



LEARNING AND USING AI

This chapter present some of the more advanced tools used by the AI4T partners during the experimentation phase.

SCRATCH

- What: *Platform for learning to code, with a simple visual interface that lets young people create digital stories, games and animations. Possibility of creating AI simulation programs with Scratch.*
- By: Scratch Foundation
- Access to the resource: <https://scratch.mit.edu/search/projects?q=IA>
- Language: EN

MACHINE LEARNING FOR KIDS

- What: *"A simple tool for training a variety of types of machine learning model, and an environment for creating games and other interactive projects that use them. This is done by extending Scratch: a visual programming environment created to teach coding to kids, that is widely used in schools. It gives students a blank canvas without prescribing what they make. They're free to use their imagination and creativity to find fun uses for the machine learning models that they train".*
- By: Dale Lane, creator of Machine Learning for Kids
- Access to the resource: <https://machinelearningforkids.co.uk/?lang=en#/about>
- Language: EN, FR, IT, DE

COGNIMATES

- What: *"An AI education platform for building games, programming robots & training AI models".*
- By: Stefania Druga, creator of Cognimates
- Access to the resource: <http://cognimates.me/home/>
- Language: EN

TRY AI

- What: *"Machine Learning for High School Students".*
- Access to the resource: <https://www.tryaiclassroom.com/>
- Language: EN

TENSORFLOW

- What: *"TensorFlow is an end-to-end open source platform for machine learning. TensorFlow makes it easy for beginners and experts to create machine learning models. See the*



sections below to get started.."

- By: Google
- Access to the resource: <https://www.tensorflow.org/overview/>
- Language: EN, FR, IT