Al Learning Scenario no. 1

Based on the book by: You Can't take an Elephant on the Bus

By Patricia Cleveland-Peck

Illustrated by David Tazzyman

Introduction: Reading animator reads and animates the book.

Step 1: (Press no. 1 on laptop)

Ice Breaking Activity – Introducing the Puppets: Bettina and Bertu.

Hi, I'm Bettina.

I really love reading books.

Today, I will be joining you in this reading session.

Step 2 (Press no. 2 on laptop)

How did you feel about this book?

Important: Pupils are to speak when laptop is scanning.

Speech Recognition window may be moved to the side of the screen.

- Pupils are presented with two lists of answer statements to choose one and say it out loud to the laptop. (Voice recognition)
- Laptop will provide a reinforcement answer: happy, sad,
 indifferent visually on the laptop, audio through the puppet.
 (Technical part: smiley face, indifferent face, sad face on puppet through Micro:bit).

Step 3 (Press no. 3 on laptop)

Which was your favourite part of the story and why?

Literacy skills: Practise answering Which and Why questions?

Student voice input.

Laptop will represent text visually.

Students correct laptop's visual and audio response by repeating their answer until the laptop gets it right.

(Press no.3 again on laptop for multiple responses).

Puppet will present audio response and emoticon on microbit.

Step 4: (Press no. 4 on laptop)

Cause and Effect: What and Why questions

You can take an elephant on the bus...

It would simply cause a terrible fuss!

Why?

Elephants' bottoms are heavy and flat and would certainly squash the seats quite flat.

Step 5: (Press no. 5 on laptop)

If you take a giraffe in an aeroplane it would simply be wrong.

Why?

The legs and neck of a giraffe are too long for the height of the plane.

Step 6: (Press no. 6 on laptop)

If you put a hippo in a hot air ballon, it would come crashing down.

(Insert picture from book)

Why?

The hippo is too heavy and big.

Step 7: (Press no.7 on laptop)

If you let bears near an ice-cream van the bears gobble up ice cream as fast as they can.

Why?

If you stop bears from eating ice cream, they get annoyed and it is best to avoid an angry bear.

Step 8: (Press no. 8 on laptop) Group work

Personal silly version:

Higher order thinking skills. Creative story-telling and writing

Choose another animal which is not in the story and make up your own silly version in a short paragraph.

Your first and second part of the story will be written and retold.

Your first part, please.

Which animal you would not take and where?

Your second part, please.

Why?

(Input into programme and puppets read out the text.)

Step 9: (Press no. 9 on the laptop)

A better option:

Create a better option than a roller coaster for all the animals to share.

Why is this a better option?

(Speak into laptop and puppets read out the text).

Step 10:

Guessing game:

Guess the Wild Animal from the picture

Open file: Guess the animal

Maximise the window.

Press the green flag icon at top of screen for each animal.

The pupils are shown a picture and they say a phrase to identify the wild animal, eg. That's an elephant, I can see an elephant, I think it's an elephant, It's a picture of an elephant, etc.

If correct answer is given the name of the animal is shown below the picture.

If they get it wrong they are asked to try again.

If incorrect answer is given twice, the program provides the correct answer below the picture.

Step 11:

Vocabulary game:

Guess the Wild Animal from speech and text

Open file: Wild animals quiz

Press the green flag icon at top of screen for each animal.

4

Maximise the window.

Program presents description of a wild animal in speech and text.

Pupil says out loud name of animal in a phrase, eg. *That's a cheetah, It's a cheetah, I think it's a cheetah, etc* for speech recognition to text.

Program confirms if the answer is correct or not.

If correct answer is given, the program presents a photo of the wild animal.

If incorrect answer is given, the program asks the pupil to try again.

If incorrect answer is given twice, the program provides the correct answer.