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AI in the Wild

The aim of this project was to introduce the basic principles of artificial intelligence to five-year-old children through play and inquiry. As a final outcome, children built a robot from recycled materials that can recognize which objects belong in nature and which do not. The project combined environmental education, art, mathematics, and technology.

Project Steps:

1. Exploring algorithms through play
2. Learning machine learning by playing the Oceans of AI game
3. Designing a robot
4. Building a robot from recycled materials
5. Capturing images
6. Training an AI model using GenAI's Teachable Machine
7. Re-training the AI
8. Logging data with LEGO bricks and evaluating AI reliability



Conclusion: The project helped children understand that artificial intelligence can be trained, tested and improved using data.