



Lesson Plans Comparison

| Curriculum | AI-IN-A-BOX Lesson Plans - Middle School | AI-IN-A-BOX Lesson Plans - Elementary School | ReadyAI Lab Kit-Beginner Course | ReadyAI Lab Kit - Intermediate Course | AI+Me Unplugged Lesson Plans for K-2 | AI+Me Unplugged Lesson Plans for 3-5 | Neural Network Lesson Plan |
|----------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|
| Course Length | 8 hours | 12 hours | 6 hours | 6 hours | 7 hours | 7 hours | 50 minutes |
| Approx Time per Lesson | 60 minutes/lesson, 8 lessons | 60 minutes/lesson, 12 lessons | 90 minutes/lesson, 4 lessons | 90 minutes/lesson, 4 lessons | 60 minutes/lesson, 7 lessons | 60 minutes/lesson, 7 lessons | 50 minutes/lesson, 1 lesson |
| Suggested Grades | 6-8 | K-5 | K-5, 6-8 | K-5, 6-8 | K-2 | 3-5 | K-5, 6-8, 9-12 |
| Content/Articulation | In this course, students will learn six AI applications and create a project using Calypso. | In this course, students will learn six AI applications and create a project using Code Lab. | Lesson 1: Introduction to AI Lesson 2: Object & Facial Recognition Lesson 3: Object Manipulation Lesson 4: Interacting with the World | This is the continuation of our Beginner Class. It will continue on building their abilities to design, create, and present their projects through Calypso and project based learning. | These lesson plans center around the five big ideas in AI and use hands-on and "unplugged" activities to introduce young students about AI. | These lesson plans center around the five big ideas in AI and use hands-on and "unplugged" activities to introduce young students about AI. | In this 50-minute lesson, students will learn the basic mechanisms behind neural networks by playing a group game. |
| Unplugged activities | | | ✓ | ✓ | ✓ | ✓ | ✓ |
| Hardware Requirements | AI-IN-A-BOX (a laptop/desktop computer, a Cozmo AI Unit, a tablet like Amazon Fire 7, and a X-box game controller) | AI-IN-A-BOX (a laptop/desktop computer, a Cozmo AI Unit, a tablet like Amazon Fire 7, and a X-box game controller) | AI-IN-A-BOX (a laptop/desktop computer, a Cozmo AI Unit, a tablet like Amazon Fire 7, and a X-box game controller) | AI-IN-A-BOX (a laptop/desktop computer, a Cozmo AI Unit, a tablet like Amazon Fire 7, and a X-box game controller) | | | |
| Alignment with standards (CSTA, Common Core, NGSS) | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | |
| PD provided | ✓ | ✓ | | | | | |

(We provide both online and on site professional development for teachers. Feel free to contact us if you are interested or have any question.)