

# TERM THREE

## WEEKLY LESSON NOTES – B7

### WEEK 9

| <b>Week Ending:</b> 11 <sup>th</sup> NOV, 2022  | <b>DAY:</b>   | <b>Subject:</b> Computing  |                                      |           |             |  |   |  |
|---|---|--|--------------------------------------|-----------|-------------|--|---|--|
| <b>Duration:</b> 60mins   |   | <b>Strand:</b> Computational Thinking  |                                      |           |             |  |   |  |
| <b>Class:</b> B7  | <b>Class Size:</b>  | <b>Sub Strand:</b> Artificial Intelligence   |                                      |           |             |  |   |  |
| <b>Content Standard:</b><br>B7.4.4.1. Discuss Artificial intelligence concepts  | <b>Indicator:</b><br>B7.4.4.1.1 Discuss the application of various areas of artificial intelligence | <b>Lesson:</b><br>1 of 2   |                                      |           |             |  |   |  |
| <b>Performance Indicator:</b><br>Learners can discuss the application of various areas of artificial intelligence   |   | <b>Core Competencies:</b><br>CC8.1: DL6.5  |                                      |           |             |  |   |  |
| <b>Reference:</b> Computing Curriculum P.g. 22  |   |  |                                      |           |             |  |   |  |
| <b>Keywords:</b> Artificial intelligence, machine learning, neural networks, virtual reality, augmented reality, gamification   |   |  |                                      |           |             |  |   |  |
| <b>Activities For Learning &amp; Assessment</b>   |   |  |                                      |           |             |  |   |  |
| <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 60%;">Activities For Learning &amp; Assessment</th> <th style="width: 20%;">Resources</th> <th style="width: 20%;">Progression</th> </tr> </thead> <tbody> <tr> <td style="vertical-align: top;"> <p><b>Starter (5 mins)</b></p> <p>Revise with learners to review their understanding in the previous lesson.</p> <p>Share performance indicators and introduce the lesson.</p> <p><b>Main (35 mins)</b></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><b>Reflection (10 mins)</b></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><b>Starter (5 mins)</b></p> <p>Revise with learners to review their understanding in the previous lesson.</p> <p>Share performance indicators and introduce the lesson.</p> <p><b>Main (35 mins)</b></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><b>Reflection (10 mins)</b></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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| <b>Homework/Project Work/Community Engagement Suggestions</b>   |   |  |                                      |           |             |  |   |  |

- 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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