

Al Storytelling A Learning Activity for K-2

Overview

In this activity, learners will explore AI capabilities and how to use its tools as a resource within the classroom. Learners are provided an opportunity to utilize an AI tool to generate a short story, and then create illustrations to accompany the story.

What You'll Need

- Video Ruff Ruffman, Humble Media
 Genuis | PBS Kids
- iPad or Computers with internet
- Chat GPT account set-up

- Pencils (1 per student)
- Drawing materials
- o Paper

Instructions

- <u>Discussion</u>: Introduce the idea of Artificial Intelligence (AI) and explain its capabilities. AI
 helps us with different things using computers that usually need human intelligence, like
 understanding what we say, recognizing things or making decisions. AI collects
 information from text, camera, or a microphone. It then processes the information and
 gives its best response which may include answering questions, suggestions, or create a
 story or picture.
- 2. <u>Video:</u> Show Video Ruff Ruffman, Humble Media Genuis | <u>PBS Kids</u> (18 minutes)
- 3. <u>Using AI:</u> Using Chat GPT demonstrate to students how AI can answer questions. This requires creating an account *(recommended prior to starting this lesson)*. Ask students to provide questions or a prompt to show how the computer responds. You can compare responses with both vague and specific examples. For example:

Idea 1: Finish this short story: Once upon a time, there was a curious cat named whiskers

Idea 2: Create a poem about Whiskers the cat who loved exploring the forest

Idea 3: What is the difference between a cat and a dog?

4. <u>Using AI</u>: After AI answers the provided questions allow students to share their thoughts and questions regarding AI generated responses. Also, you can add follow up questions to the responses for further investigation.

5. <u>Al Author, Student Illustrator:</u> As a class decide upon a plot for a story including "who, what, when, where, and why".

For Example:

Who: A dog named Eddy What: Went for an adventure

When: In the afternoon Where: At the Park

Why: To find a new friend

Input the information into the AI generator including "create a short story for grade ____ about...". For example: Create a short story for a grade 1 class about a dog named Eddy who went on an afternoon adventure to find a new friend at the park. Read the AI generated story as a class.

Ask AI any further questions necessary for clarifications or curiosities. Then provide students with paper and drawing materials necessary for creating illustrations. Give students 10-15 minutes of time to create an individual storybook with personalized illustrations for a common story. Provide an opportunity for students to share their creations and disucss where they added creativity and individualization within. Discuss the difference between the author and the illustrator of a story.

- 6. Extension: Provide opportunities for students to use AI story generation tools independently. Students can use dictation to input information and then listen through audio to the AI created story. Students can complete a similar activity creating illustrations as an independent learning opportunity.
- 7. Share: Feel free to send photos of your class completing this learning activity to us via Twitter: @NBCOE or email: COE@gnb.ca

8. Notes for teachers:

- Prior to beginning this lesson, it is recommended to create a Chat GPT account.
 This includes your email and creating a password.
- The more specific and concise the input information is, the better output response
- Ensure to add in grade level for appropriate language
- You can add specific instructions such as make it rhyme, be silly, serious, funny, etc., if desired.

Digital Literacy Framework



Digital Citizenship: Students recognize the rights, responsibilities, and opportunities of living, learning, and working in an interconnected digital world, and they act and model in ways that build the common good.

Cross-Curricular Outcomes

English Language Arts	Strand: Reading – Big Idea: Reading Comprehension Strand: Interactions – Big Idea: Reception
Visual Arts	Strand: Create – Big Idea: Application and Product Strand: Communicate – Big Idea: Reflect and Respond