MADLY PRODUCTIVE
# PATHWAYS
PROJECT-BASED CTE CURRICULUM
FOR BUSINESS & TECH CLASSROOMS

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START HERE

# Start Here

One 45-minute lesson. You need no background, and the notes follow the slides in order.

**What students learn today.** Today you will learn what people mean by artificial intelligence, and how to tell the two kinds apart.

## What is in this download

| Folder | What is inside | When you need it |
|---|---|---|
| 01 Present | The slide deck, the slide script, the bell ringer and the Google Slides link | While you teach |
| 02 Student Handouts | Guided notes (PDF and Word) and a 10-word glossary | Print one per student |
| 04 Activities | Write the Rule | The middle of the period |
| 05 Assessment | The exit ticket and the Google Forms link | End of the period |
| 06 Answer Keys | The lesson key and the activity key | Grading |

## The period, minute by minute

| Minutes | What happens | What students need |
|---|---|---|
| 0-5 | Bell Ringer - Which Ones Follow a Written Rule? | Bell Ringer |
| 5-18 | Slides. Students fill in the guided notes. | Slides and Guided Notes |
| 18-38 | Write the Rule. Students work alone, then check with a partner. | Activity sheet |
| 38-45 | Exit Ticket, collected on the way out. | Exit Ticket |

## How to grade it

**Write the Rule.** Each machine is worth 1 point and the last question is worth 3. The charger and the email form follow rules a person wrote. The face unlock and the music app learned from examples, and the sheet says so.

Use the exit ticket. A student who understands separates a rule somebody typed from a pattern found in examples, rather than calling everything AI.

**Online games.** Use a game in addition to the lesson, or instead of the paper activity. **Monster Club**, about 9 to 12 minutes: madlyproductivepathways.com/play/monster-club; **One Morning**, about 8 to 11 minutes: madlyproductivepathways.com/play/one-morning; **Robot Repair Shop**, about 7 to 9 minutes: madlyproductivepathways.com/play/robot-repair.

**EVERYTHING ON THESE PAGES IS MADE UP**

Every person and machine in this lesson is invented. No student page names a real company or product, and no activity asks a student to open a chatbot.

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