



Bal Bharati
PUBLIC SCHOOL

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CBSE ARTIFICIAL INTELLIGENCE WORKSHOP REPORT

Workshop title: CBSE ARTIFICIAL INTELLIGENCE FACILITATOR TRAINING

Date: 11-13th June, 2019

Venue: INDRAPRASTHA GLOBAL SCHOOL, Sector-93B, Noida

Attended by: Mr.Prabhat Kumar Mishra, Ms.Sonam Malik

Resource persons: Intel team and Mr. RP Singh (Joint Sec. Skill Edu. CBSE)

DETAILED REPORT

DAY I (11.06.2019, Tuesday)

TOPIC: C.B.S.E curriculum class IX - Excite and Relate

The three-day workshop started with a prayer and welcome note by students of the host school. Resource persons shared that India is the first country to start AI in schools. Artificial Intelligence curriculum aims at developing the learner's mind set and skills towards artificial intelligence and how it is understood and applied. AI theory and development of computer system (both machines and software) are able to perform tasks that normally require human intelligence. Artificial intelligence covers a broad range of domains and applications and is expected to impact every field in the future.

Resource persons then introduced the Kahoot Quiz(an online Quiz). The three main domains (Machine learning, Natural language processing and Computer vision) were introduced with three very interesting games viz. Rock, Paper & Scissors (Link : <http://bit.ly/iai4yrps>) ; Mystery animal (Link : <http://bit.ly/iai4yma>) and Emoji Scavenger Hunt (Link : <http://bit.ly/ai4yesh>).

DAY II (12.06.2019, Wednesday)

TOPIC: Sustainable Development Growth and Project Cycle in AI

The day II workshop started with a brief introduction on AI Ethics followed by Balloon Debate. The class was divided into eight groups based on topics: Impact of AI in the field of education, health, agriculture and entertainment. A healthy discussion on the pros and cons of AI in all fields took place. The concept of AI project cycle was introduced which consisted of five stages ie. Problem Scoping, Data Acquisition, Data Exploration, Modelling and Evaluation. Real life problem analysis was also taken up in the session which china is facing. The session concluded with a dice board game on nine parameters of Sustainable Development and Growth.

DAY III (13.06.2019, Thursday)

TOPIC: Supervised and unsupervised learning, machine learning and neural network

The last day was more about theoretical concepts supervised and unsupervised learning, deep learning and neural network. One activity related to layering in neural network was done which made the concept easy to understand and comprehensible. In the second half of the session a brief introduction of python language was given and various useful open source platforms were discussed like Code Academy, Learning Streamlined and code combat. It was followed by a question-answer round with the Joint Secretary of Skill Education, C.B.S.E, Mr.J.P.Singh where various problems encountered by teachers related to AI being introduced as a subject were discussed. The teachers were assured of full support by the C.B.S.E, as and when required. The session concluded with recapitulation of some significant moments of the three days' workshop and certificate distribution.

Take-aways from the workshop--

1.Learning outcomes (Knowledge and Information) from the workshop/Seminar

- Education software can be adapted to student needs.
- AI Curriculum aims at developing the learner's mind set and skill set towards AI.
- How AI can be understood and applied.
- The relation and application of AI in daily life.
- Interactive session to use activities to raise investigation and critical thinking.
- Identify leverage points which are appropriate for achieving Sustainable Development goals using AI solutions.
- Ethical concerns of AI with respect to inclusion, bias and privacy.
- Understanding and working of Neural networks.
- Practice storytelling using an open source AI tool.
- working of decision tree and processes involved in image classification.
- working of neural networks.

2. Most interesting / useful Topics or aspects of the workshop/Seminar that can be applied to the classroom teaching----

1. Online games to expose the 3 domains of AI (Natural language processing, Computer Vision and Data for AI)
2. Creating future job advertisement in various fields like education, agriculture, health etc.
3. Understanding Neural networks with the help of an activity (Human network).

3. Implementation of the knowledge & techniques acquired ----

- EVS can be taught using various creative and fun activities which helps in lifelong learning.
- Activities will be designed in a manner to develop critical thinking.

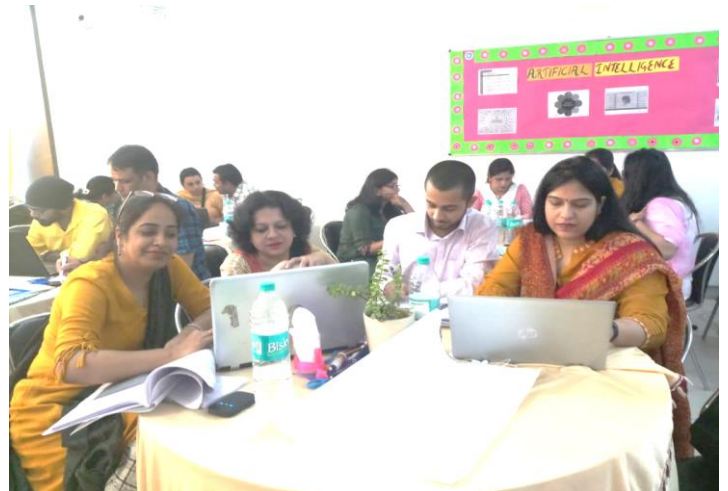
4. GENERAL FEEDBACK

Particulars	YES /NO/NOT SURE
The workshop was applicable to my job	Yes
We will recommend this workshop for other faculty members.	Yes
The program was well paced within the allotted time.	Yes
The material was presented in an organized manner	Yes
The resource person was a good communicator	Yes
The resource person was knowledgeable on the topic	Yes
We would be interested in attending a follow-up, more advanced workshop on this same subject	Yes
We will be able to conduct follow up workshop for the benefit of fellow Staff Members	Yes

GLIMPSES FROM THE WORKSHOP



Empowering the knowledge



Innovative techniques on the roll...



Nurturing & presenting new ideas



**Certificate distribution by Mr.J.P.Singh
(Joint Secretary of Skill Education, C.B.S.E)**

