

TERM THREE

WEEKLY LESSON NOTES – B7

WEEK 11

Week Ending: 25 th NOV, 2022	DAY:	Subject: Computing						
Duration: 60mins	Strand: Computational Thinking							
Class: B7	Class Size:	Sub Strand: Artificial Intelligence						
Content Standard: B7.4.4.1. Discuss Artificial intelligence concepts	Indicator: B7.4.4.1.1 Discuss the application of various areas of artificial intelligence	Lesson: 1 of 2						
Performance Indicator: Learners can discuss the application of various areas of artificial intelligence		Core Competencies: CC8.1: DL6.5						
Reference: Computing Curriculum P.g. 22								
Keywords: Artificial intelligence, machine learning, neural networks, virtual reality, augmented reality, gamification								
Activities For Learning & Assessment								
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 60%;">Activities For Learning & Assessment</th> <th style="width: 20%;">Resources</th> <th style="width: 20%;">Progression</th> </tr> </thead> <tbody> <tr> <td style="vertical-align: top;"> <p>Starter (5 mins)</p> <p>Revise with learners to review their understanding in the previous lesson.</p> <p>Share performance indicators and introduce the lesson.</p> <p>Main (35 mins)</p> <p>Divide the emerging technologies under artificial intelligence and show a short video (1-5 mins) or documentary on the principles of operation to generate classroom interaction.</p> <p>Consider each emerging technology and discuss the history, principle of operation, real-world applications, advantages and disadvantages in society</p> <p>Where the technology is available, allow learners to use. For example, you can engage them to write a documentary or report on specific sites explored using the virtual reality.</p> <p><u>Assessment</u></p> <p>Learners must investigate the things human intelligence can do in terms of reasoning that computer/artificial intelligence cannot do.</p> <p>Reflection (10 mins)</p> <p>Use peer discussion and effective questioning to find out from learners what they have learnt during the lesson.</p> <p>Take feedback from learners and summarize the lesson.</p> </td> <td style="vertical-align: top;"> <p>Computer/laptop, internet source</p> </td> <td style="vertical-align: top;"> <p>Learners will be able to;</p> <p>Compare the key technologies such as machine learning, Artificial Neural Networks (ANN), virtual reality, augmented reality, gamification, deep learning, data mining.</p> <p>Discuss the uses and importance of Artificial Intelligence (AI) to society</p> </td> </tr> </tbody> </table>			Activities For Learning & Assessment	Resources	Progression	<p>Starter (5 mins)</p> <p>Revise with learners to review their understanding in the previous lesson.</p> <p>Share performance indicators and introduce the lesson.</p> <p>Main (35 mins)</p> <p>Divide the emerging technologies under artificial intelligence and show a short video (1-5 mins) or documentary on the principles of operation to generate classroom interaction.</p> <p>Consider each emerging technology and discuss the history, principle of operation, real-world applications, advantages and disadvantages in society</p> <p>Where the technology is available, allow learners to use. For example, you can engage them to write a documentary or report on specific sites explored using the virtual reality.</p> <p><u>Assessment</u></p> <p>Learners must investigate the things human intelligence can do in terms of reasoning that computer/artificial intelligence cannot do.</p> <p>Reflection (10 mins)</p> <p>Use peer discussion and effective questioning to find out from learners what they have learnt during the lesson.</p> <p>Take feedback from learners and summarize the lesson.</p>	<p>Computer/laptop, internet source</p>	<p>Learners will be able to;</p> <p>Compare the key technologies such as machine learning, Artificial Neural Networks (ANN), virtual reality, augmented reality, gamification, deep learning, data mining.</p> <p>Discuss the uses and importance of Artificial Intelligence (AI) to society</p>
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Homework/Project Work/Community Engagement Suggestions								

- Learners must investigate the things human intelligence can do in terms of reasoning that computer/artificial intelligence cannot do.

Cross-Curriculum Links/Cross-Cutting Issues

None

Potential Misconceptions/Student Learning Difficulties

Learners may not easily understand the concepts and terminologies under programming

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