Machine Learning For Kids :: Teachers' notes	
Worksheet	Hand Gestures
Activity	Train a computer to be recognize shapes that you make with your hands in Scratch.
Objective	 Teach a computer to recognise shapes How computers can be trained to recognise pictures. How AI projects can be assembled from a combination of custom and pretrained models
Difficulty level	Advanced The Scratch script is a little complex. The final lesson explanation is a little complicated, and best attempted after a simpler project.
Time estimate	1 – 2 hours
Summary	Students will train the computer to recognise pictures of hand shapes.
Topics	decision trees, reinforcement learning, image classification, pretrained models
	Setup
Each student w	ill need:
Print-outs	Project worksheet (download from https://machinelearningforkids.co.uk/worksheets)
	Blocks in Scratch scripts are colour-coded, so printing in colour will make it easier for students.
Access	Username and password for machinelearningforkids.co.uk
Class account w	vill need:
API keys	None
	Customizing
If you want to incadd steps to the If you want to en instructions instead of the project template	files & worksheets in MS Word format are available so you can modify them to suit your class .
Template	https://github.com/IBM/taxinomitis-docs/tree/master/scratch-templates
Worksheets	https://github.com/IBM/taxinomitis-docs/tree/master/project-worksheets/msword
	Help Help
Potential issue	 This project is most effective as a follow-on to the "Rock, Paper, Scissors" worksheet. "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.

General troubleshooting and help at https://machinelearningforkids.co.uk/help