Teacher's Guide - Artificial Intelligence Activity

Hi, friends!! Today we're going to remember what we've already learned about Artificial Intelligence! Artificial Intelligence is when a machine seems to have a little head that thinks. But be careful: Artificial Intelligence is not a person! It doesn't have feelings like we do!

Last time we were together, you learned that we shouldn't tell everything to Artificial Intelligence. We keep secrets and important things to ourselves! We also learned that it's us who teach the computer! We're the ones who show Artificial Intelligence what is right and what is wrong. It learns from the examples we give!

But that's not the only way it learns... It can also learn through games, like the one we played today! It was fun, right? In this game, you had to find the fastest path. But it didn't work on the first try... And no one figured it out alone either! We set the rules, and you started to notice that some pieces were better than others to form the path.

After testing and trying again, you managed to find the best path! When you chose the right piece, the robot moved really fast! But when you chose the wrong piece, the robot moved very slowly... It's like the robot earns a star when it chooses correctly and doesn't get a star when it makes a mistake. That's how it learns what's best!

At the beginning, you made a few mistakes. But after trying several combinations, you learned! And found the best path! Artificial Intelligence does the same thing! It tests, it fails, it tries again... And when it finds the best path, it learns! And follows that path whenever it needs to!

Whew... you learned a lot today! Now you already know that Artificial Intelligence learns by testing, making mistakes, and trying again until it gets better! It remembers what worked — as if it were collecting clues to do better each time! And who helps it get started... is us! By creating the game's rules! Congratulations, little scientists! Until the next adventure! Goodbye!