GEN AI 4 SCHOOLS

DESCRIPTION

This 3-day workshop is designed for educators aiming to understand, use, and critically reflect on AI in education. Participants will explore how AI works, its applications in school settings, and how to design didactic activities that integrate AI tools while promoting ethical awareness, creativity, and inclusion. Through experiential learning, critical dialogue, and collaborative design, participants will gain confidence and competence in applying AI meaningfully in their practice.

LEARNING OBJECTIVES

- Understand the basic concepts and historical development of AI.
- Use AI tools (e.g. chatbots, generative image models, text analyzers) to support learning processes.
- Evaluate the strengths and limits of AI-generated outputs in pedagogical contexts.
- Design and test classroom activities based on AI, fostering critical digital literacy.
- Co-create a reflective, inclusive framework for AI use in schools.

COMPETENCES DEVELOPED (DigComp)

- Teaching and Learning (2.2, 2.3)
- Assessment (3.2)
- Facilitating Learners' Digital Competence (6.1, 6.2, 6.3)

PARTICIPANTS REQUIREMENTS

- B1 English level required
- Personal computer

PROGRAMME

DAY 1 - UNDERSTANDING AI: HISTORY, CONCEPTS, AND CRITICAL FOUNDATIONS

Morning
- Welcome & Icebreaker
  - Mentimeter: What do you think AI is? What excites or worries you?
- Visual Agenda & Introduction to EdTech Unit
  - Overview of LINKS and the AI course.
- Co-creation: Timeline of AI
  - Participants map historical milestones and reflect on their implications.
- How Does a Chatbot Work?

○ Interactive lesson using tokenizer visualizations and simple prompt decoding.

Afternoon

- Hands-On: Human–Chatbot Communication Challenge
  ○ Work in pairs/small groups to improve prompt effectiveness and clarity.
- Reflection & Learning Log (Mentimeter)
  ○ What did I learn? What challenged me? What can I use in class?

DAY 2 - USING AI: PRACTICAL TOOLS AND PEDAGOGICAL SCENARIOS

Morning

- Quick Review + Prompting Recap
- What is a Model?
  ○ From "Grandma's Recipe" metaphor to generative AI logic.
- Activity: Image Generation and TTI Evaluation
  ○ Design prompts, evaluate outputs, and discuss AI biases and creativity.

Afternoon

- NotebookLM & Web Search
  ○ Explore how AI tools process and summarize sources – activity with UNESCO AI competences.
- Classroom Integration Scenarios
  ○ Create a short guide for students to use AI tools mindfully in different subjects.
- Learning Log & Ethical Reflection
  ○ What skills are needed to understand, use, and evaluate AI tools?

DAY 3 - TEACHING WITH AI: DESIGNING, REFLECTING, AND SHARING PRACTICES

Morning

- Warm-up: Moodboard "My Journey with AI"
  ○ Reflective collage activity on AI learning path.
- Design Lab: Create an AI-Enhanced Didactic Activity
  ○ Use a shared EdTech template and work in design sprints with peer review.
- NotebookLM for Pedagogical Refinement
  ○ Integrate AI support to refine learning outcomes, rubrics, and tasks.

Afternoon

- Activity Showcase: Peer Review Padlet

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- - ○ Silent reading + feedback using "two stars and a wish."
- Collective Fanzine: Teaching AI Creatively and Critically
    - ○ Document shared practices and outputs.
- Closing Circle: Lessons Learned & Future Commitments
    - ○ How will I bring this into my classroom? What will I explore next?

LOCATION
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INFORMATION
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