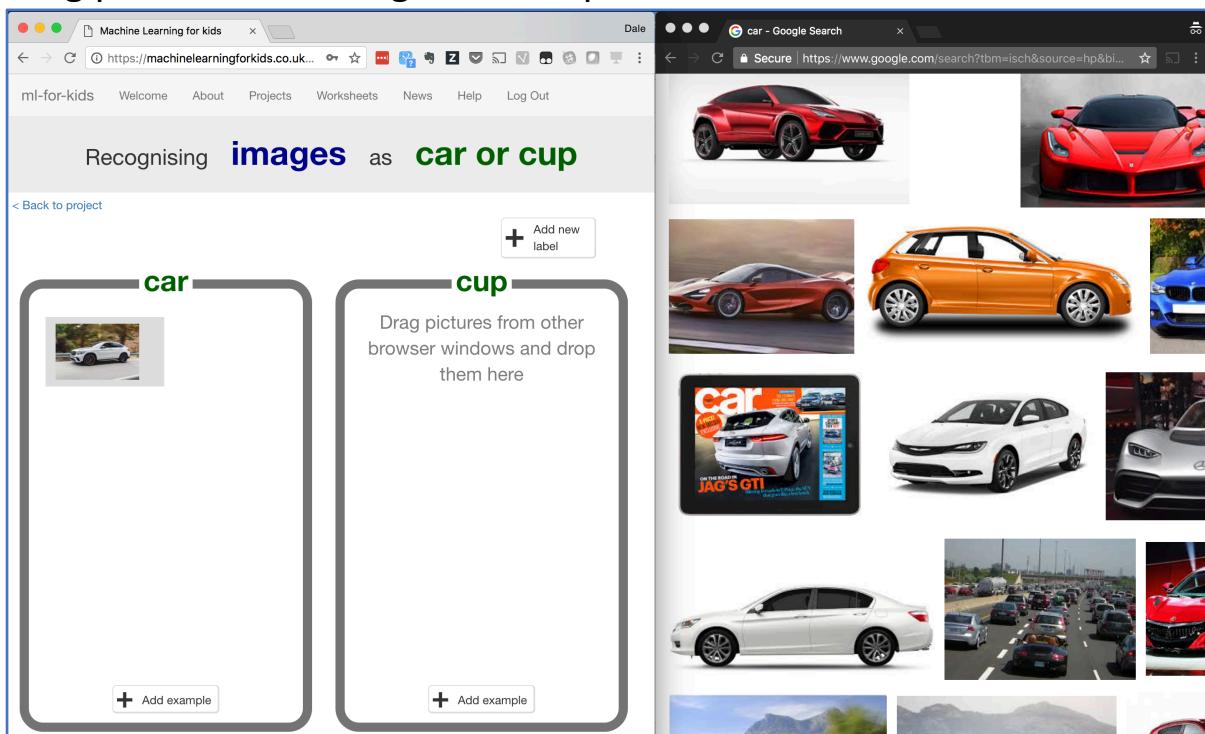


10. Open another web browser window.

11. Arrange the web browser windows so that they are side by side.



12. In the new browser window, search for pictures of cars. Drag pictures that are good examples of a car into the left bucket.



13. Repeat until you've got 10 examples of car photos.

14. Search for pictures of cups.

Drag pictures that are good examples of a cup into the right bucket.

The screenshot shows a web application for image classification. At the top, there's a navigation bar with links for 'ml-for-kids', 'Welcome', 'About', 'Projects', 'Worksheets', 'News', 'Help', and 'Log Out'. Below the navigation, the title 'Recognising **images** as **car or cup**' is displayed. The interface is divided into two main sections: 'car' on the left and 'cup' on the right. The 'car' section contains a grid of 10 small car images. The 'cup' section has a placeholder text 'Drag pictures from other browser windows and drop them here' and a 'Add example' button. To the right of the 'cup' section, a separate browser window titled 'cup - Google Search' is open, showing a grid of various cup images found via a Google search query. Some of these images are being considered for labeling.

15. Repeat until you have 10 examples of cup photos.

This screenshot shows the same web-based image labeling interface after some examples have been added. The 'car' section still contains its original set of 10 car images. The 'cup' section now contains 10 labeled examples of cups, including various types like white mugs, black mugs, and a measuring cup. A 'New label' button is visible above the 'cup' section. The overall layout remains consistent with the first screenshot, showing the progression of the labeling task.

- 16.** Click the “< Back to project” link.
- 17.** Click the “Learn & Test” button
- 18.** Click the “Train new machine learning model” button

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

Machine learning models

< Back to project

What have you done?

You've collected examples of images for a computer to use to recognise when images are car or cup.

You've collected:

- 10 examples of car,
- 10 examples of cup

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 computer:

Train new machine learning model

- 19.** Wait for the training to complete. This might take a few minutes.

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

Machine learning models

< Back to project

What have you done?

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

It's been training since Sunday, November 12, 2017 4:52 PM.

This normally takes a few minutes, but can take a little longer if the training computer 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.

Info from training computer:

Model started training at:	Sunday, November 12, 2017 4:52 PM
Current model status:	Training
Model will automatically be deleted after:	Sunday, November 12, 2017 5:52 PM

Cancel training

What have you done so far?

You've started to train a computer to recognise pictures of cups and cars. Instead of trying to write rules to be able to do this, you are doing it by collecting examples. 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 example photos you've chosen, such as the shapes and the use of colour. These will be used to be able to recognise new images.

20. Click the "< Back to project" link, then the "Scratch" button.

This page has instructions on how to use the new blocks in Scratch. Keep the page open if you need to check back on how to use them.

Using machine learning in Scratch

< Back to project

Your project will add these blocks to the **More Blocks** tab in Scripts.

recognise images [costume image] (label)
Put images in the input for this, and it will return the label that your machine learning model recognises it as.

recognise images [costume image] (confidence)
This will return how confident your machine learning model is that it recognises the type of images. (As a number from 0 - 100).

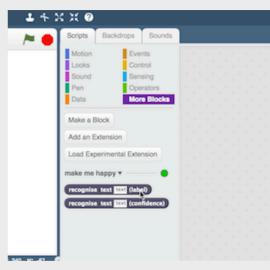
car **cup**
These blocks represent the labels you've created in your project, so you can use their names in your scripts.

costume image
This block is in the Looks palette for Sprites and will return the image of the currently selected costume.

This means you can do something like this:



It will look something like this - except with the name of your project.

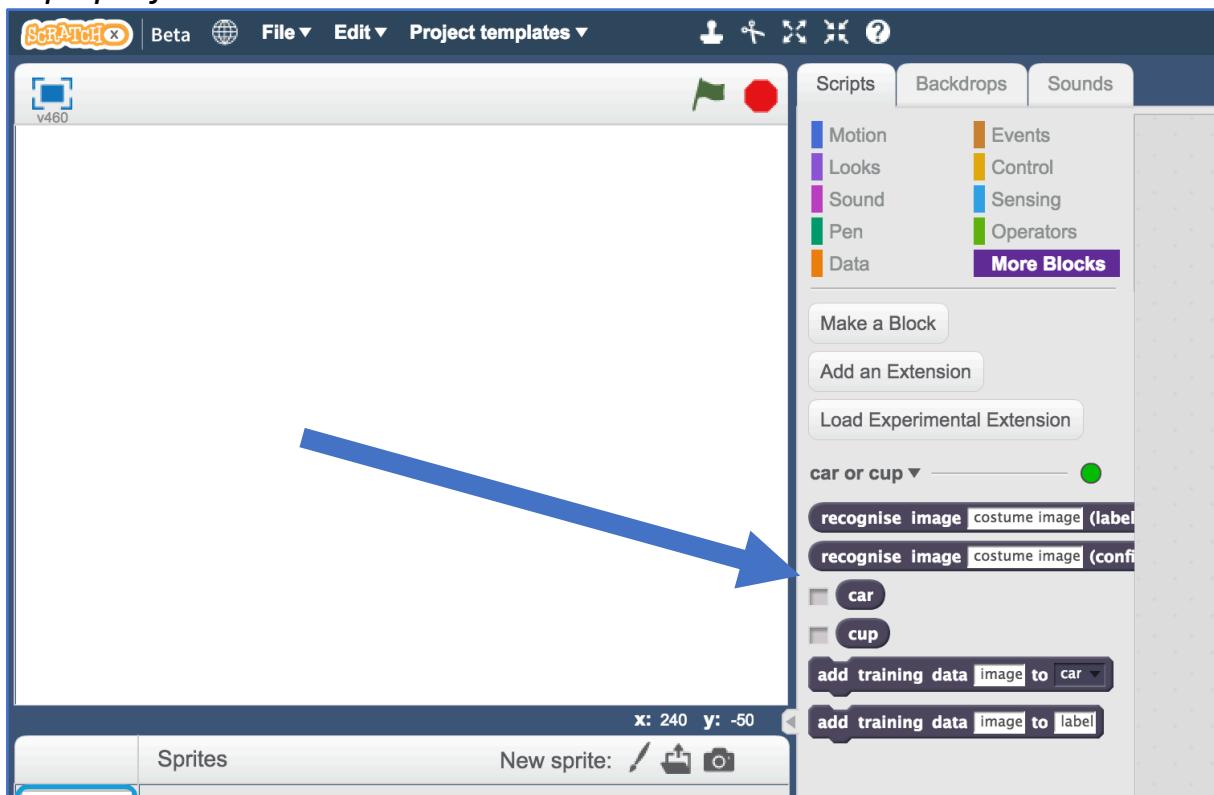


The coloured circle next to your project name tells you if your machine learning model is okay.

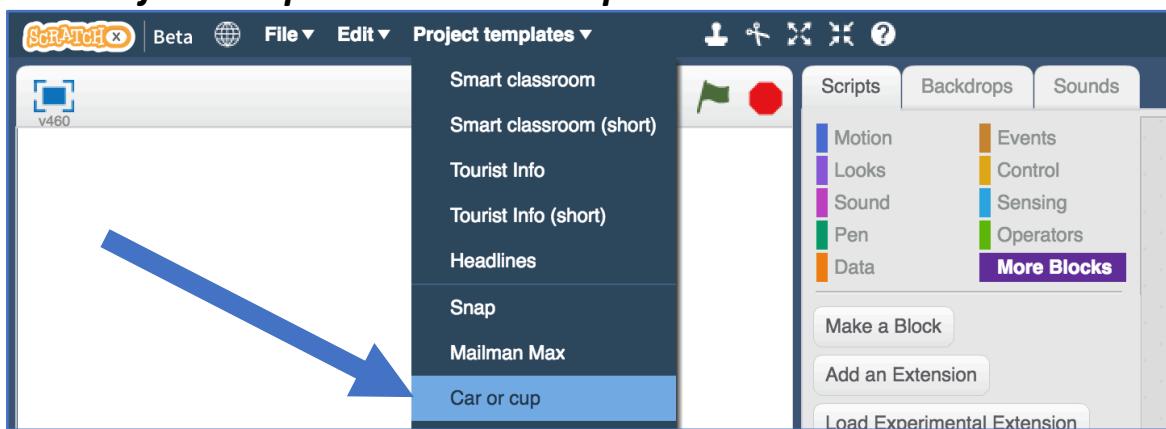
- **Green** means your model is trained and ready to go
- **Yellow** means your model hasn't finished training yet
- **Red** means something went wrong. Go back to the [Learn & Test](#) page to see what went wrong with training.

[Open in Scratch](#)

- 21.** Click the “Open in Scratch” button to launch the Scratch editor.
You should see new blocks in the “More blocks” section from your “car or cup” project.



- 22.** Load the Car or cup template
Use Project templates -> Car or cup as shown below.



Tips

More examples!

The more examples you give it, the better the computer should get at recognising whether a photo is a cup or car.

Try and be even

Try and come up with roughly the same number of examples for cups and cars.

If you have a lot of examples for one type, and not the other, the computer might learn that type is more likely, so you'll affect the way that it learns to recognise photos.

Mix things up with your examples

Try to come up with lots of different types of examples.

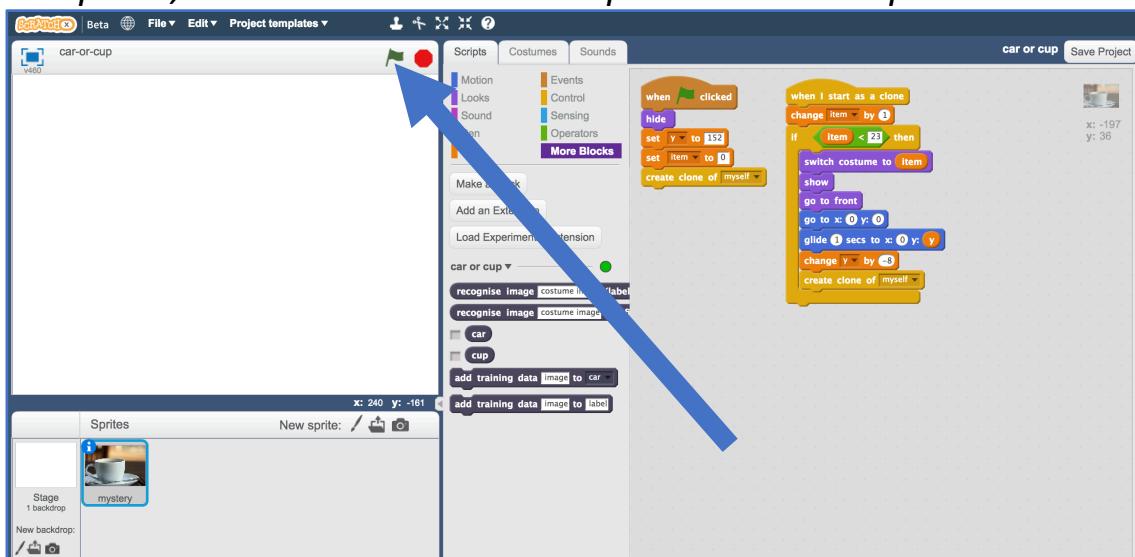
For example, make sure that you include some examples with different backgrounds.

If every photo of a car you use for training has grass in the background, and every photo of a cup you use for training is on a wooden table, you might end up training the computer to recognise grass or wood instead.

23. Click the green flag to give it a try.

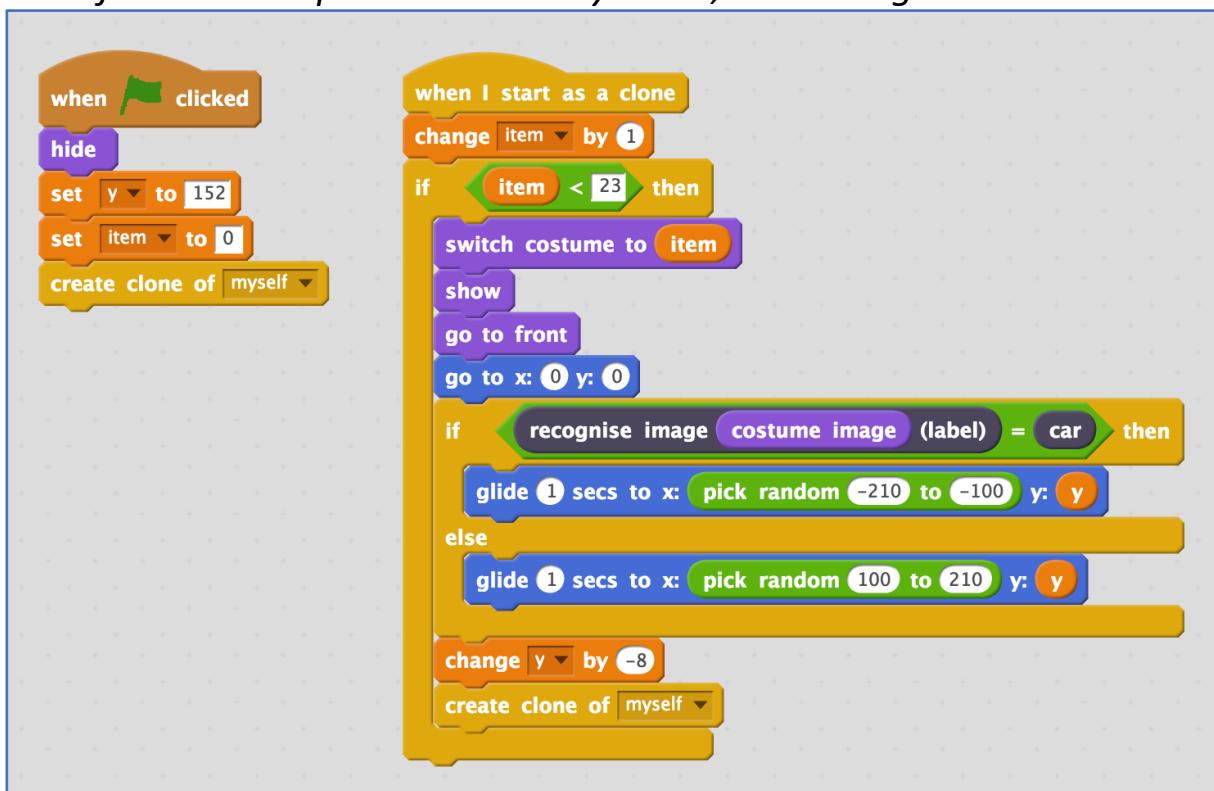
The project has several random photos or cars or cups.

Next you will modify the project to use the training you've given the computer, so that it can sort these photos into two piles.

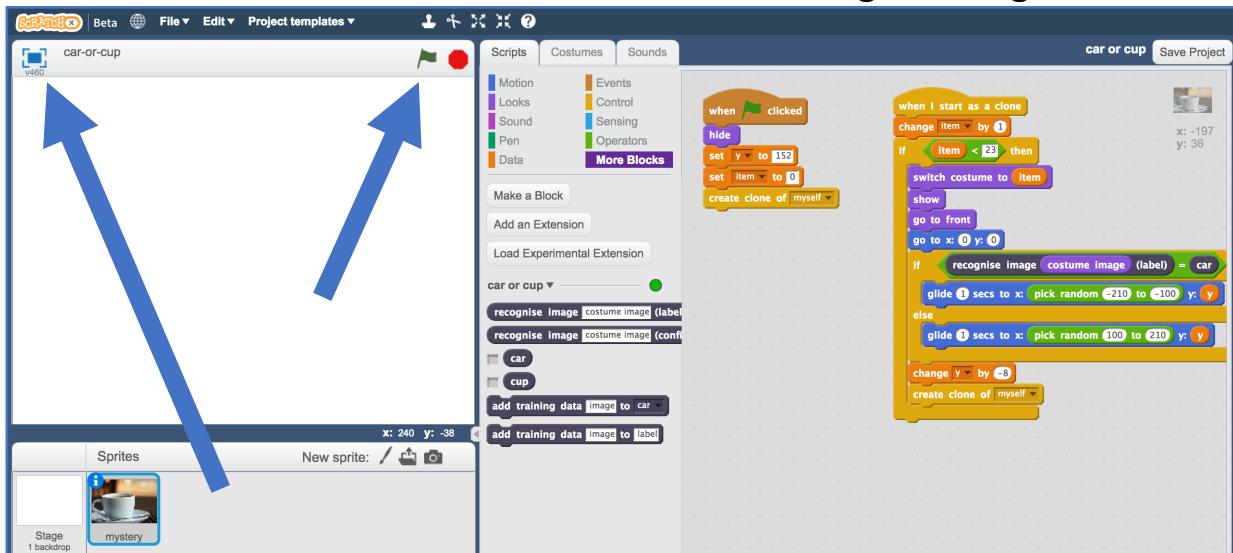


24. Click on the “mystery” sprite, and then click “Scripts” tab, and change the script to use your machine learning model.

Start from the script that is already there, and change it to look like this.



25. Click the full screen icon, and then click the green flag



26. Watch your script use the machine learning model you've trained to sort the photos into two piles.



27. If your trained system makes mistakes, you'll need to go back to step 14, and collect more examples.

Make sure you repeat step 18 to train a new model with the extra examples that you've collected.

28. Save your project.

*Click **File** -> **Save project***

What have you done?

You've used machine learning to build an automatic photo sorter.

Training the computer to be able to recognise photos for itself is much much quicker than trying to sort thousands of photos manually.

And the more examples you give it, the better it should get at recognising photos correctly.

Ideas and Extensions

Now that you've finished, why not give one of these ideas a try?

Or come up with one of your own?

Add a third type of photo

Instead of just recognising cups and cars, can you add a third type as well?

Try confusing the computer

Train the computer to recognise cars with ten photos of a car on a grass background.

Train the computer to recognise cups with ten photos of a cup on a plain white background.

Now see if the computer recognises a car on a plain white background.

Or if it can recognise a cup on a grass background.

Does the computer get confused? Did it learn to recognise the cup and car? Or was it more influenced by the background?

Experiment to find out how the computer learns, and how it behaves.