BRIEF DESCRIPTION OF THE CHAPTER:

Students will learn about
☞ Smartphones
☞ Smartwatch
☞ Chatbot
☞ Smart TV
☞ Driverless Car
☞ Smart Doorbell
☞ Smart Speakers

LEARNING OBJECTIVES:

SPECIFIC OBJECTIVES:

This lesson will enable the students to –
SP1- understand the concept of AI. (U)
SP2- learn about several AI enabled devices with examples. (U)

BEHAVIOURAL OBJECTIVES:

This lesson will enable the students to
B1- know how AI has become an important part of their lives.
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ACTIVITIES – For the better understanding of the topic following activities will be conducted –

A1-Children will be asked to create AI based projects in Scratch programming. (AP)

WRITTEN WORK:

After explaining the chapter-
☞ Let the students do the course book exercises given on Pages 91 and 92 of the main course book as One Touch Learn and Let's Do It. After solving the course book exercises, tell the students to solve Crack the Code activity given on Page 92 and 93 of the main course book.

☞ In Creative Assignment, activity like Fun in Lab given on Page 93 of the main course book will enhance the ability of the students and serve as a Subject Enrichment activity

ASSESSMENT:

• Observation during the practical.
• To check the understanding of the topic, assessment will be conducted.

LEARNING OUTCOMES:
Students

L1- will learn about the concept of AI. (K)
L2- gets familiar with the many AI enabled devices. (U)

Placement of objective, Instructional Activities and Assessment

Topic/Duration/ Assessment Topic: AI Enabled devices Duration: 2 periods						
	Knowledge	Understanding	Application	Analysis	Synthesis	Evaluation
Objectives	**L1**	**SP1 SP2 L2**				
Instructional Activities			**A1**			