ACTIVITY

What AI Is, and Where You Already Meet It

Write the Rule

Here are four machines. For each one, try to write the rule it follows - the if-this-then-that a person could have typed. Read how each one decides. Two of them follow a rule a person wrote, and two of them learned from examples. Every person and machine on this sheet is made up.

How do you earn points? Each machine is worth 1 point, and the last question is worth 3 points, 7 points in all.

1. Read the first machine.

2. Try to write its rule in the box. Start with the word If.

3. If you cannot write it, write what stopped you instead.

4. Do all four. Then answer the last question and check with a partner.

The four machines

Machine 1
A phone charger stops charging when the battery reaches 100 percent.

1. Write its rule, or write what stopped you.

Machine 2
A sign-up form refuses an email address that has no @ sign in it.

2. Write its rule, or write what stopped you.

Machine 3

A phone learned its owner's face from many photos of it. It unlocks for the owner and stays locked for the owner's cousin.

3. Write its rule, or write what stopped you.

Machine 4

A music app learned from millions of people's listening what to play next. It plays a song Hannah has never heard, right after one she liked.

4. Write its rule, or write what stopped you.

Last question. Two of these you could write and two you could not. What is different about the two you could not? Write 2 sentences.

ONLINE GAMES

These online games practice today's skill with new examples. Play them on a computer or tablet when your teacher says.
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