# AI WITH SCRATCH CODING

## AGES 7 TO 10

**AI COURSE**

| | Theme | Learning Objectives |
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| 1 | Introduction to Scratch-4-AI extensions (S4AIWS)? | Explore the features in the S4AIWS platform & learn to create AI enabled applications using the block based programming. |
| 2 | Perspective Drawing | Students will develop a program using the "Finger Identification" AI extension to make the sprite follow the movement of the user's finger. |
| 3 | Image Recognition & Classification | Students will build a program using the 'Image Classification' to teach the machine to recognize the numbers from 1 to 5 by showing images. |
| 4 | Language Identification | Students will create a program to recognize the language of the text entered by the user, using the "Recognize Language" extension of AI. |
| 5 | Sentiment Analysis | Students will create a program using the 'Sentiment Analysis' AI extension to identify whether the input provided by the user is positive, negative or neutral. |
| 6 | Capstone Project | Design & work on a project using the PBL {Project Based Learning Framework} that applies AI to solve a problem. Instructors will guide the students using the Design Thinking philosophy. |