

Module 1: AI Everywhere

Run sheet for the session host

TIME 45 min AGES 13+ DEVICES 1 per 2 PREP None

BEFORE YOU START

1 Educator account.

PartyRock account with Educator status. An Educator link (invite/training/partner) enables it instantly; applying takes 1–2 weeks.

2 Devices + projector. 1

laptop/tablet per 2 students, modern browser. Projector for your view. No phones.

3 Show the code.

Open the session, project the join code. Students need no account.

4 Team names.

No real names, a team/play name. Shows on the projector + leaderboard.

A class game: each pair works at a device, everything flows back into the class (quiz, answer patterns, leaderboard). You drive it from the projector and release each phase. Through-line: **Where is AI? • What is AI good for? • Why does AI guess, and what do I do then?** **Characters:** Rex narrates throughout; Alex is an AI "professional" the class chats with. **Tech acting up?** Reload the page + re-enter the code. If needed, two teams share one device.

THE RUN — 13 PHASES

▶ **At device** = own pace • ♦ **Together** = you lead • ▶♦ = device first, then together • ▢ = optional discussion idea

NO.	PHASE	WHAT YOU SEE & DO	▢ IF THERE'S TIME: CLASS TALK
START			
1	Lobby — joining ~2 min • ♦ Together	Project the code. "Start Module" activates from the 1st team. Waits for your click.	—
PART 1 — WHERE IS AI?			
2	Intro ~5 min • ▶ At device	Rex scene: AI learns from data and guesses. Own pace, move on when most are done.	A picture to offer: a calculator computes for sure, AI guesses, which is why it can be wrong.
3	Warm-up ~3 min • ▶ At device	7 "AI or not?" cards, 1 point each, with a short explanation per card. Runs itself.	Which card surprised you most? A quick show of hands is enough.
4	Career intro ~1 min • ▶ At device	Very short Rex bridge into the career research. Don't wait.	—
5	Pick a career ~4 min (with 6) • ▶ At device	Enter a career → Alex is introduced. If the input doesn't fit, the module suggests a career itself. (Projector view shared with phase 6.)	—
6	AI chat & collect cards with 5 • ▶ At device	Chat with Alex, collect 3 real + 1 made-up AI use as cards. Longest phase. Advance only when nearly all show "ready"; otherwise the teams not yet finished lose their progress (the module asks first).	Which career, and what was the most surprising AI thing?
7	Build the quiz ~1 min • ▶ At device	Exactly 3 + 1 cards required. "Start quiz" builds the class quiz from all submissions.	—
8	Play the quiz ~3 min • ▶♦ Device + tog.	Solve first, then you drive: review each career → "Best guessers" → "Best foolers". First real class moment.	Before the leaderboards: why did this bluff work so well?

NO.	PHASE	WHAT YOU SEE & DO	IF THERE'S TIME: CLASS TALK
PART 2 — CAN YOU TRUST AI?			
9	Intro ~2 min · ▶ At device	Rex: AI can be wrong, but often guesses right with enough data. Own pace.	—
10	Trivia round ~3 min · ▶♦ Device + tog.	7 questions, deliberately no right/wrong . The answers become class data for the next step.	Would you trust a model trained only on the answers of this class?
11	The class's answer patterns ~3 min · ▶♦ Device + tog.	Agreement → AI usually right; spread → AI guesses, even when it sounds sure. Heart of Part 2.	For which of the trivia questions would you believe AI right away, and for which not?
12	Strategies ~5 min · ▶♦ Device + tog.	6 scenarios, class votes together. Reveal splits scenario by scenario. "Check" is not always right, twice "accept" is correct. About telling cases apart, not distrust.	On split votes: why did people pick differently?
WRAP-UP			
13	Wrap-up & certificate ~2 min · ♦ Together	Personal certificate + final leaderboard. Use the phase bar to return to the lobby for the next class.	When do you believe AI, and when do you push back?
FOUR RULES OF THUMB — THE GOAL			
Foundation: a chatbot guesses the most likely words and always sounds sure. Judge <i>what</i> it says, not <i>how confident</i> it sounds.			
1 Exact detail you couldn't know (number, source, name, date) → check it. 2 Everyday knowledge everyone knows → usually accept, don't check everything. 3 "Best / worst", a matter of taste → opinion, not verifiable. 4 Something that matters → check outside the chat. Asking again doesn't count.			
Modes: ▶ At device (own pace) ♦ Together (you lead) ▶♦ device first, then together. ▢ = optional discussion idea, only if time and mood fit. Feedback: "Share feedback" button on the module overview page.			