

## Lesson Plan Template

**Grade/Level:**

**Subject:** AI Literacy: the basics

**Date:**

**Duration:** 1 hour 30 minutes

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### Objective:

By the end of the lesson the learners will have a clear understanding of the basics of AI and AI tools. The learners will be able to engage with the program in a fun and educational way.

**Please note:** This activity requires the use of Microsoft CoPilot. This can be accessed in your Edge browser in the top right hand corner. However, students will not be able to access Microsoft CoPilot if they are in their school accounts. They will need to use Microsoft Edge with their personal email address or without logging into Microsoft Edge. Alternatively, the teacher can complete the activity by displaying Microsoft CoPilot on a board or screen and entering the riddles into Microsoft CoPilot so that the learners can see how Microsoft CoPilot generates answers to questions and they complete the activity with the answers provided.

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### Materials Needed:

- Computers
  - Minecraft education
  - AI Literacy Minecraft Map
  - Access to Microsoft Copilot
  - PowerPoint Presentation
  - Minecraft AI Skills Map Guide
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### Breakdown of Minecraft activity:

The map consists of 3 floors and 11 rooms for the learners to move through, allocating approximately 20 minutes to each room. This activity can be split over multiple periods if needed.

For the first floor of the activity, the learners will receive clues with an animal answer where they will have to find a lever that is hidden somewhere in the room near something that relates to the animal from the clue. The clues come in the form of riddles. To solve these riddles the learners must copy the riddle and paste it into Copilot which will give you the animal that the learner must find.

The second floor of the activity the learners will receive clues in a similar way as above, however the clue will be given in the form of a picture. The learners will have to follow the picture to a place in the room to find the lever before moving to the next room.

The third floor is different to the other two rooms. It consists of one room that the players must work through. This floor will be a scavenger hunt. The learners will have to collect X amounts of trash and X amount of other sea stuff. The learners will have 15 minutes to collect everything. The NPC will explain how sea creatures mistake rubbish for food. Once the last piece of food or trash, the learner will be teleported to the end room. They will have to do data handling of the information found. Once this is completed the learner can receive a Minecraft certificate.

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### Introduction: (5-10 minutes)

To introduce the lesson briefly discuss AI and how you use AI tools in your classroom. Show the learners examples of how they can use Microsoft AI tools to help improve their learning. You should show them AI tools such as Reading Coach, Microsoft Designer, GitHub or Khanmigo. Explain to the learners what Prompts are and how to use prompts correctly. This can be done through the PowerPoint Presentation attached. Once you have finished the introduction allow the learners to log onto their computers.

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### Instruction: (15-20 minutes)

Once the learners have logged onto their computers, allow them to open Minecraft Education and to open the AI Literacy Minecraft Map. If students have not used Minecraft before, please allow them to take a moment to familiarise themselves with the controls in the starter room. Once everyone is ready, allow the learners to go to the first room. **Please note: Immersive reader CAN be used by the players. They must click on the notebook in the corner of the text.**

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### Guided Practice: (10-15 minutes)

Complete the first question (**Floor 1, Room1**) with the learners. NPC will explain how AI can help solve questions and can give answers to what is asked. Riddle given and the learner must put the riddle into Copilot to get the answer. Once the learner has answered the question accurately, they get a piece of a puzzle. The riddle will be copied and pasted into Copilot (show them how to copy the riddle and paste it into Copilot) and the learner will select the correct animal – elephant will be the correct answer. (See page 1, Appendix A). Show the learners how to follow the clue to the correct animal and how to pull the lever to open the door to allow the learner to move to the next room. This activity aims to show learners how AI tools, like Copilot, can help solve problems.

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### Independent Practice: (15-20 minutes)

Allow the learners to work through the other rooms of the world by themselves. They will complete the other floors and rooms by themselves.

**Floor 1, Room 2:** for this room, the learners must decide which of the two passages are AI generated, and which one is not. Once the correct buttons are chosen the learner will be given a clue and they will follow the same steps as before. This teaches learners about the possible mistakes that AI can make – it should encourage learners to check the information that they receive from AI. The answer for this riddle will be rhino.

**Floor 1, Room 3:** The NPC will explain plagiarism. The learner will have 2 – 3 minutes to create something with X amounts of materials (e.g. 5 wooden blocks, 3 glass, etc.). An agent will create the same thing as the learner. The learner will document how they feel/what they think into a book. This question helps learners to understand plagiarism in a practical and to critically evaluate how plagiarism can affect others. The riddle's answer will be buffalo.

**Floor 1, Room 4:** The NPC will give a piece of information. A signpost will hold a statement, and the learner will have to choose which word fits into the statement. The NPC will explain how AI finds information and how learners should write their prompts to get the information that they want. This activity asks the learner to select the missing word in the statements given. They need to pay special attention to what the NPC says because the answers are in what the NPC says. Lion will be the answer to this riddle.

**Floor 1, Room 5:** AI can be found in many different areas of life and you, and the learners probably use it every day. In this activity learners must identify if AI was used in various scenarios. This activity shows learners where AI can be found in their daily lives. Leopard will be the animal that learners will have to look for.

**Floor 2, Room 1:** Learners must read a passage that they can find in a book. There will be three pictures for them to choose from. They will have to choose which picture matches the passage the

best. This room will show learners that they can use AI to make their projects and assignments more interesting. This question points towards Microsoft Designer as an AI tool to help learners. The clue that the learners will get is a picture of a protea.

**Floor 2, Room 2:** The NPC will explain how people can use AI to summarise information. The learner will get three URLs that they will have to copy and paste into Copilot asking Copilot to summarize the information to get the habitat, type and food of the animal. This will show learners that they can use AI to make their workload smaller and simpler. A picture of penguins will be given to the learners as a clue.

**Floor 2, Room 3:** Plagiarism will be further explained, and the learners will be required to determine what information they think might be plagiarised. The NPC will give information to the learners that they must read through. They will have signposts with additional information that they will have to decide if it has been plagiarised or not. This question aims to teach learners to identify plagiarism in their work and the work of others. It is also important to note that Microsoft Word has an Editor that can assist learners with checking their work for plagiarism. The clue will be a picture of Table Mountain.

**Floor 2, Room 4:** The NPC will explain the concept of biased to the learners. It will explain how AI generated information can be biased. Two boards will be displayed to the learners one with biased information and one with information that shows two points of view. Once the learner answers the question accurately, they will receive a picture of a cable car as their clue.

**Floor 2, Room 5:** AI is more than just Copilot. This activity discusses different ways that Learners can use AI in their schoolwork. They will read three stories of students using AI for their schoolwork. The learners will have to choose the correct AI tool to get the clue, which will be a picture of a seal.

**Floor 3:** When AI responds to your requests, it searches the internet for resources to find information to generate an answer to your request. This activity allows learners to collect items and organise it in a similar way to the way AI does. This is a practical and fun way for learners to experience and understand how AI works.

Please ask the students to complete the skills assessment at the end of the map.

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#### **Assessment:** (10-15 minutes)

To assess the learner's understanding of the lesson, there will be a book and quill in the last room where they can answer various questions to answer. This book will allow reflection and thinking about what they have learned. Once they have completed the book, they can sign it and export it, where you can access and assess it.

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#### **Closing:** (5-10 minutes)

To end the lesson, recap the important vocabulary and the AI tools that your learners can use. Allow the students to ask you questions so that you can smooth out any misconception that learners may have.

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#### **Homework/Extension Activities:**

These homework activities can be done if your learners have access to Teams. Set up some activities using the Learning Accelerators that can be found in Teams and allow your learners to experiment with them. They can use things such as Reading Coach, Microsoft Designer or even Copilot.