16th ASEF Classroom Network (#ASEFClassNet16) School Collaboration

Leading Change:
Digital Transformation of Education in the Era of AI

Innovation Teaching Practice (ITP)

Team Name
The Shapers Of The Sharpest
ITP Title
Bringing a Story to Life
ITP One Liner
Testing AI tools for creating a Storytime Channel.
Team members

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Keywords/Hashtags/Social Media Accounts
#ASEF #StorytimeChannel #IntelligenceContest @lishamanoj @jfdezdevega
Summary of the ITP

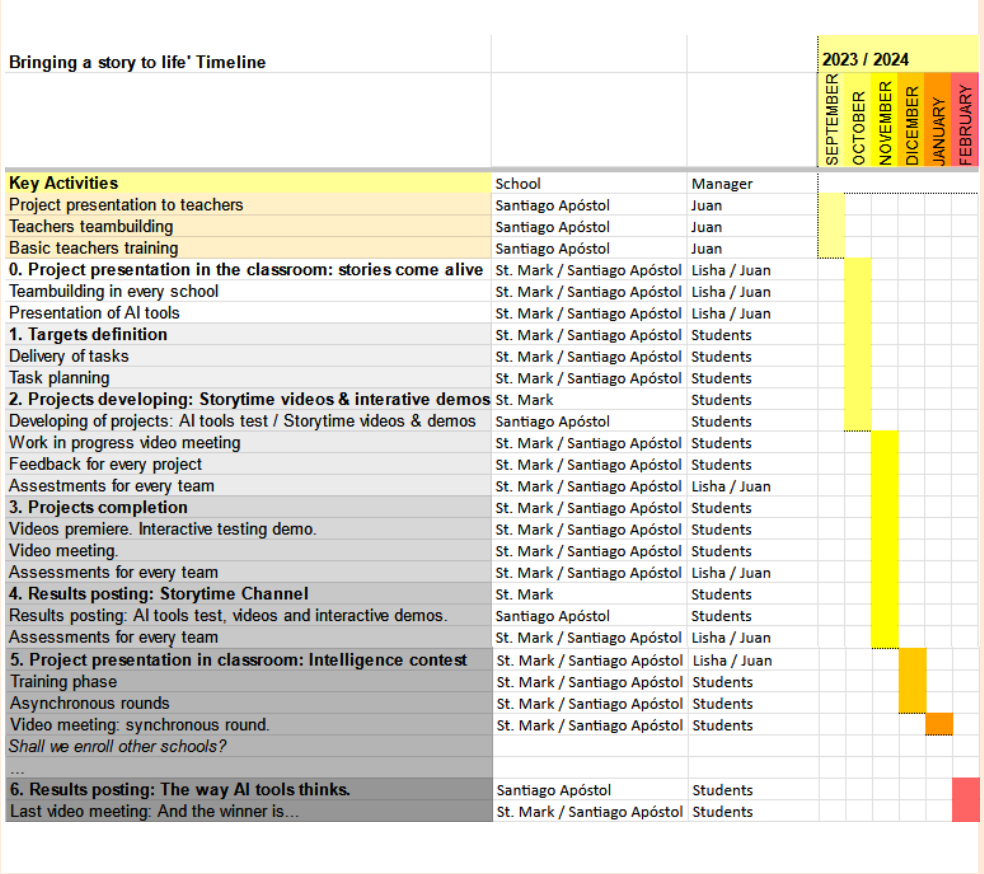
Students will build their reading fluency and comprehension skills as they create engaging video productions of fables, folktales and literary works from diverse cultures. Working in teams, students will read selected stories, create storyboards, and write theater–style scripts as they plan and produce their dramatic video readings for a class Storytime Channel. They will discover new AI tools that can simplify the tasks, test the possibilities of these tools, and check the reliability of AI tools. In addition, they will play an intelligence contest against an AI tool.

The targets of this activity are:
- Trying AI tools.
- Reflecting on the pros and cons of AI-tools.
- Trying to understand how AI tools work and *'think'*.
- Using these tools to improve their self-learning.
- Learning through BPL method.
- Improving coworking skill and English command.
- Enjoying our own culture and the discovery of others.

The main methodology followed in this project will be Project Based Learning -PBL.

Making stories come alive for kids in classrooms using AI can be an exciting and engaging way to enhance their learning experience.

Detailed ITP Overview	
Context & Background	AI tools may be useful in the teaching/learning process and, on the contrary, a disturbing element, so we need to start testing the pros and cons sooner than later.
Goals	Improve self-learning using AI tools: • Knowing new tools that can be used to solve tasks. • Testing how useful, easy to use, reliable, cheap... they are. • Being aware of the main risks of AI using. Improve basic language skills: • Listening, writing, fluency, comprehension... Improve digital literacy. Improve soft skills: • Knowing better our own culture and another one. • Encouraging tolerance. • Teamworking. • Creativity. We think that learning and knowing other cultures is fun, so we would like to invite our pupils to 'the party'.
Student Engagement	The students involved in the project are between 12 and 16 years old. Although the students have different ages and capacities they may organize the tasks in a sensible and reasonable way in order to include all of them in an active way in the project. Making stories come alive for kids in classrooms using AI can be an exciting and engaging way to enhance their learning experience. The complementary activity, the intelligence contest, will be a fun way to sharpen our pupils minds, observe how ChatGPT works and, from there, reflect on what intelligence is and how our thinking develops. We hope these proposals move our students to investigate, write, express, perform, connect, reflect, publish and share their conclusions. Finally, we think that our students will take advantage of AI tools in their professional or formative development.

Implementation Timeline	
Key Activities	1) Project presentation to our colleagues. 2) Project presentation to the students: Stories come alive. 3) Targets definition. 4) Projects developing: Storytime videos. 5) Work in progress video meeting. 6) Results posting: Storytime Channel -video conference. 7) Natural/Artificial Intelligence Contest. 8) Summary -videoconference.
Online resources	AI tools useful for movie creation: • Plotagon, Adobe Character Animator, Flipgrid, Powtoon, Scratch. These tools allow users to play the role of the film director; so, the students don't need to cast actors, build sets, learn illumination techniques... because the AI will be in charge of it . Scratch needs coding knowledgement. AI tools for the intelligence contest: • ChatGPT, Youcom. Tools for making storyboards and coworking: • Mural, Coggle, Prezzi, Padlet, Google Meet, Site, Jamboard and Docs. Video editor & Screen recording: • OpenShot, Screenpal.

	ITP sites: • Storytime Channel. • Natural/Artificial Intelligence Contest.
Offline resources	School library, interactive whiteboard, internet connection and school laptops.
Key Impact	• Be aware of the possibilities offered by AI tools and the consequences of their use. • Incorporate AI tools into the teaching/learning process. • Take advantage of the engaging capacity of AI tools. • Reflect about how artificial intelligence thinks and learns and how our mind does it in order to improve our learning skill. • Start a school collaboration with an European/Asian school. • Broad our student's minds and horizons.

Assessment or Feedback

To evaluate the students we will check these achievements:

Storytime project:	AI tools testing:
The story is related to a traditional fable, folktake or literary work	The team posts a dossier about the AI tools tested
The plot has a correct grammar and spelling	The list includes name, link and utility of every tool
The plot tells us clearly the history	The post shows pros and cons of every tool
The storyboard shows the whole history	The post information is useful
The choosen tools are suitable for the tasks	
The timeline is actionable	
The slides to show the project are efficient	
The oral presentation at classroom is correct	
The videomeeting presentation is right	
The team proposes to outsorce some task to the other school	
Story time videos and interactive demos:	**Intelligence contest:**
It is easy to understand the story	The team composes a riddle
The video is interesting, entertaining...	The grammar and spelling is right
The images are nice	The team posts a reflection about how the AI tool 'thinks'
The sound is clear and nice	The post includes a comparison between artificial and natural intelligence
The video include soundtrack	The post reflects about reliability and accuracy of the AI
The video edition is right	The team proposes the riddle to the other school in a video conference
Some task has been developed at the other school	The speaking, pronuntiation, fluency... are right
The demos includes interactive features	

Contribution towards AI&ED Resource Creation

1) It will be published as a ready-to-use Learning-Based Project related to the creation of videos an interactive stories about fables, folktales and literary works from diverse cultures.

2) In addition, we will publish a list of useful AI tools for this kind of work with their pros and cons.

3) Besides, we will organize an intelligence contest against ChatGPT in order to check how this AI works, its reliability and accuracy.

Recommendations for Other Teachers

If anyone is interested in this project, he or she can change the main topic -fables, folktales, literary works- for another one related to his or her own subject/interest.

They can choose the appropriate AI tools according to their country's education policy, school budget, students' skills...

On the other hand, perhaps some colleagues of our schools or even of this classnet 16th group might be interested in tasks related to literature, drama, design, music, video editing, coding, online publishing, general purpose IA tools skills, learning process... All of them will be welcome to the project.

Is there anything else you would like to add?

Some of the tools that we would like to test are not free, so we will need to look for a way to pay the licenses. Perhaps, we could use this document to apply for a grant. If we don't achieve the resources we will only use free or demo licenses.

Sometimes synchronous work from different countries is difficult, so if it would be impossible to overcome this handicap, we could develop all the tasks in an asynchronous way.

Documents:

-Junta de Extremadura, Ministry of Education, Science and Vocational Training, *Curricular programming for the subject 'Artificial Intelligence' of 1st year of Baccalaureate, published in DECREE 109/2022, of August 22, which establishes the organization and curriculum of the Baccalaureate for the Autonomous Community of Estremadura,* https://doe.juntaex.es/pdfs/doe/2022/1640o/22040164.pdf page 673.

-University of Helsinki, *Elements of AI,* https://www.elementsofai.com/

- European Commission, Directorate-General for Education, Youth, Sport and Culture, *Ethical guidelines on the use of artificial intelligence (AI) and data in teaching and learning for educators,* Publications Office of the European Union, 2022, https://data.europa.eu/doi/10.2766/153756

- @NateGentile7, *How does ChatGPT work?*, 1 hour video in Spanish with English automatic captions available, https://www.youtube.com/watch?v=FdZ8LKiJBhQ

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