

# project creation | empathize & de ne



## learning goal

Have increased self-efficacy and feel more empowered to design and build new and meaningful AI artifacts.

## students will ...

- Be introduced to the goals of the chatbot project.
- Define the community for whom they will design a chatbot.
- Decide on the goal of their chatbot: to entertain, persuade, or inform.

## key vocab

n/a

## prior knowledge

n/a

## materials setup

- Ensure the example project is ready for display.

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## warm-up | independent | 5 min

Have students reflect:

- What communities do you belong to?

Review answers with the class.

### teacher notes

Push students to consider community broadly.

## intro | whole class | 15-20 min

Show students the example chatbot and prompt them to fill in the Notice & Wonder chart.

Introduce the goal of the project: to create a chatbot for your community. Students will identify a community to which they belong that they'd like to make a chatbot for, then design a chatbot to entertain, persuade, or inform members of the community.

## brainstorm | independent | 8-10 min

Prompt students to select a community they belong to, then brainstorm values held by that community.

## de ne | small groups | 5-10 min

Prompt students to complete the Define section of their student workbook, setting the goal for their project.

