change the world with MIT

Hello, world! We are a team of educators and researchers at MIT seeking to set the standard for how middle school students learn about artificial intelligence. We envision the field of AI as so much more than computer science, encompassing ethics, natural sciences, art, and humanities. Responsible AI development is often deprioritized, so we seek to grow students' skills as capable producers of better AI tools and technology and foster their confidence to change the world through computational action. *We seek to partner with middle school-aged (6th-8th grade) classrooms, after school programs, summer programs, or library programs to try out our current modules and provide feedback that will help improve module content and support.*

the sandwich model

Project-based learning is at the heart of our curriculum. In each module, students learn AI and ethics topics (and supporting computational thinking skills) by researching, ideating, prototyping, and revising a project. Each module is a sandwich: students launch the project in the bottom bun, explore content in fillings, and wrap everything up with the top bun, a presentation to an authentic audience. The toothpick is the driving question and the through line of the module, centering student work on a big question.

implementing with us

goal	students test our modules and teachers provide feedback on materials and implementation
teacher resources	teacher guides digital student workbooks class slides embedded assessments
time	20-25 50-minute lessons summer or fall 2022
compensation	extracurricular stipend professional development credit
feedback methods	final student projects student reflections and surveys parent surveys classroom observation teacher interviews & observation

consent process	school/district consent parent consent student assent for participation
student involvement	whole class

INTERESTED?

Click here for an informational video, including a preview of module content.

Then, fill-out this interest form and we will contact you.

RAICA modules

interactive public art

How can AI help us interact with people, places, and ideas in new ways? In this module, students create and install interactive art projects throughout their school using Scratch and Teachable Machine, a platform for building image recognition models.

designing for discovery

How can AI help us interact with people, places, and ideas in new ways? In this module, students create apps to uncover interactive learning opportunities in the school community using App Inventor and PIC and PAC, a platform for building image recognition models.

real talk with robots

Can we make robots that are conscious? Should we? In this module, students create and train an AI text/speech classification model in Scratch, to create a chatbot that can inform, persuade, or entertain community members.