Introduction

Where does our food come from?

In this workshop, children (4-7) will visit "Farmer Ella's Smart Farm" to learn how robots and smart computers (AI) help grow delicious apples, carrots, and lettuce.

Key Goals

- **Explore:** How food is grown on smart farms.
- **Understand:** AI as a helper.
- **Role-Play:** Act as robots and AI brains.
- **Create:** Design a future food robot.

Resources

- **Story:** "Farmer Ella and the Robot Helpers".
- **Props:** Watering cans, fruit baskets.
- **Art:** Crayons, paper, coloring sheets.

Co-funded by the European Union

Co-funded by the European Union.

A Bite of Future

Smart Farms & Robots

Target Group: 4-7 y.o.

SmAIle Project

Learning Outcomes

Knowledge:

- Recognize tasks machines can do (watering, picking).
- Understand AI helps make decisions.

Skills:

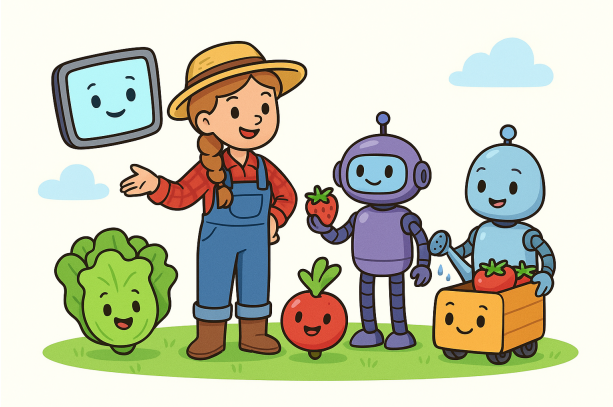
- Role-playing & Drama.
- Simple cause-and-effect logic.
- Creative Drawing.

Values

- Curiosity about food.
- Teamwork.
- Valuing technology.

1. Storytime & Role-Play

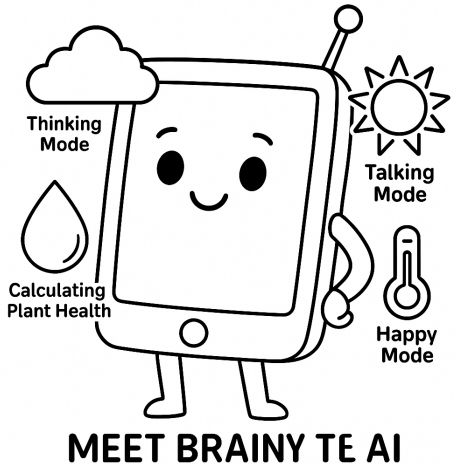
We read *Farmer Ella and the Helpful Robots* and meet Picksy, Sprinkles, and Brainy.



Smart Farm Simulation: Children take on roles of Plants, Robots, and AI. The "AI" gives instructions based on weather cues: *"It's raining! Don't water the plants!"*

2. Creative Design

My Food Robot: Children use imagination to draw their own robot helper. *"My robot helps by... sorting the carrots!"*

3. Reflection

Activity: Color "Brainy the AI"!