Beginners Guide to Infinite Drum Machine

Introduction

"Machine learning for kids" is an educational platform that introduces children to the basic concepts and applications of machine learning in a fun and interactive way. The platform is designed to make it easy to use and accessible for children, and it typically includes interactive games, activities, and tutorials that teach children the basics of machine learning.

How to get started?

The platform often uses real-life examples to help children understand how machine learning is used in various applications, such as weather forecasting, recommendation systems, and speech recognition. The platform may also include tutorials and guides to help children create their own machine learning models, using simple drag-and-drop interfaces.

To get started, simply head over to the link https://machinelearningforkids.co.uk/

Tech check

Here's what's needed technically to use "Machine Learning for Kids"

How does "Machine Learning for Kids" work?

The Machine Learning for Kids web app works in the browser on any computer (including Google Chromebooks).

"Machine Learning for Kids" in the browser

To use the platform, you'll need a web browser that supports WebGL. We recommend using the most recent versions of Google Chrome or Mozilla Firefox.

Network access requirements

Some schools have firewalls that may block specific domains and prevent you from accessing Machine Learning for Kids . To resolve this, it's necessary to allow all of the domains needed to access the Machine Learning for Kids website.
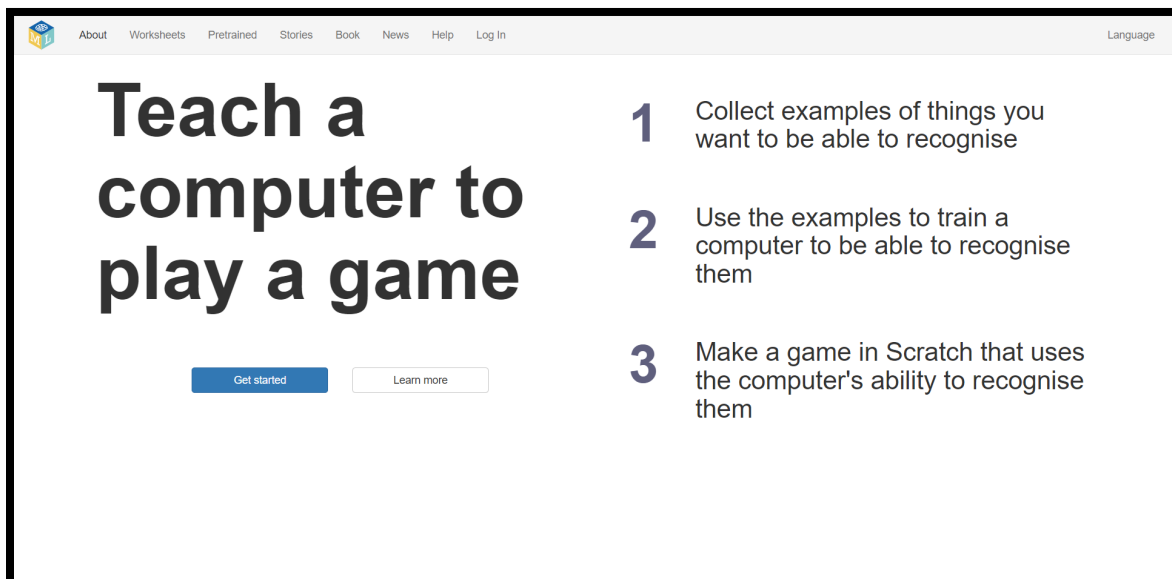
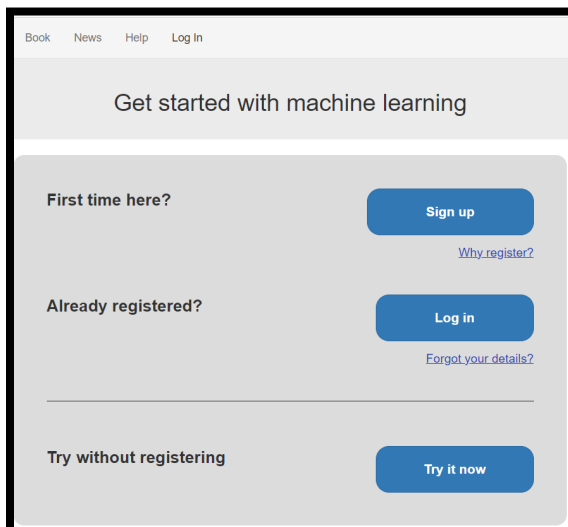If something goes wrong, check the list of known problems.

Go to- https://machinelearningforkids.co.uk/help

Navigating User Interface

Setting up your account

1. Go to https://machinelearningforkids.co.uk/ and click "Login" to create your Account.
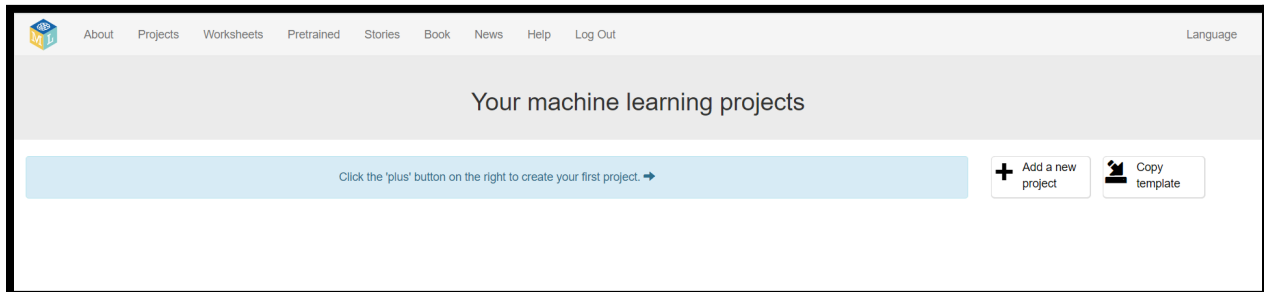

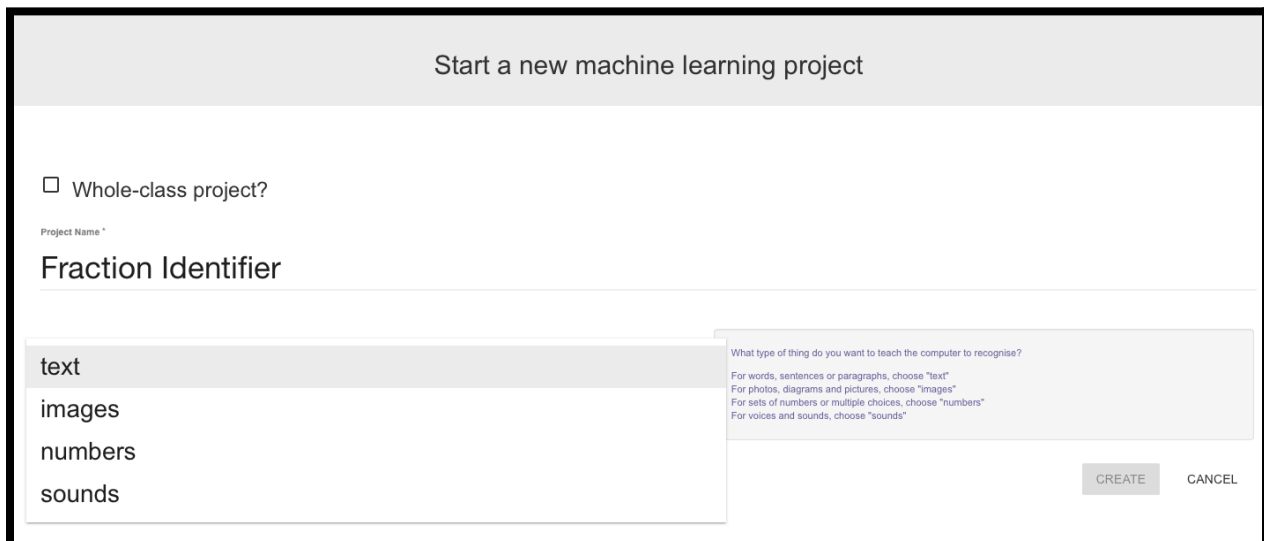**Sign up with the respective email ids**

Login if Already register

Get started without registering
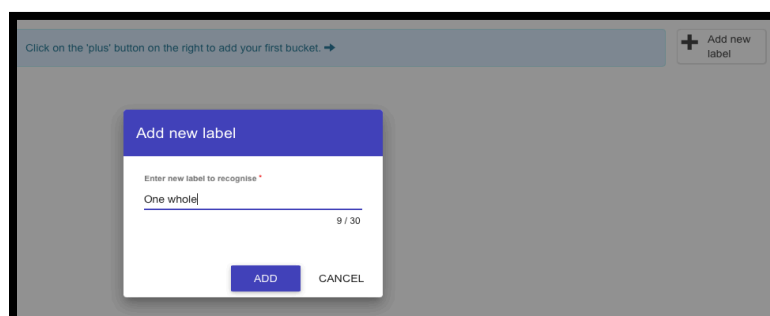
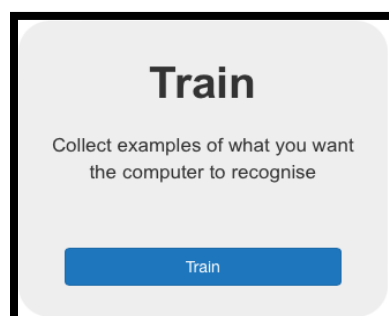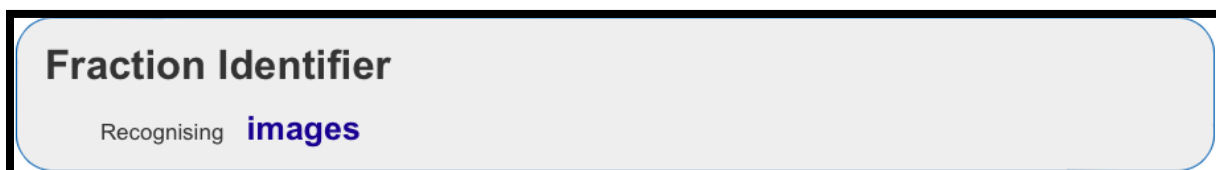# Creating their first project

1. Log in to your account and Add your project.

2. Name your class and click Create. Select the type of thing you want to teach the computer to recognise such as text, images, numbers and sounds.

3. Next, click on the class to enter and go to Create an Assignment. Collect the examples of what you want the computer to recognise.

4. At this point, if you click on" Add" to Add the categories you are going to train your Machine.

One_whole	One_half	One_third
Drag pictures from other browser windows and drop them here	Drag pictures from other browser windows and drop them here	Drag pictures from other browser windows and drop them here
www webcam draw	www webcam draw	www webcam draw

One_fourth	One_fifth	One_sixth
Drag pictures from other browser windows and drop them here	Drag pictures from other browser windows and drop them here	Drag pictures from other browser windows and drop them here
www webcam draw	www webcam draw	www webcam draw

5. Add images in each of the following categories to train your Machine.

Time to Test

How to test:

Follow the following steps to test your project:

1. Click on "Learn" & "Test".

2. Click on " New Machine Learning Model".

3. Once Trained, you can now test by uploading images or drawings.

Basic Features

The basic functions of "Machine learning for Kids" allow you to

- ▪ Teach Machines
- ▪ Process/recognise visuals
- ▪ Design a recommendation system

This [tutorial](#) will walk you through the basics of creating a project on "Machine learning for kids" .

To navigate to a particular section of the video, click on the content next to the timestamps below:

8:09 -**Sound based Machine learning model**
10:06- **Image based Machine learning model**
9:26 - **Text based Machine learning model**
5:08 - **Number based Machine learning model**

Troubleshooting Tips

Creating a project in "Machine learning for kids" can be an intricate process that requires some attention to detail, depending on the complexity of your project. Here are a few tips to help you if you run into trouble:

- ● Before you begin the project , ensure you have a stable internet connection.
- ● Head over to the FAQ section by clicking [here](#) if you have questions about the platform.

- Review the controls and keyboard shortcuts with your learners at the beginning of each session and display them around the classroom for learners to refer to.