A Bite of Future

SMaiLE Project

Key Information

Target Group: 4 - 7 y.o.

Duration: 40 min

Key Learning Goals:

1. **Food Importance:** Understand why we need food to grow and be healthy.

2. **Origin:** Discover that food comes from farms, gardens, and even labs.

3. **Future Thinking:** Think about new ways of growing food to feed everyone.

4. **Creativity:** Use imagination to design fun and healthy future meals.

5. **Collaboration:** Work in teams to share ideas.

Learning Outcomes

Students will be able to:

KNOWLEDGE & UNDERSTANDING:

- Understand that AI and robots help grow, pick, and package food.

- Recognize simple tasks machines can do with AI guidance.

- Understand the concept of "smart machines" or "robot helpers".

SKILLS & ABILITIES:

- Role-playing and dramatic play skills.

- Simple decision-making (e.g., "If plant is droopy → water it").

- Drawing and storytelling to express creative ideas.

ATTITUDES & VALUES:

- Show curiosity about how food is made.

- Appreciate teamwork and shared responsibility.

- Value technology as a helpful tool when used wisely.

European Dimension / Erasmus+ Connection

- **Early STEM:** Promotes digital education in line with European priorities.

- **Sustainability:** Encourages awareness of food security and innovation.

- **Key Competences:** Supports cultural awareness and digital literacy.

- **Global Challenges:** Introduces technology's role in sustainable food production.

1.   Resources and Tools

- **Story:** "Farmer Ella and the Robot Helpers".

- **Props:** Fruit/vegetable images, watering can, baskets.

- **Materials:** Robot and AI name tags, Drawing paper, crayons/markers.

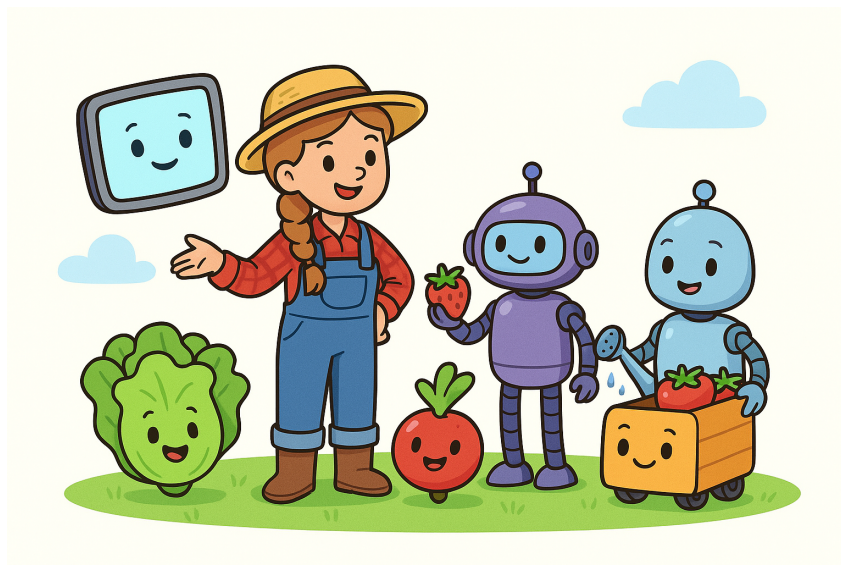- **Cards:** Weather and crop condition cards (sun, rain, ripe fruit).

Activity Overview

Phase	Time	Activity
Intro	10 min	**Storytime:** Read "Farmer Ella" story. Explain AI simply as a "smart computer brain".
Research	20 min	**Role-Play:** "Farmer Ella's Smart Farm". Students act as Robots, Plants, and AI.
Creative	15 min	**Design:** "Design Your Own Food Robot". Drawing activity.
Reflection	10 min	**Circle Time:** Sharing what was learned. Emoji voting. Coloring activity.

2.   Introduction and Motivation

Goal: Introduce the story and concept.

- Teacher reads the story *Farmer Ella and the Helpful Robots*.

- **Story Summary:** Farmer Ella uses robots like Picksy (picker) and Sprinkles (waterer), guided by Brainy (AI), to run a smart farm efficiently.

- **Discussion:** "Who helps grow your food?" "What do you think robots can do on a farm?"

3.   Research and Learning

Activity 3.1:   Role-Play: Farmer Ella's Smart Farm

Setup: Transform classroom into a farm.

- **Roles:** Plants (lettuce/strawberries), Robots (Picksy/Sprinkles), AI (Brainy).

- **Action:** The AI student gives commands based on clues.

- **Examples:**

  - "Only water the plants that are droopy."
  - "Pick the strawberries that are red."
  - "Don't water today, it's raining!"

- **Goal:** Build logic and connection to real AI thinking (Cause & Effect).

4. Creative Application

Activity 4.1:   Design Your Own Food Robot

Each child creates their own food robot helper on paper.

- **Prompts:** What is your robot's name? What job does it do?

- **Sentence Starter:** "My robot helps by..."

- **Display:** Create a classroom wall titled "Our Food Robots".

5. Reflection and Evaluation

Activity 5.1:   Class Reflection Circle

- Ask: "What was it like to be the AI or robot?"

- Emoji Voting: Did you enjoy the activity?

- **Coloring:** Complete the "Brainy AI" coloring page (see image below).

Thinking Mode

Talking Mode

Calculating Plant Health

Happy Mode

MEET BRAINY TE AI