

## Introduction

Can a robot be a helper?

In this workshop, children (4-7) will explore the world of robots and AI. They will learn that while machines are helpful tools, they still need people to teach them and give instructions!

## Resources

- **Story:** "The Robot Who Got It Wrong".
- **Visuals:** Photos of robots.
- **Art:** Drawing paper, crayons.
- **Props:** Puppet robot.



## Key Goals

- **Explore:** Real-life robots (vacuums, smart speakers).
- **Understand:** Robots vs. Humans.
- **Create:** Design a robot helper.
- **Play:** Role-play robot tasks.



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## How AI Learns

Can a Robot Be a Helper?

Target Group: 4-7 y.o.  
**Smaile Project**

## Learning Outcomes

### Knowledge:

- Identify robot helpers.
- Understand robots need instructions.

### Skills:

- Storytelling & Listening.
- Creative Drawing.
- Sorting & Categorizing.

## Values

- Curiosity about tech.
- Valuing human skills.
- Responsible use.

### 1. Storytime

**"The Robot Who Got It Wrong"** We meet a robot who tries to help but makes funny mistakes (like putting shoes in the fridge!). Children discuss why people know better.

### 2. Research

**Real AI Helpers:** Watching clips of robot vacuums and delivery bots. **Voting Game:** "Can a robot do this alone?" (e.g., Giving a hug vs. Cleaning the floor).

### 3. Creative Play

**Robot or Person?** A sorting game where children decide if a task (e.g., painting, sweeping) is best for a robot or a human.

**Design Your Robot:** Children draw their own robot helper and explain how it helps them.

### Reflection

**Circle Time:** Sharing drawings. **Assessment:** Using the "Robot Helper" checklist.