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 Assignment

 Class

 University

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Submission ID

trn:oid:::1:2981590459

Submission Date

Aug 11, 2024, 3:54 PM UTC

Download Date

Aug 11, 2024, 3:55 PM UTC

File Name

transcript.docx

File Size

19.7 KB

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It is essential to understand the limitations of AI detection before making decisions about a student's work. We encourage you to learn more about Turnitin's AI detection capabilities before using the tool.

Detection Groups



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Likely AI-generated text from a large-language model.



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Likely AI-generated text that was likely revised using an AI-paraphrase tool or word spinner.

Disclaimer

Our AI writing assessment is designed to help educators identify text that might be prepared by a generative AI tool. Our AI writing assessment may not always be accurate (it may misidentify writing that is likely AI generated as AI generated and AI paraphrased or likely AI generated and AI paraphrased writing as only AI generated) so it should not be used as the sole basis for adverse actions against a student. It takes further scrutiny and human judgment in conjunction with an organization's application of its specific academic policies to determine whether any academic misconduct has occurred.

Frequently Asked Questions

How should I interpret Turnitin's AI writing percentage and false positives?

The percentage shown in the AI writing report is the amount of qualifying text within the submission that Turnitin's AI writing detection model determines was either likely AI-generated text from a large-language model or likely AI-generated text that was likely revised using an AI-paraphrase tool or word spinner.

False positives (incorrectly flagging human-written text as AI-generated) are a possibility in AI models.

AI detection scores under 20%, which we do not surface in new reports, have a higher likelihood of false positives. To reduce the likelihood of misinterpretation, no score or highlights are attributed and are indicated with an asterisk in the report (*%).

The AI writing percentage should not be the sole basis to determine whether misconduct has occurred. The reviewer/instructor should use the percentage as a means to start a formative conversation with their student and/or use it to examine the submitted assignment in accordance with their school's policies.

What does 'qualifying text' mean?

Our model only processes qualifying text in the form of long-form writing. Long-form writing means individual sentences contained in paragraphs that make up a longer piece of written work, such as an essay, a dissertation, or an article, etc. Qualifying text that has been determined to be likely AI-generated will be highlighted in cyan in the submission, and likely AI-generated and then likely AI-paraphrased will be highlighted purple.

Non-qualifying text, such as bullet points, annotated bibliographies, etc., will not be processed and can create disparity between the submission highlights and the percentage shown.



1. Home Page Transcript

Title: Facilitating Creativity in the Classroom

- **Introduction:** This is in a notice at the home page where the observer is informed that the creation of this website is to postulate on ways and ideas of enhancing early childhood creativity. First, it gives information on creativity as a vital aspect of a child, and secondly it gives a brief description of what a visitor to the site would be informed.
- **Navigation:** The home page includes a navigation bar with links to various sections of the website: Fine Arts with special emphasis in the Area of Arts; Physical Education; Music and Dance; Communication, Language, and Literature; Living Things/Biological Science, Mechanical System/Engineering, Mathematics/Computing and Numeracy; Social Science; Technology, Cross curriculum, and General references.

2. Art Page Transcript

Title: Facilitating Creativity through Art

- **Introduction:** This page is aimed at describing the importance of art to learning that is provided in early childhood. Instead, it stresses on how engaging in art activities aids children to work out something on their own, on how it assists in the improvement of motor skills and on how children grasp various materials.
- **Sections:**
 - **Resources and Technologies:** Lists essential art supplies and digital tools like drawing apps.
 - **Learning Experiences by Age Group:** Describes appropriate art activities for different age groups from 0-8 years.
 - **Pedagogical Practices:** Discusses open-ended exploration and the provision of diverse materials.

3. Drama and Puppetry Page Transcript

Title: Engaging Creativity through Drama and Puppetry

- **Introduction:** This section demonstrates how use of drama and puppetry will help in development of creativity, empathy and way to express the children's feelings.
- **Sections:**
 - **Resources and Technologies:** Contains a list of puppets, costumes, and tools used in a digital story telling area.

- **Learning Experiences by Age Group:** Outlines activities like puppet shows and role-playing for different age groups.
- **Pedagogical Practices:** Discusses the importance of imagination and empathy in drama activities.

4. Movement and Music Page Transcript

Title: Facilitating Creativity through Movement and Music

- **Introduction:** Explains how and why singing and other movement tasks enhance children's physical development, including the sense of beat and learning to express emotions.
- **Sections:**
 - **Resources and Technologies:** Comprises musical instruments, dance props, and digital music aids such as laptops.
 - **Learning Experiences by Age Group:** Includes parts such as clapping to music, basic moves, and composing simple dance.
 - **Pedagogical Practices:** Helps to incorporate music and movement in lesson planning and throughout the day activities.

5. Language and Literacy Page Transcript

Title: Fostering Creativity through Language and Literacy

- **Introduction:** Emphasis is placed on language and literacy as the key to learning and thinking.
- **Sections:**
 - **Resources and Technologies:** Features books, storytelling accessories and software such as those for producing e-books.
 - **Learning Experiences by Age Group:** Activities such as reading a picture book, reading with the child and writing with the child are some of the most recommended among others.
 - **Pedagogical Practices:** Focuses on the establishment of a language learning environment and talk.

6. Mathematics and Numeracy Page Transcript

Title: Facilitating Creativity through Mathematics and Numeracy

- **Introduction:** Explores how mathematics and numeracy help develop critical thinking and problem-solving skills.
- **Sections:**
 - **Resources and Technologies:** Lists tools like building blocks, measuring tools, and math games.
 - **Learning Experiences by Age Group:** Describes activities like stacking blocks, counting games, and solving math problems.
 - **Pedagogical Practices:** Includes attempt to combine math into daily practices and ideas and utilizing of operands.

7. Humanities and Social Sciences Page Transcript

Title: Engaging Creativity through Humanities and Social Sciences

- **Introduction:** Outlines the necessity of the enrichment of children's knowledge about various cultures, histories, and societies to develop creativeness and tolerant attitude in them.
- **Sections:**
 - **Resources and Technologies:** Lists cultural storybooks, world maps, and digital storytelling apps.
 - **Learning Experiences by Age Group:** This will entail such exercises as exploring cultural toys, cultural life play, and visits to virtual museums.
 - **Pedagogical Practices:** Focuses on the issues of inclusion of various individuals' viewpoints into teaching.

8. Technologies Page Transcript

Title: Facilitating Creativity through Technologies

- **Introduction:** Covers the topic on how creativity can be improved using technology in forms of tools, coding exercises and so on.
- **Sections:**
 - **Resources and Technologies:** Lists coding kits, digital art tools, and interactive whiteboards.

- **Learning Experiences by Age Group:** Outlines some of the things that can be done, including utilizing cause-and-effect applications, code Apps/Games, and building digital art.
- **Pedagogical Practices:** Tackles the issue on the use of Information Technology in the classroom as well as promoting group work.

9. Science Page Transcript

Title: Engaging Creativity through Science

- **Introduction:** Stresses how scientific discovery promotes the satisfaction of curiosity and innovation.
- **Sections:**
 - **Resources and Technologies:** Includes nature kits, digital microscopes, and laboratory tools.
 - **Learning Experiences by Age Group:** Discusses such classroom practices as nature walks, mini-experimentation, and utilizing digital microscopes.
 - **Pedagogical Practices:** Supports asking questions and doing research and investigations.

10. Engineering Page Transcript

Title: Facilitating Creativity through Engineering

- **Introduction:** Applied emphasis on the work of engineering for development of the aspects of problem solving and innovation in the children.
- **Sections:**
 - **Resources and Technologies:** Lists building blocks, simple machines kits, and robotics kits.
 - **Learning Experiences by Age Group:** Details about solitary play that involves arranging blocks, constructing towers and engaging in constructional play.
 - **Pedagogical Practices:** Helps tangibles and promoting ideas.

11. Integrated Curriculum Page Transcript

Title: Exploring an Integrated Curriculum

- **Introduction:** Explores integrated curriculum or models, including STEM, STEAM, STREAM, STEMIE and their effectiveness in increasing general idea creativity.

- **Sections:**

- **Resources and Technologies:** Lists STEM kits, art supplies, and digital tools.
- **Learning Experiences by Age Group:** Explains events such as the use of senses with science and arts and projects involving integration of various themes.
- **Pedagogical Practices:** Discusses the benefits of interdisciplinary learning and fostering creativity through integrated approaches.

12. References Page Transcript

Title: References

- **Introduction:** Lists all the references and sources used in creating the website content. This may include academic papers, books, websites, and other resources that provided information for the various sections of the site.