

AI Coding (9-12 y/o)

AI002 - Introduction to Machine-learning based AI using Scratch

Have you ever wondered how Alexa could always find an answer to your whimsical questions? We have and we figured that out, in AI002 Scratch+AI. Using the proprietary AI platform built by Thinkland.ai, we introduce grades 6-8 students to the concept of machine learning and its applications in real life. Learning with 10 projects from different AI focuses all implemented in Scratch, the kids will explore the meanings of artificial intelligence in our daily life and the engineering principles behind these AI-based applications.

Projects

1. SpongeBob and friends -image classification
2. A Simple Smarthome – intent classification
3. Praises and Criticisms – sentiment analysis
4. Face lock – face recognition
5. Voice Lock – human voice classification and voice-to-text
6. Where’s waldo – image classification in gaming
7. Flappy Bird – decision tree model in gaming
8. Pac Man – decision tree model in gaming workshop
9. Build a Smarthome with Alexa – intent and entity in text
10. Capstone A.I. Project : Create your own project with Multiple ML Concepts

Syllabus: <https://school.thinkland.ai/syllabus/>

Curriculum: <https://school.thinkland.ai/curriculum.pdf>

Skills to develop

- Understanding of machine learning and artificial intelligence
- Advanced coding in Scratch, design, and implementation

Syllabus: <https://school.thinkland.ai/syllabus/>

Curriculum: <https://school.thinkland.ai/curriculum>

Teachers: <https://school.thinkland.ai/teacher>



Email: contact@thinkland.ai; **Wechat ID:** [thinklandai](#)

<https://school.thinkland.ai>