



# The Role of Data in Artificial Intelligence Literacy in School Education

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### Overview



# State of teaching and learning AI in K-12 Education – Early and ongoing effort



Data science in AI for school education



How data can be further integrated in AI lessons to support students learning.

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Author of the presentation, Name of the event 18.4.2024 **2** 

# State of teaching & learning Al in K-12



#### GatesNotes THE BLOG OF BILL GATES

A NEW ERA

# The Age of AI has begun

Artificial intelligence is as revolutionary as mobile phones and the Internet.

By Bill Gates | March 21, 2023 • 14 minute read

### Insight

29 February 2024

### "

The rapid growth and adoption of AI technology in recent years is just the beginning

### The future of AI: What to expect in the next 5 years

Al's impact in the next five years? Human life will speed up, behaviors will change and industries will be transformed -- and that's what can be predicted with certainty.

By Michael Bennett, Northeastern University

Published: 25 Jan 2024



# Why teach AI at K-12 levels

- educational: future learning; support learning of other subjects
- personal : Career readiness, critical thinking
- broader societal benefits: social good; citizen empowerment





# **Teaching AI in K-12**

### Five Big Ideas in Artificial Intelligence v2

#### 5. Societal Impact

AI can impact society in both positive and negative ways. Al technologies are changing the ways we work, travel, communicate, and care for each other. But we must be mindful of the harms that can potentially occur. For example, biases in the data used to train an AI system could lead to some people being less well served than others. Thus, it is important to discuss the impacts that AI is having on our society and develop criteria for the ethical design and deployment of AI-based systems.

#### 4. Natural Interaction

A NATURAL INTERACTION Intelligent agents require many kinds of knowledge to collaborate and interact naturally with humans. Ideally, agents will converse with us using natural language, draw upon cultural knowledge to infer intentions from observed behavior, and Computers can learn from data. respond appropriately to body language, facial expressions, and emotions. Advances in deep neural networks such as large language models and convolutional neural networks are making this possible.

The AI for K-12 Initiative is a joint project of the Association for the Advancement of Artificial Intelligence (AAAI) and the Computer Science Teachers Association (CSTA), funded by National Science Foundation award DRL-1846073 1. Perception

Accuracy: 99.4%

**Object ID:** 

SOCIETAL IMA

Sitive and negative

3 - LEARNING

AI4K12.org

AI4K12

Computers perceive the world using sensors. Perception is the process of extracting meaning from sensory signals. Making computers "see" and "hear" well enough for practical use is one of the most significant achievements of AI to computers perceive the world using sensors date.

#### 2. Representation & Reasoning

Agents maintain representations of the world and use them for reasoning. Representation is one of the fundamental problems of intelligence, both natural and artificial. Computers construct representations d and use and these using data structures, representations support reasoning algorithms that derive new information them for rea from what is already known. While AI agents can reason about very complex problems, they do not think the way a human does.

#### 3. Learning

REPRESENTATION & REASONING Computers can learn from data. Machine learning is a kind of statistical inference that finds patterns in data. Many areas of Al have progressed significantly in recent years thanks to learning algorithms that create new representations. For the approach to succeed, tremendous amounts of data are required. This "training data" must usually be supplied by people, but is sometimes acquired by the machine itself.

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### Integrating AI and Machine Learning in Software **Engineering Course for High School Students**



#### ABSTRACT

This paper describes a unique software engineering curriculum for high-school students that includes subjects in artificial intelligence and machine learning. The students in the course deal with the implementation of solutions to riddles and games (complex algorithmic problems), use the DrRacket functional programming language as a tool that supports their comprehension and thorough understanding of blind search algorithms, informed search algorithms, search games trees and machine learning algorithms. During their studies, the students engage in self-learning,

#### 2. LEO BAECK EDUCATION CENTER

The Leo Baeck education center in Haifa was founded in 1938 for children who had survived the Holocaust. Its pluralistic approach is committed to democracy, egalitarianism and human rights, as well as to the teaching of the living values of progressive Judaism arty-F which inspires social change and imroving the world. The education center is one of Israel's finest institutions for academic excellence and it also promotes community outreach and social action.



#### ABSTRACT

We have developed a platform for exposing high school students to machine learning techniques for signal processing problems, making use of relatively simple mathematics and engineering concepts. Along with this platform we have created two example scenarios which give motivation to the studants for lagrning the theory underlying their solutions. The

the brain [3]. While this class of methods undoubtedly employs coarse approximations of actual neuron function, they have shown tremendous success in several ML applications [4].

A few examples of ML applications include speech recognition aka natural language processing, image processing such as face detection, DNA sequence classification, financial

#### An Action Research Report from a Multi–Year Approach to **Teaching Artificial Intelligence at the K–6 Level**

#### **Dr. Clint Heinze**

Air Operations Division Fishermans Bend, Victoria, 3207, Australia clinton.heinze@dsto.defence.gov.au

#### Abstract

In Australia, the Scientists-in-Schools program partners professional scientists with teachers from K-12 schools to improve early engagement and educational outcomes in the sciences and mathematics. An overview of the developing syllabus of a K-6 course resulting from the pairing of a senior AI researcher with teachers from a K-6 (primary) school is presented. Now entering its third year, the course introduces the basic concepts, vocabulary and history of science gener-

Janet Haase and Helen Higgins Manchester Primary School Defence Science & Technology Organisation Department of Education & Early Childhood Development Mooroolbark, Victoria, 3138, Australia haase.janet.e@edumail.vic.gov.au

> monwealth Scientific and Industrial Research Organisation (CSIRO) and it:

> "... promotes science education in primary and secondary schools, helps to engage and motivate students in their learning of science, and broadens awareness of the types and variety of exciting careers available in the sciences."-Dr. Jim Peacock, Australia's Chief Scientist 2006-2008

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### What students should know and should be able to do.





### AI LITERACY COMPETENCIES & DESIGN CONSIDERATIONS

### WHAT IS AI?

#### COMPETENCIES

- 1. Recognizing AI
- 2. Understanding Intelligence
- 3. Interdisciplinarity
- 4. General vs. Narrow

### WHAT CAN AI DO?

**COMPETENCIES** 5. Al's Strengths & Weaknesses 6. Imagine Future Al

### HOW DOES AI WORK?

#### COMPETENCIES

- 7. Representations
- 8. Decision-Making
- 9. Explainability
- 10. ML Steps
- 11. Data Literacy
- 12. Learning from Data
- 13. Critically Interpreting Data
- 14. Action & Reaction
- 15. Sensors

#### **DESIGN CONSIDERATIONS**

- 1. Explainability
- 2. Embodied Interactions
- 3. Contextualizing Data

### WHAT SHOULD AI DO?

COMPETENCIES 16. Ethics

### HOW DO PEOPLE PERCEIVE AI?

COMPETENCIES 17. Programmability

#### DESIGN CONSIDERATIONS

- 4. Promote Transparency
- 5. Unveil Gradually
- 6. Opportunities to Program
- 7. Milestones
- 8. Critical Thinking
- 9. Culture
- 10. Support for Parents
- 11. Social Interaction
- 12. Leverage Learners' Interests
- 13. Acknowledge Preconceptions
- 14. New Perspectives
- 15. Low Barrier to Entry

Long, D., & Magerko, B. (2020). What is AI literacy? Competencies and design considerations. In *Proceedings of the 2020 CHI conference on human factors in computing systems* (pp. 1-16). UEF// University of Eastern Finland 18.4.2024

# Machine Learning Education Framework

### For Transforming ML Consumers to be ML Contributors



Lao, N. (2020). *Reorienting machine learning education towards tinkerers and MLengaged citizens* (Doctoral dissertation, Massachusetts Institute of Technology).

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## **AI Literacy and Competency**



Chiu, K.F., Ahmad, Z., Ismailov, M & Sanusi, I.T. (2024). What are Artificial Intelligence Literacy and Competency? A Comprehensive Framework to Support Them. *Computers and Education Open*, 100171.

# Putting the frameworks together

1	

Emphasized the knowledge of AI



The need to engage effectively with AI applications



attitude including perception which highlights the perspectives of stakeholders



Ethical and societal implication of AI

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# My Works







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	Add image samples				
	Webcam Upload or drag images here from a website or file	Training			
	< >>	Train classifier			
	Class 2 📝 🤅	Add more samples or classes			
	Add image samples	first			

https://teachablemachine.withgoogle.com/

https://tm.gen-ai.fi/



#### **Doodlelt: A Novel Tool and Approach for Teaching How CNNs Perform Image Recognition**

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#### ABSTRACT

To introduce middle school students to key concepts in image recognition, we created an interactive web application that performs sketch recognition and an afterschool curriculum for its use. Our app, called DoodleIt, was inspired by Google's Quick, Draw!, and makes use of its accompanying open-source sketch library. With DoodleIt, students make simple line drawings on a canvas area and a previously-trained convolutional neural network (CNN) identifies the object drawn. The application dynamically visualizes the different layers that are involved in the process of CNNs, including a display of kernels, the resulting feature maps, and the percentage of match at output neurons. We used DoodleIt in an 18-hour curricuthe second secon . . . .

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#### **KEYWORDS**

Image Recognition, Convolution Neural Networks, Artificial Intelligence, K-12 Students, Middle School Students, Kernels, Feature Maps

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In Proceedings of the 25th Australasian computing education conference



#### https://www.cs.uml.edu/~fredm/DoodleItUpdated/LatestFiles:%20v2

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#### ChemAlstry: A Novel Software Tool for Teaching Model Training in K-8 Education

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Srija Ghosh srijaghosh2015@gmail.com University of Massachusetts Lowell Lowell, Massachusetts, USA

#### ABSTRACT

Machine learning (ML) systems are increasingly in use in society. For young learners to be informed citizens and have full career potential it is important for them to understand these concepts. To support this learning, we created "ChemAIstry," an interactive software tool for children which demonstrates training and classification in machine learning. Students select which everyday items are safe to bring into a chemistry lab (e.g., a lab coat is safe; pizza is not). These selections serve as training input for a decision tree classifier. After training, students see how the trained model performs in classifying new objects. ChemAIstry was tested with 40 students aged 7 to 14 years at a public K–8 school. The software captured student selections during training. We analyzed these interactions to yield a "Correspondence Score," a measure of stuACM Reference Format: Fred Martin, Vaishali Mahipal, Garima Jain, Srija Ghosh, and Ismaila Temitayo Sanusi. 2024. ChemAlstry: A Novel Software Tool for Teaching Model Training in K-8 Education. In Proceedings of the 55th ACM Technical Symposium on Computer Science Education V. 1 (SIGCSE 2024), March 20–23, 2024, Portland, OR, USA. ACM, New York, NY, USA, 7 pages. https://doi.org/10. 1145/3626252.3630804

#### **1 INTRODUCTION AND MOTIVATION**

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Artificial Intelligence (AI) is having an unprecedented impact on society as the amount of data and processing capacity are expanding quickly. The widespread deployment of AI in many different disciplines and industries emphasizes the need to develop a workforce with strong computing abilities and the capacity to work with

In Proceedings of the 55th ACM Technical Symposium on Computer Science Education V. 1

#### Chemical AI Lab



#### https://engaging-computing.github.io/ChemAIstry/

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# Pedagogy

COMPUTER SCIENCE EDUCATION https://doi.org/10.1080/08993408.2023.2175559 Routledge Taylor & Francis Group

ARTICLE

OPEN ACCESS

### Learning machine learning with young children: exploring informal settings in an African context

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#### ABSTRACT

**Background and context:** Researchers have been investigating ways to demystify machine learning for students from kindergarten to twelfth grade (K–12) levels. As little evidence can be found in the literature, there is a need for additional research to understand and facilitate the learning experience of children while also considering the African context.

**Objective:** The purpose of this study was to explore how young children teach and develop their understanding of machine learning based technologies in playful and informal settings. **Method:** Using a qualitative methodological approach through fine-grained analysis of video recordings and interviews, we lysed how 18 children aged 3–13 years constructed we tions with a machine-based technology *U* 

#### ARTICLE HISTORY

Received 15 March 2022 Accepted 30 January 2023

#### KEYWORDS

Machine learning; data; young children; participatory learning; informal settings; Africa

### **IEEE**Access

ultidisciplinary 🚦 Rapid Review 🚦 Open Access Journal

**IEEE EDUCATION SOCIETY SECTION** 

Received 11 March 2023, accepted 12 April 2023, date of publication 20 April 2023, date of current version 26 April 2023. Digital Object Identifier 10.1109/ACCESS.2023.3269025

### RESEARCH ARTICLE

### Preparing Middle Schoolers for a Machine Learning-Enabled Future Through Design-Oriented Pedagogy

#### ISMAILA TEMITAYO SANUSI<sup>©1</sup>, JOSEPH OLAMIDE OMIDIORA<sup>2</sup>, SOLOMON SUNDAY OYELERE<sup>©3</sup>, HENRIIKKA VARTIAINEN<sup>4</sup>, JARKKO SUHONEN<sup>©1</sup>, AND MARKKU TUKIAINEN<sup>©1</sup>

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Corresponding author: Ismaila Temitayo Sanusi (ismaila.sanusi@uef.fi)

This work involved human subjects or animals in its research. Approval of all ethical and experimental procedures and protocols was granted by the Finnish Advisory Board on Research Integrity and the National Health Research Ethics Committee of Nigeria, and performed in line with the ethical principles of research in the humanities and the social and behavioral sciences.

ABSTRACT Machine learning (ML) literacy has recently been need to succeed as future creators and innovators.



### What have been the practices regarding explicitly teaching about data in the context of Al education?



## Data is an integral element of AI

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# Using data cards for teaching decision trees

- Data modelling in ML
- Data labelling
- Test data
- Training data



Podworny, S., Fleischer, Y., Hüsing, S., Biehler, R., Frischemeier, D., Höper, L., & Schulte, C. (2021). Using data cards for teaching data based decision trees in middle school. In *Proceedings of the 21st Koli Calling International Conference on Computing Education Research* (pp. 1-3).

# Introducing students to the full cycle of a typical supervised learning approach

- supervised learning approach
  - data collection
  - data entry,
  - data visualization,
  - feature engineering,
  - model building,
  - model testing and data permissions



Srikant, S., & Aggarwal, V. (2017). Introducing data science to school kids. In *Proceedings of the 2017 ACM SIGCSE technical symposium on computer science education* (pp. 561-566).

# Introducing students to ML with decision trees using CODAP and Jupyter Notebooks





Using CODAP with the Decision Tree Plug-In

Decision Trees created with the ProDaBi Decision Tree Jupyter Notebook

Biehler, R., & Fleischer, Y. (2021). Introducing students to machine learning with decision trees using CODAP and Jupyter Notebooks. *Teaching Statistics*, *43*, S133-S142.

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#### E Parachute Model UNSAVED Version 2.0 (0331) ) Slider Tables Calc () Undo Tiles Redo Text {c}} Options Θ Guide Graph Map C Share About runs (3) measurements (156) Distance vs. Time Achieved Terminal Velocity mass\_of\_ parachu\_ Final\_Ve\_ E Time. Distance. Velocity Row Ξ 200 900 1.46 7.13 0.89 0 6.0 2 150 900 1.5 7.1 0.89 40 3 100 900 1.54 7.06 0.89 8 20 1.58 7.02 0.89 0.0 1.62 6.99 0.89 0.0 0.50 1.0 15 2.0 25 30 1.66 6.95 0.89 Time (s) 1.71 6.91 0.89 Velocity vs. Time 1.75 6.88 0.89 40. 124 measurements 3.0 \*\*\* 2.0 1.0 0.80 25 30 Time (s) Ш Mass of jumper (g) Parachute size (cm<sup>2</sup>) 900 Consortium 10.1 12.55 -New Run Analyze Data Start. • **Getting Started** Create axis with Time a her This is a model of a ball drop that allows you to experiment with different object masses and different parachute sizes to

### **Common Online Data Analysis Platform (CODAP)**

https://codap.concord.org/



### **AI MYDATA**



Introduction to AI and Image Recognition.

Machine Learning Techniques.

Data Creation, Exploration and Visualization.

Ethical Implication of Al.

Sanusi et al. (2024). AI MyData: Fostering middle school students' engagement with machine learning through an ethics-infused AI curriculum.

# Pasta Land – Decision tree

- Introduces the idea of a decision tree classifier.
- "Unplugged" no computers needed.
- Co-developed Fred Martin & Irene Lee, MIT and UTSA.





Lots of pasta



### k-NN





#### Worksheet completed by the students to understand k-NN concepts



### SENSE Projects Visualizations O Tutorials 💷 News



### **Featured Projects**



### https://isenseproject.org/





iSENSE visualization of penguin culmen length as a function of body mass for three different species



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U.S. State dataset created by students



### Map visualization created based on the U.S. State dataset



# How working with data can further support children's understanding of Al.



Since the development of AI application entails the knowledge of how data is prepared and handed, mere reading and inferring from data may not be sufficient to understand and create an AI system.



# "The best model is only as good as the data it learns from."

- Curtis Northcutt

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# **Data-Centric vs Model-Centric**

Data-Centric AI is the discipline of systematically engineering the data used to build an AI system.

OpenAI has 'open'ly stated that one of the biggest issues with Dall-E and GPT-3 is errors in the data and labels used during training.

It's not the model, it's the data! - Curtis Northcutt



https://landing.ai/data-centric-ai/



## **Data-Centric Al**





# **Some observations**

# **Tasks involved - Classification**

- Classification
  - audio or text classifier,
  - facial expression recognition,
  - face detection, object or speech recognition etc.

### > Discussion centers on algorithms

> How do we prepare and process the data?



# **Modality of data**









### Modality of the data

- (*audio, text*, video, image, time series,
  Geodata, etc.)
- Heavy dependence on image, audio & text



# **Data Collection**

- Digital family photographs.
- Surveillance videos, tweets.
- Legislative documents.
- Event logs from computer systems.
- Sensor readings over time.
- Any other information in digital form.



What are the steps involved in data collection for an AI system? This may be important to support students understanding of how AI operates.



# **Data Modeling in Al**





- In many real-world ML applications, the dataset is not fixed!
- Errorneous data
- "Data and label issues plague the most-used AI tech. e.g. Dall-E, ChatGPT" - Curtis Northcutt.



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# Training, validation, and test data sets

- The need to further stress the value of training and test datasets
  - data modalities
- Understanding how to engineer data to build better AI systems



# Conclusion

# Some ongoing works

 Exploring empirical literature on how students understand data and the kind of tasks involved which influence students' understanding.

 Investigating the implications of data comprehension research for students' understanding of machine learning and for teaching machine learning concepts.



# Some ongoing works

# Integrating ML and data science in school subjects

### What we are doing:

- Exploring a few machine learning software tools & approaches
- Brainstorming connections between machine learning to curriculum topics
- Prototyping idea for bringing machine learning to students
- Teachers share experiences with colleagues and program researchers





Learning with Purpose



## We believe integration of AI across the curriculum is the key and that data fluency should be more incorporated into AI lessons.



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# Thank You

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