



## Artificial Intelligence

**Instructional Days:** 1 day

**Topic Description:** This is an introduction to artificial intelligence. Students explore different artificial intelligence programs and begin to discuss what makes something intelligent.

### Objectives:

The student will be able to:

- Identify some examples of artificial intelligence
- Make an argument for what it means for something to be "intelligent"

### Outline of the Lesson and Teaching Strategies:

- Provide context about artificial intelligence (10-15 minutes)
  - Watch the "What is Artificial Intelligence?" video
  - Discuss the video using the discussion questions
- Complete the activity (15-20 minutes)
  - Have students play a few games of 20 questions on their own
  - Discuss the activity as a class using the "activity questions"
- Wrap Up (5-10 minutes)
  - Watch the "Realistic Artificial Intelligence" video
  - Complete the Wrap Up Discussion as a class
- Bonus Video (10-15 minutes)
  - "Humans and Computers Working Together"
  - You may wish to have a class discussion on whether or not computers will ever be able to completely simulate humans and if this is a good idea or not.

### Resources:

- All the resources are available on the Humans and Computers Overview page of the muddX website