

Machine Learning For Kids :: Teachers' notes

Worksheet	Journey to School
Activity	Train the computer to be able to predict how you travel to school in the morning.
Objective	Teach a computer to make predictions <ul style="list-style-type: none"> Predictive analytics can be used to identify patterns in structured data.
Difficulty level	Beginner
Time estimate	45 minutes
Summary	Students will train a predictive model based on survey results.
Topics	predictive model, testing, accuracy

Setup

Each student will need:

Print-outs	Project worksheet (download from https://machinelearningforkids.co.uk/worksheets) Blocks in Scratch scripts are colour-coded, so printing in colour will make it easier for students.
Access	Username and password for machinelearningforkids.co.uk
Other	Students will need to conduct a travel survey first, using the results to train the computer. Sample results are included in the project worksheet.

Class account will need:

API keys	None
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Help

Potential issues	<ul style="list-style-type: none"> The most time-consuming part of this project is designing a survey and carrying it out. After that, there is not very much to do. Design your own survey! Consider using this as inspiration, but do your own survey on your own topic. Can this be combined with any other projects that the students are already doing? There are sample survey results in the worksheet in case that is helpful, but if the students aren't involved in designing and carrying out the survey, then the activity becomes largely a data entry exercise which may not be interesting for them. "https://machinelearningforkids.co.uk" is a long URL to type for some children. You may find it easier to set up a bookmark that they can click on instead. <p>General troubleshooting and help at https://machinelearningforkids.co.uk/help</p>
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