**Završna aktivnost – Maja Marjanović**

**Name: Puss in boots AI and mobile application**

**1.Duration: how long does the activity take? Does it require more than one session or class?**

90 minutes

**2. Type of activity: you can adapt your activity to different teaching modalities: online (with everyone connecting from a different laptop), face to face (in a traditional setting with educator and students are in the same place) or hybrid (with some students joining online and some from the classroom. You can choose multiple formats if the activity can adapt to several modalities.**

Face to face

**3. Indicated age group: the activity can target one or several age groups: pre-primary (early childhood, less than 6 years), primary education (6 to 12 years), lower secondary (12 to 16 years), upper secondary (16 to 19 years). You can also design an activity aimed at adults: teacher training, an awareness raising activity, or an activity for higher education, for example.**

Primary school education (8 years)

**4. Description: we invite you to describe the activity in detail, mentioned at least these elements: 1) 1 to 3 goals of the activity, 2) materials required, 3) description of the steps to take and content of the activity, 4) optionally any formative assessment you would undertake.**

**1) goals**

**- using AI application (Vana, Music Lab, Canva)**

**- coding, coding on the board**

**- storyboards**

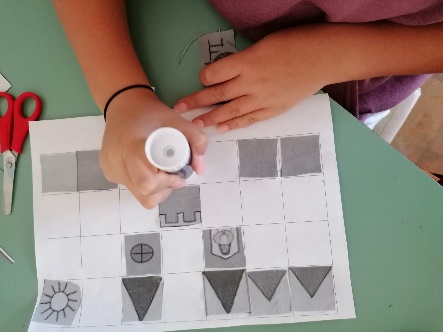
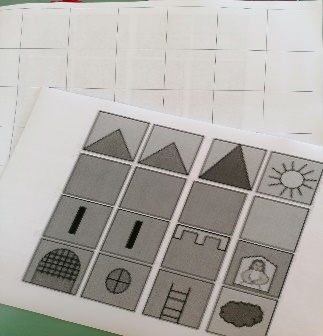
**2) materials required**

- computer with internet, mobile phone, worksheets, papers, math elements on the paper

**3) description of the steps and content of the activity**

**After the pupils have read the story about Puss in boots, we work on the school activities.**

**1. activity: Make the castle out of math elements**

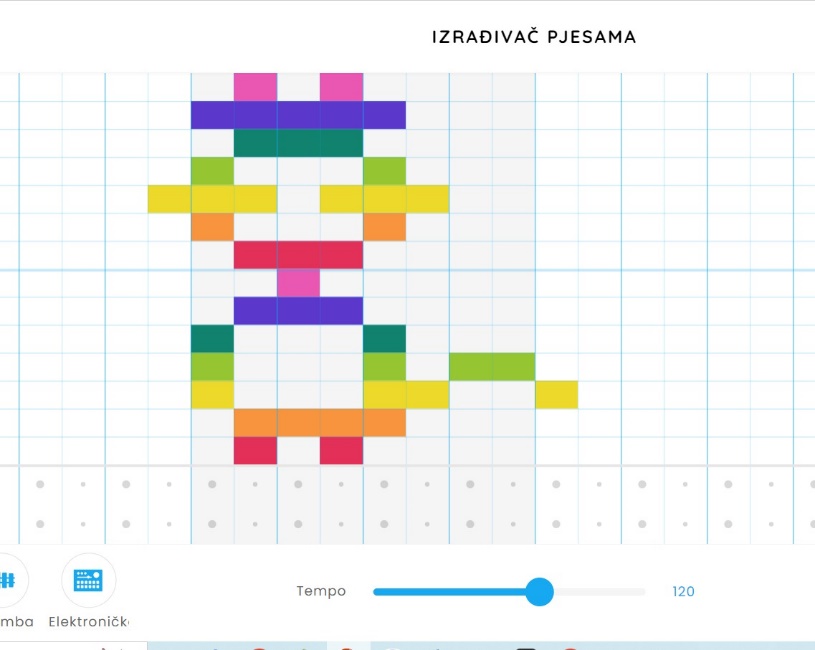
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**2. activity: work in AI application Vana – make AI pictures od Puss in boots.**

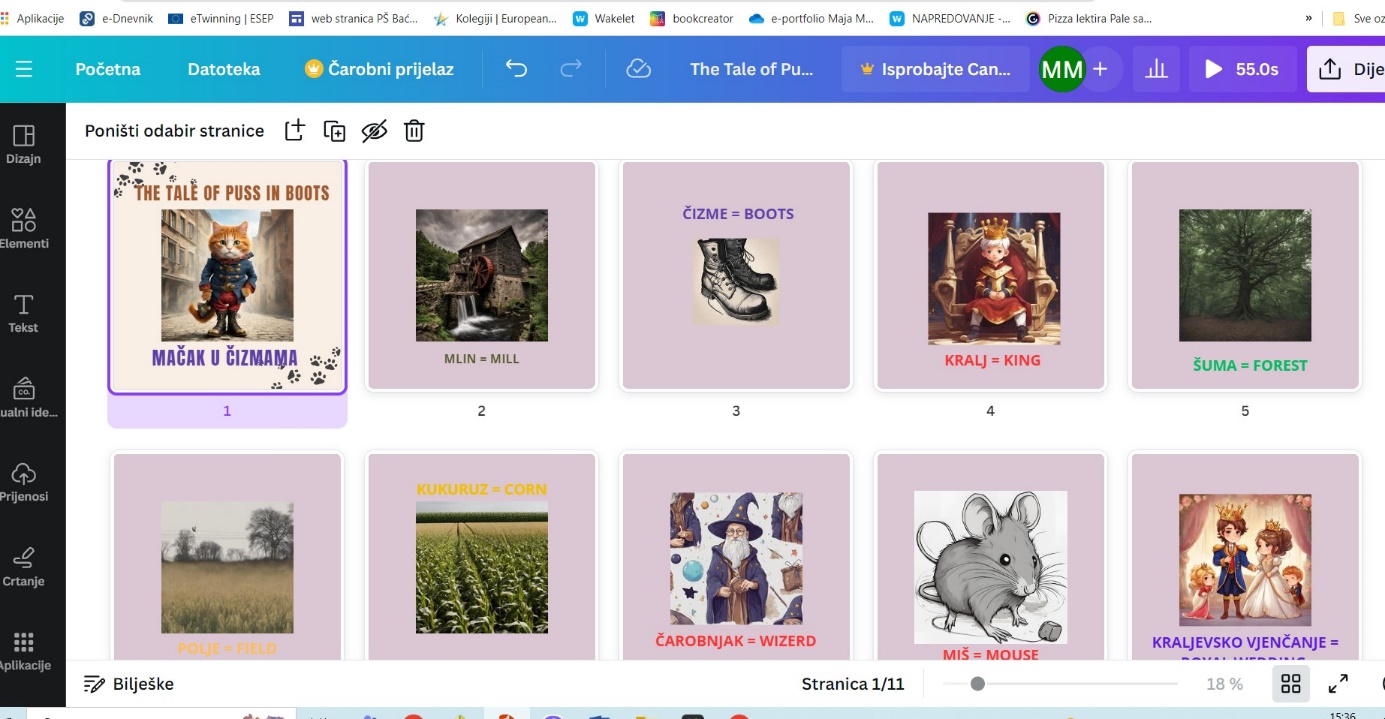
**3. activity: write and draw the order of events from the story**

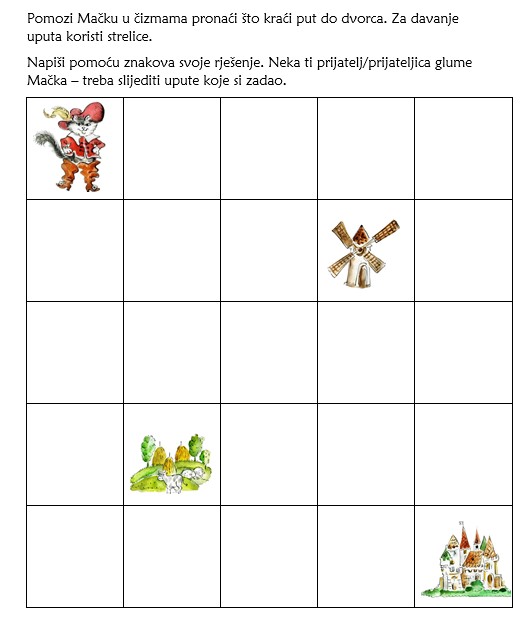
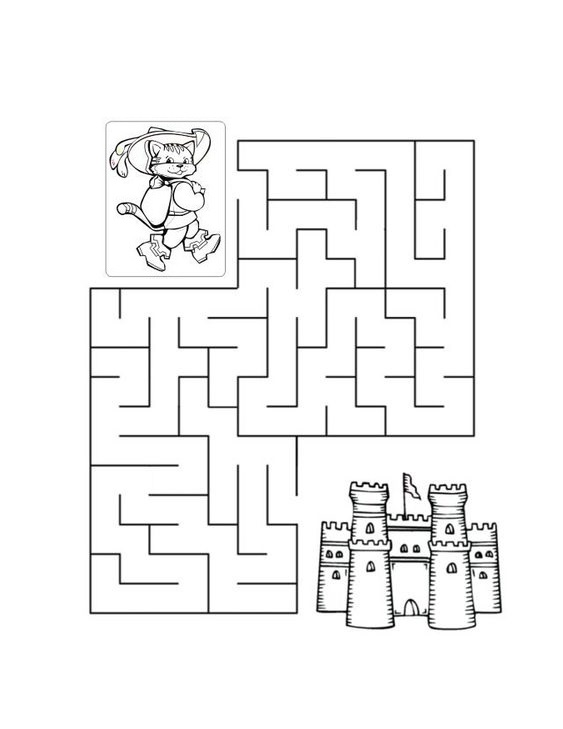
**4. activity: tell the story**

**5. activity: make a musical Puss (Music lab -** [**https://musiclab.chromeexperiments.com/Song-Maker/**](https://musiclab.chromeexperiments.com/Song-Maker/) **)**

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**6. activity: create English – Croatian dictionary using AI (Canva -** [**https://www.canva.com/design/DAFzF1JyBIM/k4HFSYgbTKBLYmyUUbGXOg/edit?ui=eyJBIjp7IkIiOnsiQiI6dHJ1ZX19LCJFIjp7IkE\_IjoiTiIsIkEiOiJnZW5lcmF0ZV9pbWFnZSJ9LCJHIjp7IkIiOnRydWV9fQ**](https://www.canva.com/design/DAFzF1JyBIM/k4HFSYgbTKBLYmyUUbGXOg/edit?ui=eyJBIjp7IkIiOnsiQiI6dHJ1ZX19LCJFIjp7IkE_IjoiTiIsIkEiOiJnZW5lcmF0ZV9pbWFnZSJ9LCJHIjp7IkIiOnRydWV9fQ) **)**

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**7. activity: coding on the bord**

**8. activity: evaluation**

**4) formative assessment**

* all participants write or draw a message in cloud to the teacher about how they felt at today's activities

**5. Topics**: select a few key words to identify the main topics of the activity: Hardware, Robotics, Data manipulation, **Mobile app development,** Web development, Basic programming concepts, Unplugged activities, **Playful coding activities, Art and creativity**, Visual/Block programming, Software development, Game design, Internet of things and wearable computing, 3D Printing, Augmented reality, **Artificial intelligence,** Motivation and awareness raising, Promoting diversity.