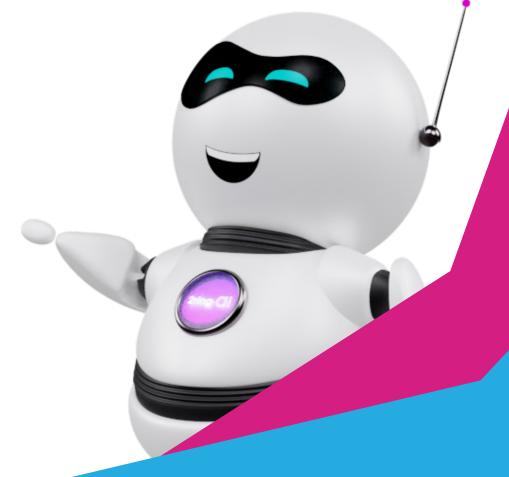
Al World School

Making Students Future Ready!







Requirements

Products and tools to be used for AI, Coding & Robotics Requirements for AI Lab



Computer System



HEADSET with Mic or MICROPHONE & Speakers in-built



WEBCAM (USB)



AI PROGRAMMING PLATFORM ACCESS

Minimum System Requirements



Operating System: Windows 10 +



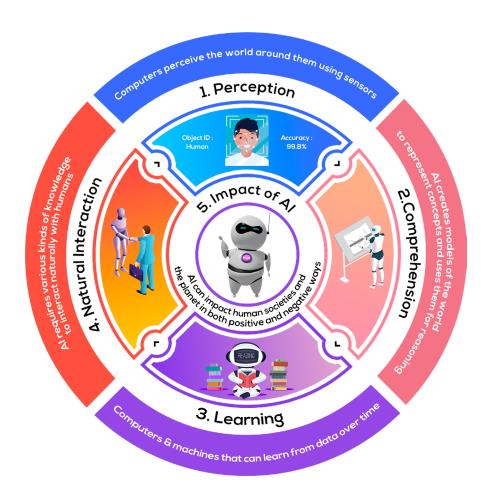
CPU: Intel Core i3 & above | 64 bit processor



RAM: 4 GB minimum



Network: Wired DSL Internet Connection 40 Mbps minimum



AI LEARNING PLATFORMS



Aligned to 5 Big Ideas of Al proposed by Ai4k12.org

International Advisors

Al & Coding Education Curriculum Developed under the guidance of an international advisory board constituting of expert educators & technologists.



RAMANA PRASAD

Chairman,
Robotix USA | India,
Meritus Al, India



DR. WOLFGANG SLANY

Pocket Code App Inventor &

Professor Graz University of

Technology, Austria



DR. U. N. UMESH
Professor, Washington
State University,
USA



DR. DONNA KNOELL
Globally Recognised STEM
School Education
Expert, USA



DR. TODD ULLAH

Internationally Acclaimed
K-12 School Educator in Tech, USA



DR. S. SWAMINATHAN

Dean SASTRA University,
TN, India



ADITI PRASAD

COO, Robotix USA | India
BSL LLB & MS LKY | NUS Singapore



DR. KEN KAHNProfessor,
Oxford University, UK

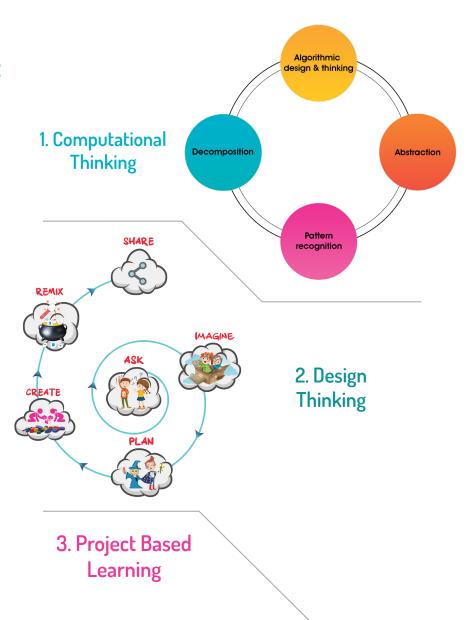
Teaching Methodology

Teaching Methodology

Pedagogical Approach / Learning Process:

- Classroom transactions follow the Blended Learning Principle.
- Students learn AI & Coding via a hands-on learning approach that will enable them to think and create solutions for real-world scenarios.
- The following Teaching
 Methodologies are inculcated into
 our curriculum & sessions viz.:
 - Computational Thinking
 - ▲ Creative Learning Spiral

 [based on Design Thinking Principle]
 - ▲ Project Based Learning



COURS Courses

Flagship Courses
Al Novus Ages 7 to 10
Al Primus Ages 11 to 13
Al Meritus Ages 14 to 18
Virtual Driverless Car Ages 14 & above
Discover AI with Python [Coming Soon]
Explore Al with Javascript [Coming Soon]

	Micro - Courses
Ages 7 to 10	Discover Elements of Al
	Fun Al Playgrounds with Scratch
	Meet 2Ring.Al
Ages 11 to 13	Xperienz the world of AI
	Playful AI Explorations with Scratch
	Build your own Android/iOS app

Al Novus

Ages 7 to 10



Duration: 24 sessions

Mode: Online & Self Learning

Coding Tool: Scratch for AI

Number of quizzes

05

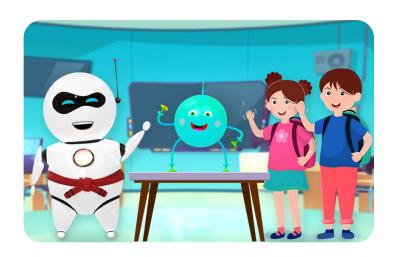
Capstone Projects

01

Course Outline	What will you create
What is AI?	Introduction to AI1 Quiz
Basics of Perception	What is Perception11 AI challenges on Perception1 Quiz
Basics of Human Machine Interaction	 What is Human machine interaction 11 AI challenges on Human-machine interaction 1 Quiz
Basics of Machine Learning	What is Machine Learning?3 AI challenges1 Quiz
Impact of AI on society	What are AI Ethics?1 Quiz

Al Primus

Ages 11 to 13



Duration: 24 sessions

Mode: Online & Self Learning

Coding Tool: Scratch for Al

Number of quizzes

05

Capstone Projects

08

Course Outline	What will you create
Can machines think?	How is AI different from other machines?1 Quiz
Perception in intelligent machines	Perception in intelligent machines5 Al challenges1 Quiz
Basics of KRR & Machine Learning	 Intro to Knowledge Representation & Reasoning Machine Learning concepts 4 Al challenges 1 Quiz
Natural Language Processing	What is Natural Language Processing?4 Al challenges1 Quiz
Different Biases in Al	What is Al Bias?3 Al challenges1 Quiz
Capstone Projects	8 AI Challenges

Al Meritus

Ages 14 to 18



Duration: 24 sessions

Mode: Online & Self Learning

Coding Tool: Snap for AI &

MIT App Inventor

Number of quizzes

05

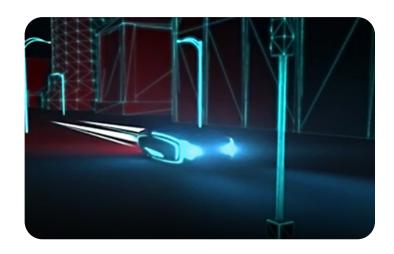
Capstone Projects

80

Course Outline	What will you create
Types of AI & their applications	Applications of AI1 Quiz
Computer Vision	Intelligent Sensors & Computer Vision5 AI challenges1 Quiz
Machine Learning & its types	Types of Machine LearningDeep Learning5 AI challenges1 Quiz
Role of KRR in Al	 Role of Knowledge Representation & Reasoning in AI 5 AI challenges 1 Quiz
Al Ethics	Ethics of AI4 AI challenges1 Quiz

Virtual Driverless Car

Ages 14 to 18



Duration: 20 sessions

Mode: Online & Self Learning

Coding Tool: Python

Number of Lessons

05

Capstone Projects

01

Course Outline	What will you create
Introduction to Self-Driving cars	 Role of AI in Self-driving cars Applications of self-driving cars Discuss US National Highway Traffic Safety Administration
Computer Vision in Self-Driving cars	 Sensors in self-driving cars Computer vision tools to detect lanes on roads
Neural Networks	 Learn about input, output and hidden layers in neural networks Identify the pipeline & tracking the position of lane lines in video streams
Building a traffic sign classifier	 What is the MNIST Dataset Explore handwritten digit classification Build & carry out summarization, distribution & validation of the dataset
Testing the Self- driving car	Compile the training data and test it out on a virtual racing track

Discover the Elements of Al

Ages 7 to 10



Duration: 05 sessions

Mode: Online & Self Learning

Number of Lessons

04

Number of Quizzes

Capstone Projects

01

Course Outline	What will you create
What is Artificial Intelligence?	Understand that Artificial intelligence is a way of making a computer, robot or software think and act like a human
Are machines smart?	Explore how AI helps machines perceive and learn
Do machines learn like humans?	Explain how machines behave the way we want using machine learning
Will AI impact us?	AI will impact society in different ways, understand the positive and negative ways AI impacts us

Fun Al Playgrounds with Scratch

Ages 7 to 10



Duration: 05 sessions

Mode: Online & Self Learning

Number of Lessons

Number of Quizzes

Capstone Projects

01

Course Outline	What will you create
Can machines differentiate languages?	Design a program to recognize the language of the text entered by the user, using the "Recognize Language" extension of Al
Is it possible to identify if a sentence is positive or negative?	Create a program to recognize whether the sentence spoken by the user is positive, negative or neutral
How can finger movement be tracked?	Develop a program uses that the "Finger Identification" extension of AI where the sprite follows the finger movement of the user
Does AI classify images?	Build a program to teach the machine, numbers from 1 to 5 by showing images and entering the respective numbers.

Meet 2Ring.Al

Ages 7 to 10



Duration: 05 sessions

Mode: Online & Self Learning

Number of Lessons

05

Number of Quizzes

01

Course Outline	What will you create
What are conversational agents?	Explore and experiment with teachable Al using a voice-based input to understand conversational agents
How does knowledge representation happen in machines?	Discover how AI can learn through human interactions
Can we teach machines?	Understand how to create a browser- based UI that displays what AI has learnt
Can the knowledge be biased?	Explain how biased systems affect society

Xperienz the world of Al

Ages 11 to 13



Duration: 05 sessions

Mode: Online & Self Learning

Number of Lessons

04

Number of Quizzes

03

Course Outline	What will you create
Define Artificial Intelligence	Understand how human behaviour is mimicked by machines
What are the different tools and technologies used by AI?	Explore tools like computer vision, machine learning, cognitive computing and many more in this lesson
Can machines learn without being programmed?	Machines can be trained to learn from experiences and examples learn all about it in this lesson
How will AI impact us?	Describe the different uses of AI, from helping us select music to play, control devices at home to helping space shuttles go to space

Playful Al Explorations

Ages 11 to 13



Duration: 05 sessions

Mode: Online & Self Learning

Number of Lessons 05

Number of Quizzes

Capstone Projects

Course Outline	What will you create
Can you build a home automation system?	Use a text-based machine learning model to create a home automation system
Is it possible to classify images?	Build an image classification model using an image-based machine learning model
What is computer vision	Create a face recognition security system using computer vision
How to create a posenet detection model	Explore computer vision techniques to create a posenet vision estimation model using scratch

