Lesson plan

A quiz about artificial inteligence and related technologies

Um questionário sobre inteligência artificial e tecnologias relacionadas

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1 GRADE/AGE GROUP

Teenagers and adults (13 years old or more).

2 CLASS LENGTH

Fifteen to twenty (15-20) minutes.

3 SUBJECT

Language and its technologies / English language

4 THEME

- Artificial Intelligence (A.I.) Fundamentals; Ethical and adequate uses of A.Is; Day-to-day technologies.

5 GENRE

Flashcard Quiz.

6 ABILITIES/4 SKILLS

Listening, Reading, and Speaking.

7 LEARNING OBJECTIVES

- To interact orally in English through a dynamic activity;
- To recognize and use basic concepts related to Artificial Intelligence and the use of technologies in English;
- To comprehend boundaries and responsible use of A.I.;
- To think critically about the ethical aspects of A.I. and its impacts on modern society.

8 ACTIVITIES

Developing a lesson plan on AI and technologies is motivated by Fairclough's exploration of linguistic power dynamics (1989) and Farina and Lavazza's insights into the societal implications of advanced technologies like ChatGPT (2023). Fairclough (1989) emphasizes the role of discourse in shaping societal norms, prompting critical thinking about linguistic choices in AI discussions. Simultaneously, ChatGPT in society sheds light on emerging issues, offering a contemporary perspective on the societal impact of AI.

By integrating these perspectives, the activities address linguistic nuances in AI discourse and explore real-world consequences, providing students with a comprehensive understanding to navigate and critically assess the language and societal implications of AI.

The description of procedures for the activity are described below, in chart 1, in which it was included: Steps (sequence of activities), aims (of each step), procedures (how to develop each step); materials and time of each step. This plan describes one activity that can work as a warm-up or an oral practice in a class themed by technology or artificial intelligence.

Chart 1 – Didactic Sequence of activities

Steps	Aims	Procedures	Materials	Time
Opening	To get to know the dynamics of the game	Invite participants to play the quiz and explain its rules: a question will be asked orally. In order to get students engaged, the techer can say "Let's play a game! It's a quiz about AI, do you know what it is? What do you know about modern technology?"	-	5'
Quiz	To play the game recognizing A.I concepts in English, to grasp the limitations and responsibilities in A.I.	Students can stand in lines, so they compete in pairs. The quiz questions can be displayed on a TV, or students can listen to the question read by the teacher and then read the flashcard before answering it. Each pair should stand in front of a table and students should place their hand on it when they have an answer or forfeit the opportunity to respond to the opponent. Say sentences such as: "Are you ready? Well done, congratulations" to encourage students and set the mood of the game. Take notes of correct answers and the student who has more points wins the game.	Flashcards; table; TV	10'
Debate	To reflect critically about the ethical aspects of A.I. and its impacts on modern society.	Select some questions asked in the Quiz to discuss with students about its social impact. The discussion can be in small groups or with the whole class. Questions such as: "What do you think of [concept]?", "Do you think [concept] can be harmful? Why/Why not?"	-	5'

Source: Elaborated by the authors

9 DIDACTIC RESOURCES

Table and flashcards: the flashcards with the Quiz questions are available below. There are three different categories of questions: easy, move it and hard. The easy questions are in green and bring simple general questions about Artificial Intelligence and Technology;

the hard questions are in red and require deeper knowledge about the topics. The "move it" questions are in yellow, and they require students to move around class or school in order to find elements related to the topic, so students get to learn kinesthetically.

Figure 1 – Flashcards

What does "A.I." mean? **a)** Advanced Intelligence. **b)** Automatic Intelligence. **c)** Artificial Intelligence.	**ChatGPT is:** **a)** A website that answers our questions. **b)** An online game about words. **c)** A platform to talk to strangers.	**Which area is usually the target of fake news in Brazil?** **a)** Celebrity gossip and political elections **b)** Forecast news **c)** Local community events	Name two (2) online research tools.
What can A.I. <u>NOT</u> do? **a)** Solve complex math problems. **b)** Correct writing errors. **c)** Substitute professional advice.	**Which option is TRUE about Chat GPT?** **a)** It's 100% correct. **b)** It has limitations in creativity. **c)** It thinks like humans.	Name two (2) technologies that you use at school.	
You are feeling sick. What should you do? **a)** Google your symptoms in English. **b)** Tell your mom and go to the doctor. **c)** Ask ChatGPT for help on what to do.	**What company owns Alexa?** **a)** Google **b)** Amazon **c)** Samsung	Find a QR CODE and take a picture of it!	Find an English word related to technology and take a picture of it!
Tell us two (2) reasons why using A.I. can be dangerous or harmful.	Name three (3) important/influential names in the technological world nowadays.		Find a technological item on sale and take a picture of it!
What's the name of the AI made by Google?	Name two (2) morally correct uses for ChatGPT.	Find a book about A.I. and take a picture of it!	Find a touchscreen and take a picture of it! (Cannot be from personal electronics!)

Source: Elaborated by the authors

REFERENCES

Fairclough, N. (1989). *Language and Power*. 1ª ed. London: Longman Inc.

Farina, M., & Lavazza, A. (2023). *ChatGPT in society: emerging issues.* Paris: Frontiers.

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How to quote this article

Garcia, G. M., Hermes, G. F., Mello, M., Fernandes, P. M. G., Thomazine, A. M., & Schmidt, A. P. C. (2024). A quiz about artificial inteligence and related technologies. *Notas de Pesquisa*, Santa Maria, 2, e86848. Disponível em: https://periodicos.ufsm.br/nope/article/view/86848.