Introduction

Technology is amazing, but it needs energy to work!

In this 3-week workshop, young children (4-7) will discover:

- Where energy comes from (Sun, Wind, Water).
- How tablets and robots use electricity.
- How AI can help us build a greener planet.

Key Goals

- **Learn:** Actions that use energy.
- **Count:** Energy points in a game.
- **Create:** Eco-cities with robots.
- **Act:** Save energy at home.

Resources

- **Stories:** "Energy Makes Things Happen", "Planet Power".
- **Game:** Energy Collector Cards & Stickers.
- **Build:** Lego, Minecraft, or Crayons.

AI & Environment

Helping the Planet

Target Group: 4-7 y.o.
SmAIle Project

Learning Outcomes

Knowledge:
- Understanding energy sources.
- Connecting tech use to electricity.

Skills:
- Counting & comparing (Math).
- Creative building (Eco-Cities).
- Collaboration.

Values

- Environmental Care
- Responsible Tech Use

Week 1: Intro

Storytime: Reading stories about energy. Discussing "Does a robot eat food?" (No, it uses electricity!). Drawing things at home that use energy.

Week 2: Play

Energy Collector Game: Teams pick cards showing tech tasks (e.g., Robot Vacuum) and collect "Energy Stickers." They count their stickers to see which team used the most energy and discuss why.

Week 3: Create

Eco-City Builder: How can AI help nature? Children work in groups to build an Eco-City using Lego or Minecraft. **Must include:**

- Trees & Parks.
- Recycling Robots.
- Solar Panels.

Reflection

Closing Circle: "What surprised me?" "What will I turn off at home to save energy?"