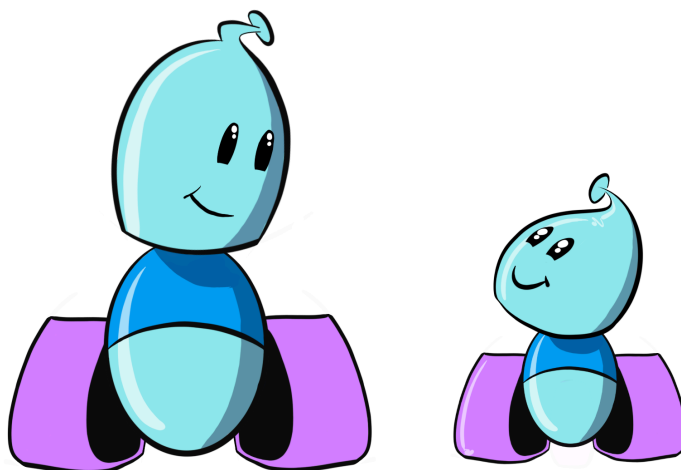


AI CREATOR

IB Primary Years Programme

Curriculum mapping / Standards correlations



About us



Code School Finland is committed to a constructivist, inquiry-based approach to teaching and learning that promotes inquiry and the development of critical-thinking skills.

All of our learning modules promote:

- ✓ **Student-centred peer learning and constructivist approach:**
Promote learners' autonomy, self-regulation, decision making, collaboration, life-long learning and democracy.
- ✓ **Problem- and project-based learning:**
Introduce open-ended problems and projects, and guide learners to become creative problem solvers in the context of digital tools and technology.
- ✓ **21st century skills and transversal learning goals:**
Creativity, ICT skills, entrepreneurship and work-life skills, learning to learn and think, critical thinking and strategies of problem solving.

IB learner profile

Principles in AI CREATOR™ learning modules align with all aspects of IB learner profile by complying with theory of 21st century skills, by introducing transversal learning goals and through constructivist approach:



	IB learner profile	AI CREATOR™ transversal skills
INQUIRERS	✓	✓
KNOWLEDGEABLE	✓	✓
THINKERS	✓	✓
COMMUNICATORS	✓	✓
PRINCIPILED	✓	✓
OPEN-MINDED	✓	✓
CARING	✓	✓
RISK-TAKERS	✓	✓
BALANCED	✓	✓
REFLECTIVE	✓	✓

Module recommendations

Based on the correlation and age appropriateness, here are the recommended learning modules to be implemented in the context of IB PYP.

Ages 3-5		
Future Thinker	<i>Integration of logical and computational thinking in everyday activities in kindergartens and schools</i> <i>Themes: Thinking skills, technology, AI, play, unplugged activity, integration</i>	24 sessions

Ages 6-8		
My AI Robot	<i>Playful introduction to Artificial Intelligence for young students</i> <i>Themes: AI, technology, creativity, play, unplugged activity</i>	24 sessions
Junior Coder	<i>Introduction into computational thinking through play and coding on tablets</i> <i>Themes: Thinking skills, technology, play, unplugged activity, tablets, ScratchJr, integration</i>	24 sessions

Ages 9-12		
Code & Create	<i>Digital creation and coding through stories and game making</i> <i>Themes: Scratch, loop, condition, conditional statement, project, design, game development, cooperative creation, creativity</i>	24 full lessons
Automate	<i>Introduction to robotics and automation</i> <i>Themes: Micro:bit, Lego Spike, sensor, actuator, processor, embedded system, automation, variables, functions, thinking</i>	24 full lessons
Develop & Test	<i>Create your own learning game through an iterative design process.</i> <i>Themes: Scratch, variable, boolean logic, project, product design, development process, game design, cooperative creation, creativity</i>	24 full lessons
Solutions & Syntax	<i>Code solutions and practise entrepreneurship skills in a working life context</i> <i>Themes: Python, data type, operator, textual programming, software, automation, work life skills</i>	24 full lessons