

Introduction to Machine Learning with Robots and Playful Learning

Viktoriya Olari,¹ Kostadin Cvejovski,² Øyvind Eide³

^{1,3} Institute of Information Systems, University of Cologne, 50923 Cologne, Germany

^{1,2} Faculty of Informatics, 53757 Sankt Augustin, Germany

³ Center for Information Science, University of Cologne, 50923 Cologne, Germany
viki@isis.uni-koeln.de, kostadin.cvejovski@isis.uni-koeln.de, oide@uni-koeln.de

Abstract

Inspired by explanations of machine learning concepts in children's books, we developed an approach to introduce supervised, unsupervised, and reinforcement learning using a block-based programming language in combination with the benefits of educational robotics. Instead of using blocks as high-end APIs to access AI cloud services or to reproduce the machine learning algorithms, we use them as a means to put the student "in the algorithm's shoes." We adapt the training of neural networks, Q-learning, and k -means algorithms to a design and format suitable for children and equip the students with hands-on tools for playful experimentation. The children learn about direct supervision by modifying the weights in the neural networks and immediately observing the effects on the simulated robot. Following the ideas of constructionism, they experience how the algorithms and underlying machine learning concepts work in practice. We conducted and evaluated this approach with students in primary, middle, and high school. All the age groups perceived the topics to be very easy to moderately hard to grasp. Younger students experienced direct supervision as challenging, whereas they found Q-learning and k -means algorithms much more accessible. Most high-school students could cope with all the topics without particular difficulties.

Introduction

This guide introduces machine learning concepts to children and young adults through a block-based programming language and educational robotics. It is based on the ideas of constructionism and the benefits of educational robotics. Instead of using blocks as high-end APIs to access AI cloud services or to reproduce the machine learning algorithms, we use them as a means to put the student "in the algorithm's shoes." We adapt the training of neural networks, Q-learning, and k -means algorithms to a design and format suitable for children and equip the students with hands-on tools for playful experimentation. The children learn about direct supervision by modifying the weights in the neural networks and immediately observing the effects on the simulated robot. Following the ideas of constructionism, they experience how the algorithms and underlying machine learning concepts work in practice. We conducted and evaluated this approach with students in primary, middle, and high school. All the age groups perceived the topics to be very easy to moderately hard to grasp. Younger students experienced direct supervision as challenging, whereas they found Q-learning and k -means algorithms much more accessible. Most high-school students could cope with all the topics without particular difficulties.

This paper introduces machine learning concepts to children and young adults through a block-based programming language and educational robotics. It is based on the ideas of constructionism and the benefits of educational robotics. Instead of using blocks as high-end APIs to access AI cloud services or to reproduce the machine learning algorithms, we use them as a means to put the student "in the algorithm's shoes." We adapt the training of neural networks, Q-learning, and k -means algorithms to a design and format suitable for children and equip the students with hands-on tools for playful experimentation. The children learn about direct supervision by modifying the weights in the neural networks and immediately observing the effects on the simulated robot. Following the ideas of constructionism, they experience how the algorithms and underlying machine learning concepts work in practice. We conducted and evaluated this approach with students in primary, middle, and high school. All the age groups perceived the topics to be very easy to moderately hard to grasp. Younger students experienced direct supervision as challenging, whereas they found Q-learning and k -means algorithms much more accessible. Most high-school students could cope with all the topics without particular difficulties.

We introduce machine learning concepts to children and young adults through a block-based programming language and educational robotics. It is based on the ideas of constructionism and the benefits of educational robotics. Instead of using blocks as high-end APIs to access AI cloud services or to reproduce the machine learning algorithms, we use them as a means to put the student "in the algorithm's shoes." We adapt the training of neural networks, Q-learning, and k -means algorithms to a design and format suitable for children and equip the students with hands-on tools for playful experimentation. The children learn about direct supervision by modifying the weights in the neural networks and immediately observing the effects on the simulated robot. Following the ideas of constructionism, they experience how the algorithms and underlying machine learning concepts work in practice. We conducted and evaluated this approach with students in primary, middle, and high school. All the age groups perceived the topics to be very easy to moderately hard to grasp. Younger students experienced direct supervision as challenging, whereas they found Q-learning and k -means algorithms much more accessible. Most high-school students could cope with all the topics without particular difficulties.

- This paper introduces machine learning concepts to children and young adults through a block-based programming language and educational robotics. It is based on the ideas of constructionism and the benefits of educational robotics. Instead of using blocks as high-end APIs to access AI cloud services or to reproduce the machine learning algorithms, we use them as a means to put the student "in the algorithm's shoes." We adapt the training of neural networks, Q-learning, and k -means algorithms to a design and format suitable for children and equip the students with hands-on tools for playful experimentation. The children learn about direct supervision by modifying the weights in the neural networks and immediately observing the effects on the simulated robot. Following the ideas of constructionism, they experience how the algorithms and underlying machine learning concepts work in practice. We conducted and evaluated this approach with students in primary, middle, and high school. All the age groups perceived the topics to be very easy to moderately hard to grasp. Younger students experienced direct supervision as challenging, whereas they found Q-learning and k -means algorithms much more accessible. Most high-school students could cope with all the topics without particular difficulties.
- We introduce machine learning concepts to children and young adults through a block-based programming language and educational robotics. It is based on the ideas of constructionism and the benefits of educational robotics. Instead of using blocks as high-end APIs to access AI cloud services or to reproduce the machine learning algorithms, we use them as a means to put the student "in the algorithm's shoes." We adapt the training of neural networks, Q-learning, and k -means algorithms to a design and format suitable for children and equip the students with hands-on tools for playful experimentation. The children learn about direct supervision by modifying the weights in the neural networks and immediately observing the effects on the simulated robot. Following the ideas of constructionism, they experience how the algorithms and underlying machine learning concepts work in practice. We conducted and evaluated this approach with students in primary, middle, and high school. All the age groups perceived the topics to be very easy to moderately hard to grasp. Younger students experienced direct supervision as challenging, whereas they found Q-learning and k -means algorithms much more accessible. Most high-school students could cope with all the topics without particular difficulties.

We introduce machine learning concepts to children and young adults through a block-based programming language and educational robotics. It is based on the ideas of constructionism and the benefits of educational robotics. Instead of using blocks as high-end APIs to access AI cloud services or to reproduce the machine learning algorithms, we use them as a means to put the student "in the algorithm's shoes." We adapt the training of neural networks, Q-learning, and k -means algorithms to a design and format suitable for children and equip the students with hands-on tools for playful experimentation. The children learn about direct supervision by modifying the weights in the neural networks and immediately observing the effects on the simulated robot. Following the ideas of constructionism, they experience how the algorithms and underlying machine learning concepts work in practice. We conducted and evaluated this approach with students in primary, middle, and high school. All the age groups perceived the topics to be very easy to moderately hard to grasp. Younger students experienced direct supervision as challenging, whereas they found Q-learning and k -means algorithms much more accessible. Most high-school students could cope with all the topics without particular difficulties.

We introduce machine learning concepts to children and young adults through a block-based programming language and educational robotics. It is based on the ideas of constructionism and the benefits of educational robotics. Instead of using blocks as high-end APIs to access AI cloud services or to reproduce the machine learning algorithms, we use them as a means to put the student "in the algorithm's shoes." We adapt the training of neural networks, Q-learning, and k -means algorithms to a design and format suitable for children and equip the students with hands-on tools for playful experimentation. The children learn about direct supervision by modifying the weights in the neural networks and immediately observing the effects on the simulated robot. Following the ideas of constructionism, they experience how the algorithms and underlying machine learning concepts work in practice. We conducted and evaluated this approach with students in primary, middle, and high school. All the age groups perceived the topics to be very easy to moderately hard to grasp. Younger students experienced direct supervision as challenging, whereas they found Q-learning and k -means algorithms much more accessible. Most high-school students could cope with all the topics without particular difficulties.

of diff, 2 ni g, s 3, 2c, iv, d ih, io3ics nd wh, ih, 2 ih, y h d difficultii, s in und, 2si nding ih, .

In ihis 3 3, 2 w, fi2si discuss ih, 2 l i, d wo2k on ih, in- i2oduciion of chin, l, 2ning in schools s w, ll s b ck- g2ound siudi, s on ih, us, of 2obois, si ul iion, nd 3l yful l, 2ning in, duc iion. W, ih, n 32, s, ni d, sign 32nci3l, s ih i guid, d us in d, v, lo3ing ih, , xi, nsions nd ih, cu22iculu . W, coniiinu, wiih 32, s, ni iion of ih, , xi, nsions nd su3- 3l, , ni 2y i, 2i ls nd d, sc2b, ou2, v lu iion , ihods. In ih, , nd, w, 32ovid, insighis inio ih, us, 2 study, su - 2z, ih, child2 n's f, , db ck nd discuss ih, 2, sulis.

Background and Related Work

Machine Learning in Schools

Alihough ih, 2 is wid, 2 ng, of, sy-io-us, s, 2vic, s ini2o- ducing b, ginn, 2s io su3, 2vis, d chin, l, 2ning, ih, y usu- lly us, only li ii, d nu b, 2of d, sc23iiv, , x 3l, s, such s i g, , i, xi, sound cl ssific iion (T, ch bl, M chin, s, M chin, L, 2ning fo2 Kids), o2 s3, , ch synih, sis (Cogni- i, s)ⁱⁱ. Th, in dis dv ni g, of using such 33lic iions in, duc iion is ih i ih, , ch nis s und, 2ying i2 ining nd cl ssific iion 2 in hidd, n f2o ih, us, 2 (Hii2on , i l. 2019; J izl u , i l. 2019). Th, child2 n 3l y wiih high-, nd sysi, s nd 2 dy-i2 in, d od, ls, wiih no o33o2uniy io l, 2n how ih, i2 ining is 3, 2fo2 , d nd how lgo2ih s wo2k b, hind ih, sc, n, s. Th, 2 h v, b, , n inc2 sing, ffo2s io o3, n ih, bl ck box of su3, 2vis, d l, 2ning using visu l 32og2 ing l ngu g, s. How, v, 2, v, n ih, n, ih, s, ofi, n , iih, 2 32ovid, n ini, 2f c, io 3ow, 2ful high-, nd APIs (1 2ug 2018) o22, 32oduc, ih, und, 2ying conc, 3is wiihoui d 3iing ih, fo2ih, young l, 2n, 2 Th, 32o3os l by K hn , i l. (2020) nd K hn , i l. (2018) io i, ch d, , 3 l, 2ning, i g, cl ssific iion, nd s3, , ch synih, sis wiih 32og2 - ing l ngu g, Sn 3! is h 2dly suii bl, fo2child2 n, du, io iis co 3lic i, d i, chnic l i, 2 inology nd i 3l, , ni iion.

Ini2oducio2y ciiviii, s 2ound 2 info2c, , ni nd unsu- 3, 2vis, d l, 2ning 2, 2 2. Mich , li, S, , g, 2, 2, nd Ro , ik, (2020) conduci, d c s, siudy ini2oducing unsu3, 2vis, d chin, l, 2ning wiih ih, l, 2ning v, cio2qu niiz iion l- go2ih . How, v, 2 ih, block-b s, d 332o ch us, d in ih, siudy is co 3l, x nd i 2g, is high-school siud, nis. So , c s, siudi, s h v, focus, d on i, ching Q-l, 2ning s on, of ih, 2 info2c, , ni l, 2ning lgo2ih s (J izl u , i l. 2019; Toivon, n, Jo2 n in, n, nd Tuki in, n 2017). Ag in, ih, s, ciiviii, s 2 i , d i und, 2g2 du i, nd high-school siud, nis nd do noi 33ly io young, 2child2 n.

Blocks and Robots

K hn nd Wini, 2s (2017) nd J izl u , i l. (2019) 2gu, ih i block-b s, d 332o ch is child-f2i, ndly, iniuiiiv, , nd si2 ighifo2w 2d. Th, us, of blocks 32ovid, s ih, us, 2 wiih

, sy cc, ss nd low b 22i, 2s io , ni2y inio 32og2 ing 3- 3lic iions (1 2ug 2018; K hn , i l. 2020). How, v, 2 ih, us, of blocks do, s noi n, c, ss 2ily i 3ly ih, si 3lific iion of ih, coni, ni iis, lf. Alihough blocks y b, us, d io ini2oduc, co 3l, x io3ics, ih, 2, 32, s, ni iion of ih, lgo2ih s 32o- 3os, d by K hn nd Wini, 2s (2017) nd J izl u , i l. (2019) is noi suii bl, fo2young child2 n, du, io iis co 3lic i, d v- c bul 2y nd nu , 2ous i, chnic l d, i ils.

Th, 2 h v, b, , n f, w ii, 3is io i 3l, , ni 2obois in ih, cl ss2oo io i, ch young child2 n boui chin, l, 2ning. Th, i2 succ, ss nd , ff, ciiv, n, ss h v, b, , n d, onsi2 i, d in s ll nu b, 2 of c s, siudi, s wiih kind, 2g 2i, n nd 32i- 2y-school siud, nis (1 2ug , i l. 2018; Willi s, P 2k, nd B2 z, l 2019; Willi s, i l. 2019; Lin , i l. 2020).

Simulation and Modeling

Roboi si ul io2s 2 s b, n, fici l io ih, l, 2ning 32oc, ss s ih, o3, 2 iion of ih, 2 l 2boi (P 3, 2i 1993). Si ul io2s , v, n h v, d, cisiv, dv ni g, -ih, ii , 2 qui2 d fo2cod, - i, si-d, bug loo3s is consid, 2 bly l, ss ih n wo2king wiih 2 l 2obois (1 odds , i l. 2006).

Si ul iion is n ciiviiy ih i ciiv, ly, ng g, s wiih od- , ls, nd ii conii ins signific ni l, 2ning 3oi, nii l. In ih, cu2- 2 ni vi, w of od, ling s 32 g iic 32oc, ss, s wiih signifi- c ni , 3isi, ologic l 3oi, nii l (G, lf, 2i 2016; Ciul , i l. 2018), ciiv, , ng g, , ni wiih od, ls, o2 "i gin 2y conc- 2 i " (Godf2 y-S iih 2009: 108), h s signific ni 3oi, nii l in 2 s, 2ch s w, ll s in l, 2ning (N, 2s, ssi n 2008). Ind, , d, si ul iion is co2 conc, 3i wiih which co 3ui, 2g , s c n b, und, 2sood; ii is c2 iiv, conf2oni iion wiih n 22 iolog- ic l und, 2si nding (A 2s, ih 1998).

On, finds , x3, 2i , ni l, 3l yful, nd 32 ciic l 32obl, solving in ny co 3ui, 2g , s s w, ll s in ih, long his- io2y of g ing nd 3l y (S l, n, i l. 2004; Fl n g n 2009). Ii h s signific ni uni 33, d 3oi, nii l in wid, 2 of 33li- c iions, f2o flighi si ul io2s io ih, 2 c, ni g2owih in g - ific iion. W, b, li, v, ih i ih, boiio -u3 332o ch in ou22, - s, 2ch, wh, 2 b sic und, 2si nding of 32 ciic l cyb, 2n, iics is us, d io , si blish ih, b sis fo2 chin, l, 2ning, 32ovid, s 2obusi found iion fo2 fu2ih, 2 d, v, lo3 , ni of i, ching , ihodologi, s g2ound, d in c2 iiv, nd 3l yful od, ling b s, d on si ul iion sysi, s.

Methodology and Curriculum Design

Consid, 2ng ih, sho2ico ings of cu22, ni 332o ch, s, w, 32o3os, cu22iculu fo2ini2oducing chin, l, 2ning wiih si ul i, d 2obois nd ih, visu l 32og2 ing l ngu g, NEPO.

W, build on ih, iwo "big id, s" of AI - 3, 2c, 3iion nd l, 2ning (Tou2 izky , i l. 2019) - s 32 ciic l guid nc, fo2 d, signing AI cu22icul . Siud, nis 2 , x3, ci, d io c2 i, 3- 3lic iions wiih si ul i, d 2obois. This h, l3s ih, io

und, 2si nd 3, 2, 3iion s 32oc, ss in which s, nso2s 2 us, d io, xi2 ci d i f2o ih, , nvi2on , ni. Ai ih, s , ii , , ih, y i , 2s, ih, s, lv, s in ih, ch ll, ng, s of su3, 2vis, d, unsu- 3, 2vis, d, nd 2, info2c, , ni l, 2ning by i2 ining n, u2 l n, i- wo2ks nd ini, 2 ciing wiith und, 2lying lgo2ih s.

W, lso iook ins3i2 iion f2o ih, “Fou2 P’s of C2, iiv, L, 2ning” (R, snick nd Robinson 2017) s od, 2nf2 , - wo2k ih i , ng g, s siud, nis in c2 iiv, l, 2ning , x3, 2, nc, s. W, si2v, io inco23o2 i, ih, i2id, s of 3l yful l, 2ning (P - 3, 2 1993; R, snick nd Robinson 2017; R, snick nd Silv, 2- n 2005) inio ou2, xi, nsions wh, 2, v, 23ossibl, . Alihough w, d, sign, d so , si2ciud, d ciiviii, s, such s N, u2 l N, i- wo2k nd R, info2c, , ni L, 2ning C 2ds, io h, l3 l, 2n, 2s g, i si 2, d, ou2 i is ih i ih, y s, 2v, s si, 33ing sion, nd noi fin l d, siin iion. W, w ni io , n bl, ih, 3 2ici3 nis io 3l y wiith chin, l, 2ning i, chnologi, s nd k, so , - ihing ih i ini, 2 sis ih, , following ih, id, s of consi2uc- tionis (Qu, i2oz , i l. 2020; Mich , li, S, , g, 2, 2 nd Ro- , ik, 2020; P 3, 2 nd H 2, l 1991).

W, odifi, d ih, d, sign 32inci3 l of, bodi, d ini, 2 ciion (Long nd M g, 2ko 2020), by vi2u lly 3uiiing ih, siud, ni in “ih, g, ni’s sho, s.” L, 2n, 2s should i , 2s, ih, s, lv, s in ih, b, h vio2of ih, si ul i, d 2boi. l oing so llows ih, io look b, hind ih, sc, n, s nd ihus 32o oi, s i2 ns3 2 ncy (Long nd M g, 2ko 2020) – noih, 2 32inci3l, iow 2d , x- 3l ining AI.

W, lso b s, d ou2 332o ch on ih, 32inci3l, of “low floo2s nd wid, w lls” io cco od i, child2 n c2oss v 2- ious , duc iion nd skill l, v, ls (R, snick nd Silv, 2 n 2005). W, h v, d, ii s, , sy s 3ossibl, io g, i si 2, d wiith ih, , xi, nsions, whil, d, signing o33o2uniiii, s fo2 siud, nis io div, d, , 3, 2inio ih, wo2k on ih, io3ics. To ihis , nd, w, iook ins3i2 iion f2o ih, g2 3hic d, sign nd sio2yi, lling of child2 n’s books. W, follow, d ih, 32inci3l, s d, sc2b, d by C si, ll (2018) in k, , 3ing ou2, xi, nsions nd i, 2 ls 33, ling nd si2 ighifo2w 2d: l , signs fo2child2 n h v, io c i, 2io, v, 2yon, nd l, v, 2o fo2, x3lo2 iion.

Th, , ni2 cu22iculu consisis of fou2 ih, iic odul, s nd l sis 2ound 360 inui, s, which ih, i, ch, 2c n sho2, n o2, xi, nd s n, , d, d.

Modul, 1, “How do, s you22boi l, 2n?,” ini2oduc, s chil- d2 n io ih, ih2, , 3 2 dig s of chin, l, 2ning: su3, 2vis, d, unsu3, 2vis, d, nd 2 info2c, , ni l, 2ning (Russ, ll nd No2vig 2016). Th, child2 n discuss iwo , x3, 2 , nis 32o- 3os, d by B2 ii, nb, 2g, “F, 2” nd “Lov, ” (B2 ii, nb, 2g 1986), which ih, f cilii io2 3, 2fo2 s wiith 2boi in ih, f2oni of ih, cl ss. W, chos, ih, s, , x3, 2 , nis b, c us, ih, y 2 si 3l, , ni2y 3oini inio ih, qu, siions of wh i ini, lli- g, nc, is nd how ii 2 l i, s io l, 2ning. Afi, 2ih, discussion, ih, f cilii io2holds sho2 in3ui l, ciu2 ih i ini2oduc, s - chin, l, 2ning.

In Modul, 2, “T, ching you22boi,” ih, child2 n i, ch ih, 2boi v 2ious b, h vio2s ih2ough di2, ci su3, 2vision. Th, y c2, i, si 3l, n, u2 l n, iwo2ks by co 3osing sho2 32og2 s

in ih, O3, n Rob, 2i L b. Wh, n ih, y si 2 ih, 32og2 on ih, si ul i, d 2boi, ih, 32og2 is co 3il, d, nd n, u2 l n, iwo2k is c2, i, d. Th, y c n now i2 in ih, n, u2 l n, iwo2k by odifying ih, w, ighis nd obs, 2ving ih, 2 sulis di2 cily f2o ih, b, h vio2of ih, 2boi. Th, 32oc, ss of djustiing ih, w, ighis uniil ih, 2boi b, h v, s s d, si2, d is wh i w, , n by *k ect supe v s on* – ih, siud, nis 2 involv, d in ih, i2 in- ing 32oc, ss of ih, n, u2 l n, iwo2k nd i ii i, ii by nu lly djustiing ih, w, ighis. As ih, child2 n 2, c, iv, i , di i, f, , db ck f2o ih, configu2 iion of ih, n, iwo2k, ih, y b, gin io und, 2si nd how ih, 2boi l, 2ns. I , 2sing ih, s, lv, s in ih, i2 ining 32oc, ss llows ih, io focus on ih, und, 2ly- ing 32oc, ss, s of su3, 2vis, d l, 2ning. Ai ih, s , ii , , ih, child2 n discov, 2h nds-on co 3on, nis of n, u2 l n, iwo2ks, such s nod, s, l y, 2s, links, nd w, ighis. Th, y c n si 2 wiith ih, N, u2 l N, iwo2k C 2ds, bui ih, y 2 ih, n, ncou2 g, d io , x3lo2 nd i, si ih, li iis of wh i ih, y c n i, ch io ih, 2o- boi.

In Modul, 3, “L, i you22boi l, 2n f2o , x3, 2, nc, ,” ih, child2 n , x3lo2 ih, Q-1, 2ning lgo2ih using ih, O3, n Rob, 2i L b nd n lyz, how 2boi l, 2ns ih2ough 2- w 2ds. W, chos, Q-1, 2ning, b, c us, ii is si 3l, od, l- f2, , lgo2ih ih i h s l2 dy b, , n i, si, d wiith child2 n, nd ii is suii bl, fo2us, in schools (J izl u , i l. 2019). Th, child2 n c n c2, i, uniqu, l, 2ning , nvi2on , nis fo2ih, 2o- boi nd , x3, 2 , ni wiith ih, 3 2 , i, 2s of ih, lgo2ih . Afi, 2ih, y si 2 ih, 32og2 on ih, 2boi, ih, y obs, 2v, nd n lyz, ih, l, 2ning nd 2 soning 32oc, ss si, 3 by si, 3 wiith ih, Q-1, 2ning Pl yg2ound. Th, y y, x3, 2, nc, c s, s in which ih, 2boi f ils io l, 2n nd finds no w y oui, nd ih, y c n ih, n co22, ci ih, lgo2ih in ih, n, xi ii, 2 iion.

Fin lly, in Modul, 4, “C n 2bois l, 2n uiono ously?,” ih, child2 n 2 ini2oduc, d io ih, k- , ns lgo2ih ih2ough un3lugg, d ciiviii, s. Th, f cilii io2 l, ds discussion on how ih, 2boi would g2ou3 ih, obj, cis on ih, i bl, wiithou ny 32 vious knowl, dg, . H, o2sh, ih, n so2s ih, ii, s c- co2ding io ih, k- , ns lgo2ih , wiithou , x3l ining wh i c2i, 2 w s us, d fo2ih, g2ou3ing. Th, child2 n 2 , ncou2- g, d io k, gu, ss, s. Afi, 2discussing ih, g2ou3ing c2i, 2 nd , x3l ining ih, so2ing 32inci3l, s, ih, siud, nis g2ou3 ih, ii, s ih, s, lv, s nd l, i oih, 2s gu, ss ih, i2 c2i, 2 . This c- iiviiy i s io ini2oduc, ih, io clusi, 2 n lysis nd wh i ii , ns io b, in g2ou3.

Extensions Design and Learning Materials

W, d, sign, d ou2 chin, l, 2ning 3l yg2ounds b s, d on ih, O3, n Rob, 2i L b, visu l block-b s, d o3, n-sou2c, 32og2 ing 3l ifo2 . W, chos, ihis coding 3l ifo2 du, io iis focus on i, ching 32og2 ing wiith 2bois nd iis d- v nc, d , cosyi, , including 2boi si ul iion (K, ii, 2 , i l. 2015; Josi , i l. 2014). W, , xi, nd, d ih, 3l ifo2 wiith iwo 3l yg2ounds fo2ih, si ul i, d LEGO EV3 2boi.



Figure 1. Block for setting learning behavior.

Figure 1 shows the configuration for the learning behavior. The options are: learn slowly, get extra reward from the next section no, allow teleportation rarely, and use your previous experience sometimes.

The first block is a 'Learn' block with the following settings: learn slowly, get extra reward from the next section no, allow teleportation rarely, and use your previous experience sometimes.

The second block is a 'Sensor' block with the following settings: Ultrasonic sensor Port 2, 60, Motor Port b, 60.

The third block is a 'Sensor' block with the following settings: Ultrasonic sensor Port 3, 94, Motor Port c, 94.

The fourth block is a 'Motor' block with the following settings: Motor Port b, 60, Motor Port c, 94.

The fifth block is a 'Motor' block with the following settings: Motor Port b, 60, Motor Port c, 94.

The sixth block is a 'Motor' block with the following settings: Motor Port b, 60, Motor Port c, 94.

The seventh block is a 'Motor' block with the following settings: Motor Port b, 60, Motor Port c, 94.

The eighth block is a 'Motor' block with the following settings: Motor Port b, 60, Motor Port c, 94.

The ninth block is a 'Motor' block with the following settings: Motor Port b, 60, Motor Port c, 94.

The tenth block is a 'Motor' block with the following settings: Motor Port b, 60, Motor Port c, 94.

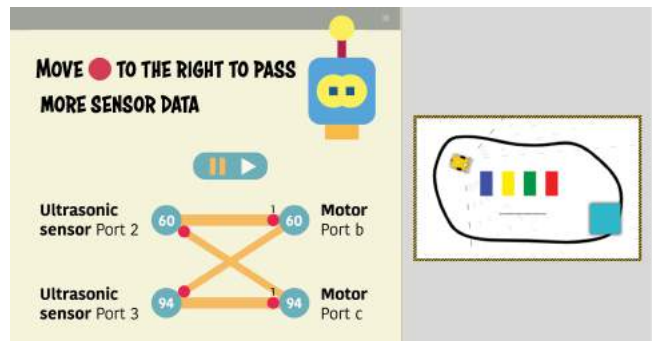


Figure 2. Robot programming interface showing sensor and motor connections.

The robot programming interface shows a robot with a 'MOVE TO THE RIGHT TO PASS' instruction. Below it, there are two ultrasonic sensor blocks (Port 2 and Port 3) and two motor blocks (Port b and Port c). A diagram shows the robot's path and sensor locations.

The robot programming interface shows a robot with a 'MOVE TO THE RIGHT TO PASS' instruction. Below it, there are two ultrasonic sensor blocks (Port 2 and Port 3) and two motor blocks (Port b and Port c). A diagram shows the robot's path and sensor locations.

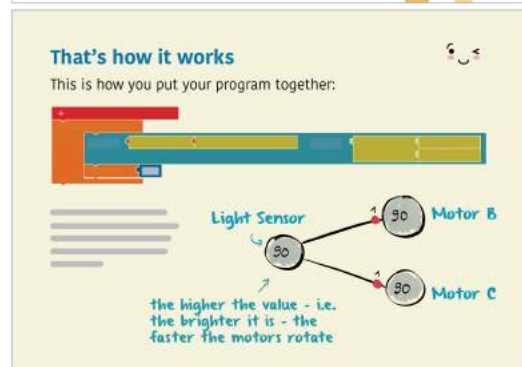


Figure 3. Robot programming interface showing sensor and motor connections.

All ih, c 2ds 2 si il 2y si2uci2 d. On ih, f2oni sid, , w, d, sc2b, ih, i sk nd 32ovid, hinis. H, 2, fo2 insi nc, , w, show ih, n, w blocks ih i ih, l, 2n, 2n, , ds nd, x3l in why ih, 2boi will ii, 3i io d2iv, onio ih, whii, 2. On ih, b ck, w, off, 2ih, soluion fo2ih, 32og2 nd ou2con-figu2 iion of ih, n, u2 l n, iwo2k.

Th, v, hiel, s 32o3os, d by B2 ii, nb, 2g (1986) w, 2 ou2in- s3i2 iion fo2 ih, c 2ds. H, nc, , w, d 3i, d iwo sc, n 2ios: “F, 2” i, ch, s ih, 2boi io b, “ f2 id” of obsi cl, s, whil, “F2, ndshi3” insi2ucis ii io b, f2, ndly. W, dd, d six fu2ih, 2 , x 3l, s: (1) Ch , l, on – T, ch ih, 2boi io d 3i iis, lf io ih, , nvi2on , ni, (2) Incogniio – T, ch ih, 2boi io void b2ghi 3l c, s, (3) Aii, niion – Educ i, ih, 2boi on ih, i2 ffic 2ul, s, (4) Loud l isi nc, – Insi2uci ih, 2boi io , su2 ih, disi nc, io ih, obsi cl, oui loud, (5) Ini, 2 si – L, i ih, 2boi , x3lo2 ih, l ndsc 3, , nd (6) R lly – En bl, ih, 2boi io si, 2ih, colo2 d cu2v, s.

Fig2 4 d, onsi2 i, s ih, Q-L, 2ning Pl yg2ound. Afi, 2 ih, l, 2n, 2h s c2 i, d 32og2 using ih, blocks nd i2 ns- f, 22 d ii io ih, 2boi, ih, Q-L, 2ning Pl yg2ound is g, n, 2- i, d dyn ic lly. Th, , nvi2on , ni 2 fl, cis ih, 3 2 , i, 2s ih i ih, us, 2h s s, i in ih, 2 info2c, , ni l, 2ning blocks. On 32 ssing ih, si 2 buiion, ih, us, 2si 2is ih, l, 2ning 32oc, ss, which c n b, obs, 2v, d in ih, n vig iion b 2 i ih, io3 nd on ih, 3. Afi, 2ih, l, 2ning is finish, d, ih, o3ii l 3 ih oui of ih, l by2inih is d2 wn, nd ih, 2boi c n now follow ii. Fig2 4 shows ih, l si si, 3, wh, 2 ih, 2boi follows ih, o3ii l 3 ih.

W, cco 3 ni, d ih, Q-l, 2ning Pl yg2ound wiith ih, - i, 2 ls, such s ih, Q-l, 2ning c 2ds (on which ih, us, 2c n i k, noi, s), Q&A, block d, sc23iions, nd flow di g2 on how Q-l, 2ning wo2ks. Th, i, 2 ls d, v, lo3, d i io k, ih, Q-l, 2ning lgo2ih i ngibl, , v, n fo2 young l, 2n, 2s.

Fo2ih, un3lugg, d ciiviiy ih i ini2oduc, s ih, k- , ns l- go2ih , ih, f cilii io2only n, , ds s, i con iining so , ob- j, cis nd diff, 2 ni colo2 d Posi-iis. W, ss, bl, d ou2 col- l, ciion f2o v 2ious d2inking v, ss, ls nd con iin, 2s.



Fig2 4. Q-L, 2ning Pl yg2ound

Th, f cilii io2sticks Posi-iis on 3o2ion of ih, 2 ndo ii, s ih i s, 2v, s s ih, clusi, 2c, ni, 2s. Th, 2 ining ob- j, cis in ih, s, i 2 ih, n co 3 2 d wiith , ch clusi, 2c, ni, 2 b s, d on c2i, 2ion known only io ih, f cilii io2 Afi, 2co - 3 2ing , ch ii, wiith ih, clusi, 2c, ni, 2s, ih, f cilii io2 3l c, s ih, obj, ci b, hind ih, on, clusi, 2c, ni, 2ih i h, o2sh, ihinks is ih, b, si fii. Th, v, 2sion of ih, k- , ns lgo2ih ih i w, 3, 2fo2 , d wiith ih, child2 n w s si 3lifi, d. Li co - 32is, d only ih, fi2si si g, of ih, lgo2ih wiithou 3osi-clus- i, 2ng. How, v, 2 ii c n b, , sily inco23o2 i, d inio ih, , x- 3, 2 , ni.

User Study

W, i, si, d wh, ih, 2 ih, l, 2ning , x3, 2, nc, wiith ih, , xi, n- sions d, v, lo3, d fo2 chin, l, 2ning 32o oi, s ih, chil- d2 n’s und, 2si nding of ih, und, 2ying conc, 3is of ih, sub- j, ci. In 3 2icul 2 w, , v lu i, d how ini, 2 siing nd how dif- ficul ih, siud, nis found ih, individu l io3ics. W, lso sk, d ih, child2 n wh i ih, y ihoughi AI nd chin, l, 2ning w, 2, boih i ih, b, ginning nd ih, , nd of ih, s, ssion. In ddiion, w, qu, siion, d ih, i2 oiiv iion io con iinu, wo2k- ing on chin, l, 2ning.

Method

Participants

Ou2 i in d, v, lo3ing ih, , xi, nsions nd i, ching i, 2 ls is io 2 ch child2 n of diff, 2 ni g, s nd wiith no 32o2 knowl, dg, in chin, l, 2ning. Th, 2 fo2 , w, conduci, d c s, siudy wiith siud, nis in v 2ious g, g2ou3s. Tw, niy-fou2 child2 n 3 2ici3 i, d in ih, siudy (G2 d, s 3–4: fou2boys nd fiv, gi2s; 5–6: six boys nd on, gi2; 7–9: s, v, n boys only). W, could noi s, l, ci ih, 3 2ici3 nis ou2s, lv, s, sinc, ih, s, s- sions w, 2 o2g niz, d s 3 2 of su , 2v c iion 32og2 nd h d io b, si ff, d on “fi2si co , , fi2si s, 2v,” b sis. So , 3 2ici3 nis ii, nd, d ih, s, ssion on ih, i23 2 nis’ 2, c- o , nd iion nd w, 2 iniil lly noi, nihusi siic boui ih, wo2ksho3s. Th, f cilii io2 w s info2 , d ih i so , of ih, siud, nis h v, s3, ci l n, , ds.

W, h, ld ih2 , s, ssions in ioi l, on, 3, 2d y. E ch s, ssion l si, d six school hou2s (45 inui, s) nd w s conduci, d in block wiith sho2 b2 ks. On ih, fi2si d y, w, i, si, d ih, , x- i, nsions wiith ih, high-school siud, nis in G2 d, s 7–9 (G1), on ih, s, cond d y wiith ih, 32 2y-school siud, nis in G2 d, s 3–4 g2 d, s (G2), nd on ih, ihi2d d y wiith ih, id- dl, -school child2 n in G2 d, s 5–6 (G3). All ih, child2 n h d 32o2knowl, dg, of wo2king in ih, O3, n Rob, 2 L b wiith 2 l LEGO EV3 2bois, s ih, y h d 3 2ici3 i, d in niini2o- ducio2y s, ssion on ih, 32 vious d y.

Procedure

In , ch s, ssion, w, follow, d ih, odul, s s d, sc2b, d in ih, “M, ihodology nd Cu22iculu l, sign” s, ciion. W, d, - sign, d ou232, s, ni iion nd insi2uciiions wiith si2ong focus

on ih, young, 2 siud, nis nd us, d ih, fo2 ll ih, g, g2ou3s. Fi2si, w, info2 lly 32 - ss, ss, d ih, knowl, dg, of ih, child2, n on chin, l, 2ning nd AI. W, ih, n co - 3l, i, d ih, odul, s in o2d, 2 Ai ih, , nd, ih, child2, n fill, d oui sho2 qu, siionn i2 s. On ih, s, cond nd ihi2d d y, w, ch ng, d ih, o2d, 2 of ih, odul, s, b, c us, ih, , x3, 2, nc, s f2o ih, fi2si d y indic i, d ih i 2 info2c, , ni l, 2ning w s ioo difficultio b, i ckl, d in ih, fi, 2noon; ih, conc, ni2 iion of ih, siud, nis w s low, 2 in ih, fi, 2noon ih n in ih, o2ning. W, 2 co2d, d ih, s, ssions, nd n obs, 2v, 2 logg, d ih, ciiviii, s fo2 ll ih2, , d ys.

Limitations

Sinc, w, could noi influ, nc, ih, co 3osiion of ih, 3 2ic-i3 ni g2ou3s, w, w, 2 noi bl, io b l nc, ih, by g, nd, 2 W, lso could noi coll, ci d, i il, d info2 iion boui ih, b ckg2bund of, ch 3 2ici3 ni.iii 1 u, io , su2 s g insi co2on vi2us dis, s, (COV11 -19), w, h d iwo o2g niz - iion l2 si2cions: (1) Only s ll nu b, 2 of child2 n could 3 2ici3 i, in ih, s, ssions, nd (2) ih, siud, nis w, 2 noi l-low, d io wo2k in g2ou3s. Th, 2 fo2, w, h d io li ii ll c-iiiviii, s io individu l wo2k.

In i, 2 s of con, ni, w, 2 si2ci, d ih, Q-1, 2ning, nvi2on- , nis io ih2, 3s nd llow, d ih, siud, nis io s, i s ny obsi cl, s s ih, y w ni, d. This w s n, c, ss 2y fo2 obi ining co 3 2 bl, 2 sulis i ih, , nd. How, v, 2 ou2d, sign do, s l-low siud, nis io c2 i, nd u3lo d, nvi2on , nis on ih, i2own und, 2c, 2 in condiions.

W, did noi sysi, iic lly, x in, wh, ih, 2ou2 332o ch w s , ff, ciiv, in i, 2 s of , su2ng knowl, dg, g2owih ong siud, nis fi, 2, ch ciiviiy. Insi, d, w, i , d io in- v, siig i, how ih, siud, nis 3, 2c, iv, d ih, io3ics nd wh, ih, 2 ih, y w, 2 bl, io co3, wi ih ih, co 3l, xi y of ih, con, ni. Fui2 siudi, s will focus on i, siing, ff, ciiv, n, ss, wi ih o2, 3 2ici3 nis, b, ii, 2g, nd, 2b l nc, , nd div, 2siiy in i, 2 s of socio, cono ic b ckg2bund.

Questionnaire

W, w, 2 ini, 2 si, d in ih, child2, n's 3, 2c, 3iion of ih, io3ics. Ou2go l w s io und, 2si nd how ih, child2, n f, li boui ih, 332o ch, s nd wh, ih, 2 ih, y h d difficultiy und, 2si nding ih, . On ihis b sis, w, d, v, lo3, d qu, siionn i2, wi ih six ii, s, b s, d on fiv, -3oini s, niic diff, 2 nii l sc l, . W, chos, ih, s, niic diff, 2 nii l sc l, , b, c us, ii , n bl, s quick , su2 , ni of iiiud, s nd 3, 2fo2 s w, ll wi ih f, w ii, s (S lkind 2006). Ou2ii, s w, 2: (1) How ini, 2 siing did you find ih, io3ic "Su3, 2vis, d L, 2ning nd N, u2 l N, i-wo2ks"? (2) How ini, 2 siing did you find ih, io3ic "Unsu- 3, 2vis, d L, 2ning"? (3) How ini, 2 siing did you find ih, io3ic "R, info2c, , ni L, 2ning"? (4) W s ih, io3ic "Su3, 2- vis, d L, 2ning nd N, u2 l N, iwo2ks" difficultio und, 2- si nd? (5) W s ih, io3ic "Unsu3, 2vis, d L, 2ning" difficultio und, 2si nd? (6) W s ih, io3ic "R, info2c, , ni L, 2ning" difficultio und, 2si nd?

Interest	Score	Difficulty
v, 2y unini, 2 siing	1	v, 2y difficulti
unini, 2 siing	2	difficulti
n, ui2 l	3	n, ui2 l
ini, 2 siing	4	, sy
v, 2y ini, 2 siing	5	v, 2y, sy

T bl, 1. 1 isi2buuion of sco2, s fo2, ch 2, s3ons,

To nsw, 2, ch qu, siion, ih, child2, n could ch, ck nu - b, 2 on sc l, f2o 1 io 5 b, iw, , n iwo 3 i2s of dj, ciiv, s: "v, 2y unini, 2 siing" - "v, 2y ini, 2 siing" fo2 qu, siions 1 io 3 nd "v, 2y difficulti" - "v, 2y, sy" fo2 qu, siions 4 io 6. W, ih, n cod, d, ch 2, s3ons, f2o 1 io 5, s shown in T bl, 1.

In o2d, 2 io obi in ih, ov, 2 ll iiiud, sco2, $resp(I, G)$ fo2 , ch ii, I 3, 2g2ou3 of 3 2ici3 nis G, w, v, 2 g, d ih, 2- s3ons, s $resp(I, G)$ fo2, ch individu l ii, :

$$resp(I, G) = \frac{1}{|G|} \sum_{i \in G} resp(I, G)_i$$

W, lso sk, d ih, child2, n boui ih, i2g, n, 2 l iiiud, io- w 2d fu2ih, 2 involv, , ni wi ih AI nd chin, l, 2ning. Th, y could 2 s3ond wi ih "y, s," " yb, ," o2 "no." Fu2ih, 2- o2, w, invii, d ih, io 32ovid, w2ii, n f, db ck (on, s, n- i, nc,) boui wh i ih, y iook wi ih ih, f2o ih i d y.

Results

Table 2 d, onsi2 i, s ih, siud, nis' 2 s3ons, s io ih, qu, siion- n i2 ii, s, nd Figu2 5 32 s, nis ih, 2 s3ons, s g2 3hic lly. Th, x- xis illusi2 i, s ih, bsolui, nu b, 2 of 2 s3ons, s. Th, y- xis shows ih2, io3ics divid, d by g2 d, l, v, l. Th, fi2si odul, is noi consid, 2 d, b, c us, ii w s only n ini2oduc- io2y unii. E ch b 2 of ih, di g2 is lign, d wi ih ih, 2 d doii, d lin, ih i visu lly s, 3 2 i, s ih, 2 s3ons, s wi ih high sco2, s (4-5) f2o ih, on, s wi ih low, 2 sco2, s (1-3).

Perception of Supervised Learning

Th, io3ic of su3, 2vis, d l, 2ning (Modul, 2) w s ih, osi difficultio on, fo2 32 2y-school child2, n, wi ih n v, 2 g, sco2 of 3.3. Child2, n in iddl, school 3, 2c, iv, d ii io b, , sy, wi ih n v, 2 g, sco2 of 4.0, s did ih, high-school siud, nis wi ih 4.0. Th, iddl, -school siud, nis lso found ih, io3ic of su3, 2vis, d l, 2ning io b, ih, osi ini, 2 siing, co - 3 2 d io oih, 2g2ou3s. Th, v, 2 g, sco2, h, 2 fo2 fifih nd fou2h g2 d, 2s w s 4.58, follow, d by ihi2d nd fou2h g2 d- , 2s wi ih 4.3 nd s, v, ns io nih g2 d, 2s wi ih 4.0.

Th, obs, 2v iions sugg, si ih i child2, n of ll g2 d, s w, 2 , ng g, d nd oiiv i, d by iink, 2ng wi ih n, u2 l n, iwo2ks nd i, ching ih, 2boi ih2ough di2, ci su3, 2vision.

		Supervised Learning					Reinforcement Learning					Unsupervised Learning										
Score		1	2	3	4	5	1	2	3	4	5	1	2	3	4	5						
Interest	G	$\overline{resp}(1,G)$					$\overline{resp}(3,G)$					$\overline{resp}(2,G)$										
G1 G2 d, s 7-9	7	1	0	1	1	4	4.0	1.52	1	0	0	2	4	4.14	1.67	1	0	2	1	3	3.71	1.14
G2 G2 d, s 3-4	10	1	0	1	1	7	4.3	2.83	0	0	2	2	6	4.4	2.45	0	1	1	5	3	4.0	2.0
G3 G2 d, s 5-6	7	0	1	0	0	6	4.58	2.61	0	0	1	2	4	4.42	1.67	0	0	2	2	3	4.14	1.34
Difficulty	G	$\overline{resp}(4,G)$					$\overline{resp}(6,G)$					$\overline{resp}(5,G)$										
G1 G2 d, s 7-9	7	0	0	2	3	2	4.0	1.34	0	0	2	3	2	4.0	1.34	0	1	0	2	4	4.2	1.67
G2 G2 d, s 3-4	10	1	2	2	3	2	3.3	0.71	0	1	1	3	5	4.2	2.0	1	0	0	2	7	4.4	2.92
G3 G2 d, s 5-6	7	0	1	1	2	3	4.0	1.14	1	0	2	3	1	3.42	1.14	0	1	0	3	3	4.14	1.52

Table 2. Students' responses, in terms of interest and difficulty, to the tasks.

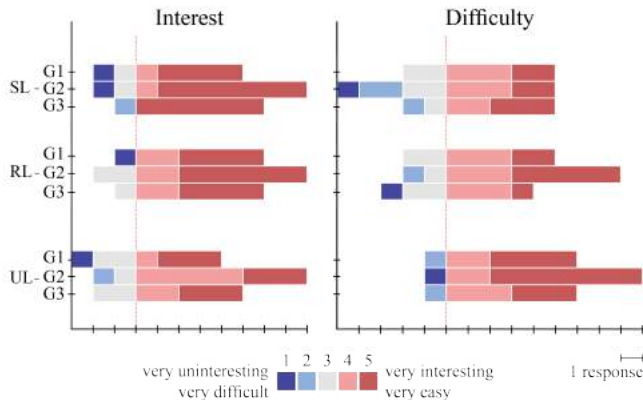


Figure 5. Interest and difficulty levels of the tasks in G2 d, s 7-9 (G1), 3-4 (G2), and 5-6 (G3) in terms of supervised (SL), reinforcement (RL), and unsupervised (UL) learning.

Most of the children could only identify the task with the help of the teacher. However, the children in the high school group, who were 13-14 years old, showed more interest and found the tasks easier. They also followed the instructions more easily. The children in the high school group, who were 13-14 years old, showed more interest and found the tasks easier. They also followed the instructions more easily.

Perception of Reinforcement Learning

The children in the high school group found the tasks more interesting and easier than the children in the middle school group. The children in the high school group found the tasks more interesting and easier than the children in the middle school group. The children in the high school group found the tasks more interesting and easier than the children in the middle school group.

The children in the high school group found the tasks more interesting and easier than the children in the middle school group. The children in the high school group found the tasks more interesting and easier than the children in the middle school group.

difficult, while the children in the middle school group found the tasks more interesting and easier than the children in the high school group.

Perception of Unsupervised Learning

The children in the high school group found the tasks more interesting and easier than the children in the middle school group. The children in the high school group found the tasks more interesting and easier than the children in the middle school group.

The children in the high school group found the tasks more interesting and easier than the children in the middle school group. The children in the high school group found the tasks more interesting and easier than the children in the middle school group.

Student Motivation and Feedback

Of the children in the high school group, 75% responded that they would continue to work on the tasks, and 25% indicated that they would not. The children in the high school group, 75% responded that they would continue to work on the tasks, and 25% indicated that they would not. The children in the high school group, 75% responded that they would continue to work on the tasks, and 25% indicated that they would not.

Discussion

By ,x3, 2 , ning wiith ih, 3l yg2ounds nd co 3l, iing ih, fou2 odul, s, child2 n f2o 32 2y io high school ,x3, 2- ,nc, d ih, i, chnic l 3 2 of chin, l, 2ning in 32 ciic, . Th, y i ughi ih, 2booi by i2 ining si 3l, n, u2 l n, iwo2ks nd ,x3lo2 d how ih, 2booi c n l, 2n wiith 2 w 2ds by ,x- 3, 2 , ning wiith ih, Q-1, 2ning lgo2ih .Th, y lso f il- i 2z, d ih, s, lv, s wiith unsu3, 2vis, d l, 2ning by ,x3lo2ng ih, k- , ns lgo2ih un3lugg, d.

W, d, onsi2 i, d ih i ou2 332o ch io ini2oducing su3, 2- vis, d, unsu3, 2vis, d, nd 2 info2, , ni l, 2ning could 2 is, ih, ini, 2 si of siud, nis nd b, cc, ssibl, , v, n io young chil- d2 n. W, includ, consid, 2 iions fo2 fui2, 332o ch, s io i, ching chin, l, 2ning wiith 2boois nd 3l yfuln, ss.

Introduce playfulness to machine learning extensions.

W, c2 i, d, ng ging l, 2ning i, 2 ls nd n, ily k, 3i, x- i, nsions, so ih i young siud, nis could i , 2s, ih, s, lv, s in ih, chin, l, 2ning io3ics. This 332o ch, s d, sc2b, d in “M, ihodology nd Cu22iculu 1, sign,” w s , v, n w, ll 2 c, iv, d by ih, young siud, nis. Alihough on, of ou2obj, c- iiv, s w s io giv, ih, child2 n o2 2o fo2, x3, 2 , ni - iion, ihis w s only 3 2ly chi, v, d. W, obs, 2v, d ih i osi siud, nis, x3, 2 , ni, d wiith ih, und, 2ying 32oc, ss, s nd l- go2ih s b, s, d on ih, i, 2 ls w, 32ovid, d. Only so , siud, nis who w, 2 f si, 2 ih n oih, 2s, nd ihus h d ii , io wo2k fu2h, 2 on ih, i2 32oj, cis, c2 i, d o2 co 3lic i, d l, 2ning ,nvi2on , nis o2 o2 co 3l, x n, iwo2k 2chii, c- iu2 s. Th, 2 fo2, iink, 2ng wiith ih, i2 32oj, cis should b, , x- 3 nd, d nd , 3h siz, d in ih, fui2.

Let the robot learn and allow it to make mistakes. By i, ching ih, si ul i, d 2booi nd ,x3, 2, ncing ih, ,nvi2on- , ni f2o ih, g, ni’s 3, 2s3, ciiv, , ih, siud, nis g in, d in- sighis inio how ih, 2booi 3, 2, iv, s ih, ,nvi2on , ni nd how ii l, 2ns. Th, y lso d, , 3, n, d ih, i2 , ni l od, ls of ih, c - 3 billii, s nd li ii iions of diff, 2 ni chin, l, 2ning 3- 32o ch, s. Th, child2 n w, 2 , ng g, d in 2 s, 2ching why ih, 2booi did noi l, 2n 32b3, 2y nd why ii could noi find iis w y oui f2o ih, l by2nih. Th, y lso wish, d io “i2 in” ih, n, u- 2 l n, iwo2k so ih i ih, 2booi b, h v, s co22, cily. W, d, si il 2obs, 2v iion s Lin, i l. (2020) ih i ih, 2booi’s, 22o2 c n b, us, d io d, onsi2 i, ih i ih, g, nis 2 i2 in bl, nd ih i ih, y 2 noi 3, 2, ci.

Focus the design on the youngest students, and accom- modate the older ones at the same time. Ins3i2, d by chil- d2 n’s books on chin, l, 2ning io3ics, w, d, sign, d ou2 i, 2 ls nd , xi, nsions wiith young siud, nis in ind. W, d 3i, d ih, io3ics in i, 2 s of i, chnic l voc bul 2y by 2 fo2- ul iing ih, d, sc23iions inio ih, sio2y-lik, n 22 iiv, s nd 2 vising ih, i, 2 inology. Fo2 visu l co unic iion, w, us, d co ies, h nd d2 wings, nd colo2ful illusi2 iions. Boih 32 2y- nd high-school siud, nis found ih, d, sign of ih, , xi, nsions nd i, 2 ls 33, ling. This , ihod of 32 s, ni- ing co 3lic i, d con, ni c n b, us, d in ih, fui2.

Conclusion and Future Work

In ihis wo2k, w, 32 s, ni, d ou2 332o ch io ih, ini2oduciuon of chin, l, 2ning using 2boois, o2i, ni, d iow 2ds 3l yful l, 2ning nd child-c, ni, 2 d d, sign. Th, v si jo2iy of child2 n in ll ih2, , g, g2ou3s 3, 2, iv, d ih, io3ics s , x- ciing nd , sy io follow, nd ih, y, x32 ss, d ih, ini, niion io l, 2n o2 boui AI nd chin, l, 2ning. W, 32o oi, d i2 ns3 2 ncy in ih, und, 2ying 32oc, ss, s nd lgo2ih s by 32oviding , xi, nsions of ih, O3, n Rob, 2 L b ih i 2 v, l ih, chin, l, 2ning lgo2ih s. Alihough ih, , xi, nsions c n b, , sily o3, 2 i, d vi ih, O3, n Rob, 2 L b ini, 2f c, , ih, c2iic l co 3l, xiiv of ih, und, 2ying 32oc, ss, s is noi losi. All ih2, , g, g2ou3s could i, ch ih, 2booi diff, 2 ni b, - h vio2s in ih, N, u2 l N, iwo2k Pl yg2ound by , x3lo2ng ih, b sic 32nci3l, s of su3, 2vis, d l, 2ning. Th, y lso , x3lo2 d 2 info2, , ni l, 2ning si, 3 by si, 3 wiith ih, Q-1, 2ning Pl yg2ound. Fo2 unsu3, 2vis, d l, 2ning, w, d 3i, d ih, k- , ns clusi, 2ng lgo2ih , nd ih, child2 n, x3lo2 d ii un- 3lugg, d. Ov, 2 ll, od, ling nd 32 ciic l si ul iion c2 i, d o2 3l yfuln, ss nd fun in l, 2ning, wiithoi king ih, l, 2ning 32oc, ss l, ss d, nding nd, n2ching.

W, , v lu i, d ih, child2 n’s 3, 2, 3iion of ih, 32o3os, d chin, l, 2ning io3ics. Th, 2 sulis indic i, ih i ih, v si jo2iy of ih, siud, nis found ih, io3ics, ng ging nd , sy io follow. W, ini, nd io i, si ih, i2 und, 2si nding nd ih, , f- f, ciiv, n, ss of ou2, xi, nsions in ih, fui2.

W, lso i io i 3l, , ni o2 o3, n ciiviii, s, so ih i child2 n h v, o2 s3 c, io , x3lo2 nd, x3, 2 , ni. In d- diiion, w, ho3, fo2 o2 coll bo2 iion ciiviii, s b, iw, , n ih, siud, nis, s ihis w s noi 3ossibl, du, io ih, li ii iions of COV11 -19. W, 3l n io ini, g2 i, clusi, 2ng inio ih, 2booi si ul iion, nvi2on , ni of ih, O3, n Rob, 2 L b nd io i- g2 i, ll ih, , xi, nsions f2o si ul i, d io 2, l 2boois.

Acknowledgments

W, 2 g2 i, ful io ih, nony ous 2 vi, w, 2s fo2ih, i2h, l3ful co , nis. W, would lso lik, io ih nk ih, child2 n who 3 2ici3 i, d in ihis siudy s w, ll s *Cok ngschule jun o* fo2 32oviding us wiith ih, o33o2uniiv io i, si ih, , xi, nsions nd i, 2 ls nd fo2 su33o2ing us in o2g nizing ih, s, ssions. Fin lly, w, wish io ih nk ih, *Robe ta In t at ve f2o* F2 un- hof, 2 IAIS nd R, inh 2d Budd, , Ph1 , who su33o2, d us wiith ih, i2, x3, 2is, on ih, O3, n Rob, 2 L b nd oih, 2h, l3- ful dvic, .

This 2 s, 2ch is su33o2, d by ih, Co 3, i, nc, C, ni, 2 fo2 M chin, L, 2ning Rhin, -Ruh2(ML2R), which is fund, d by ih, F, d, 2 l Minisi2y of Educ iion nd R, s, 2ch of G, 2 ny (g2 ni no. 01|S18038B).

References

- A 2s, ih, E. J. 1998. *Cybe text: Pe spect ves on E gok c L t e atu e*. Johns Ho3kins Univ, 2siy P2 ss. doi.o2g/10.2307/1513408
- Bl k, l, y, H. P., nd C. B2 z, l. 2019. *An Eth cs of A t f c al Intell gence: Cu culum fo M kkle School Stukents*. MIT M, di L b.
- B2 ii, nb, 2g, V. 1986. *Veh cles: Expe ments n Synthet c Psychology*. MIT P2 ss. doi.o2g/10.1016/0004-3702(85)90057-8
- B2 d, nf, ld, A., nd T. L, i b ch. 2010. Th, Rob, 2i @ Ini ii iiv, . In *2nk Inte nat onal Confe ence on SIMULATION, MODELING ank PROGRAMMING fo AUTONOMOUS ROBOTS (SIMPAN 2010) p oceek ngs*, 558–67. 1 2 si di (G, 2 ny).
- C si, ll , K. 2018. *Des gn ng fo K ks: C eat ng fo Play ng, Lea n ng, ank G ow ng*. N, w Yo2k: Rouil, dg, . doi.o2g/10.4324/9781315266015-1
- Ciul , A., Ø. Eid, , C. M 22 s, nd P. S hl, . 2018. Mod, l-ling, Thinking in P2 ciic, ; An Ini2oduciion, In HISTORICAL SOCIAL RESEARCH, (31) 7-29. doi.o2g/10.12759/hs2su331.31.2018.7-29
- Cl 2k, , B. 2019. A2ifici l Ini, llig, nc, - Ali, 2n i, Cu22iculu Unii. In Univ, 2siy of O2 gon: Ex3lo2ng Co 3ui, 2 Sci, nc, .
- l , uisch, 2Bund, si g. 2020. M, h2h, ii d, 2F2 kiion, n g, g, n d, n B, g2ff “R ss, ” i G2ndg, s, iz. In *19. Wahlpe oke – 196. S tzung: Tageso knungspunkte 27 a b s 27 e*, 24766-80. B, 2in.
- l odds, Z., L. G. G2 , nw ld, A. How 2d, S. T, j d , nd J. B. W, inb, 2g. 2006. Co 3on, nis, Cu22iculu , nd Co uniy: Robois nd Roboicis in Und, 2g2 du i, AI Educ iion, *AI Magaz ne*, 27: 11-22.
- l 2ug , S. 2018. G2owing U3 wiih AI: Cogni i, s: f2b Coding io T, ching M chin, s. M si, 2 ih, sis, P2og2 in M, di A2s nd Sci, nc, s, M ss chus, iis Insiiiui, of T, chnology, C b2dg, , MA.
- l 2ug , S., R. Willi s, H. W. P 2k, nd C. B2 z, l. 2018. How s 2i 2 ih, s 2i ioyos? Child2n nd 3 2 nis’ g, ni ini, 2 ciion nd ini, llig, nc, ii2buiion. In *P oceek ngs of the 17th ACM Confe ence on Inte act on Des gn ank Ch l k en*. doi.o2g/10.1145/3202185.3202741.
- Fl n g n, M. 2009. *C t cal Play: Rak cal Game Des gn* (MIT P2 ss). hii3s://doi.o2g/10.7551/ ii32, ss/7678.001.0001.
- G, lf, 2, A. 2016. *How to Do Sc ence w th Mokels: A Ph losoph cal P me* . S32ng, 2 Ini, 2n iion l Publishing. doi.o2g/10.1007/978-3-319-27954-1.
- Godf2 y-S iih, P. 2009. Mod, ls nd Ficiions in Sci, nc, , *Ph losoph cal Stuk es*, 143. 10.1007/s11098-008-9313-2.
- Hii2on, T., Y. O2, v, I. W ld, A. Sh i2, H. E2 l, nd O. Zuck, 2 n. 2019. C n Child2 n Und, 2si nd M chin, L, 2ning Conc, 3is? Th, Eff, ci of Uncov, 2ng Bl ck Box, s, In *P oceek ngs of the 2019 CHI Confe ence on Human Facto s n Comput ng Systems*. doi.o2g/10.1145/3290605.3300645.
- J izl u, S., T. Mich , li, S. S, , g, 2 2, nd R. Ro , ik, . 2019. Ii’s noi M gic Afi, 2All @ M chin, L, 2ning in Sn 3! using R, info2x, , ni L, 2ning, *2019 IEEE Blocks ank Beyonk Wo kshop (B&B)*: 37-41.
- Josi, B., M. K, ii, 2, R. Budd, , nd T. L, i b ch. 2014. G2 3hic l P2og2 ing Envi2on , nis fo2 Educ iion l Robois: O3, n Rob, 2i - Y, i Anoih, 2On, ? In *2014 IEEE Inte nat onal Sympos um on Mult mek a*, 381-86. 10.1109/ISM.2014.24.
- K hn, K., Y. Lu, J. Zh ng, N. Wini, 2s, nd M. G o. 2020. l , , 3 L, 2ning P2og2 ing by All, In *Const uct on sm 2020: Explo ng, Test ng ank Extenk ng ou Unke stank ng of Const uct on sm confe ence p oceek ngs*, 1 ublin.
- K hn, K., R. M, g s 2i, E. Pi ni 2i, nd E. Jun , ii. 2018. AI 32og2 ing by child2 n using Sn 3! block 32og2 ing in d, v, lo3ing couni2y. Vol 11082. S32ng, 2 doi.o2g/10.1007/978-3-319-98572-5.
- K hn, K., nd N. Wini, 2s. 2017. Child-f2ndly 32og2 - ing ini, 2f c, s io AI cloud s, 2vic, s. In *Lavoué É., D achsle H., Ve be t K., B o s n J., Pé ez-Sanagustin M. (eks) Data D ven App oaches n D g tal Ekucat on. EC-TEL 2017. Lectu e Notes n Compute Sc ence*, vol 10474. S32ng, 2 Ch . doi.o2g/10.1007/978-3-319-66610-5_64.
- K, ii, 2, M., B. Josi, T. L, i b ch, nd R. Budd, . 2015. O3, n Rob, 2i - W, b B s, d A332b ch Visu lly P2og2 R, l Educ iion l Robois, *Læ ng & Mek e (LOM)*, 8.
- Lin, P., J. V. B2u , l, n, G. Lukin, R. Willi s, nd C. B2 z, l. 2020. Zho2 i: l, signing Conv, 2s iion l Ag, ni fo2 Child2 n io Ex3lo2, M chin, L, 2ning Conc, 3is. In *P oceek ngs of the AAAI Confe ence on A t f c al Intell gence*. Associ iion fo2ih, Adv nc, , ni of A2ifici l Ini, l-ling, nc, . doi.o2g/10.1609/ i.v34i09.7061.
- Long, l , nd B. M g, 2ko. 2020. Wh i is AI Lii, 2 cy? Co 3, i, nci, s nd l , sign Consid, 2 iions. In *P oceek ngs of the 2020 CHI Confe ence on Human Facto s n Comput ng Systems*. doi.o2g/10.1145/3313831.3376727.
- Mich , li, T., S. S, , g, 2 2, nd R. Ro , ik, . 2020. Looking B, yond Su3, 2vis, d Cl ssific iion nd I g, R, cogniion @ Unsu3, 2vis, d L, 2ning wiih Sn 3! In *Const uct on sm 2020: Explo ng, Test ng ank Extenk ng ou Unke stank ng of Const uct on sm confe ence p oceek ngs*, 1 ublin.
- N, 2s, ssi n, N. J. 2008. *C eat ng Sc ent f c Concepts* (MIT P2 ss). doi.o2g/10.7551/ ii32, ss/7967.001.0001.
- P 3, 2, S. 1993. *Mnksto ms: Ch lk en, Compute s, Ank Powe ful Ikeas*. B sic Books.

P 3, 2, S., and I. H. 21. 1991. *Constitutionalism: Research Reports and Essays, 1985-1990*. Abingdon Publishing Co. doi.org/10.1037/031551.

Qu, J., R. L., F. B. F. S., C. Li., and P. Li. 2020. Artificial intelligence: defining artificial intelligence, general public, *AI & Society* 2006.04013.

R. Snick, M., and K. Robinson. 2017. *Lafong Knegaten: Cultural Change Through Projects, Passions, and Play*. MIT Press. doi.org/10.7551/ii-32-ss/11017.001.0001.

R. Snick, M., and B. Silverman. 2005. Social, cultural, and signing considerations for kids. In *Proceedings of the 2005 Conference on Intelligent and Knowledge-Based Systems*: 117-22. doi.org/10.1145/1109540.1109556.

Russell, S., and P. Norvig. 2016. *Artificial Intelligence: A Modern Approach*. Pearson. doi.org/10.1016/j.aim.2011.01.005

Sullivan, K., K. S. T. Kinoshita, E. Zin, and Askew. 2004. *Rules of Play: Game Design Fundamentals* (MIT Press).

Silkin, J. N. J. J. 2006. *Encyclopedia of Measurement and Statistics*. Sage Publications, Inc: Thousand Oaks. doi.org/10.4135/9781412952644.n47.

Sloan, A. 2009. Teaching AI and Philosophy in School? *Newsletter on Philosophy and Computing*, 9(1), 42-48.

Toivonen, T., I. Joutsen, and M. Tuomi. 2017. An Open Robotics Environment, in *Proceedings of the 2017 IEEE Conference on Artificial Intelligence and Robotics*, in *Proceedings of the 2017 IEEE Conference on Artificial Intelligence and Robotics*, in *Proceedings of the 2017 IEEE Conference on Artificial Intelligence and Robotics*. doi.org/10.1007/978-3-319-62875-2_29.

Toussaint, L., C. G. Bohn, M. Cunniff, F. M. Zin, and L. S., -ho. 2019. Envisioning AI for K-12: What Should Every Child Know about AI? In *Proceedings of the AAAI Conference on Artificial Intelligence*, 33(01), 9795-9799. Hillside, NJ: AAAI Press. doi.org/10.1609/aaai.v33i01.33019795.

Williams, R., H. W. Park, and C. B. Z. I. 2019. Artificial Intelligence: The Impact of Artificial Intelligence, Activities on Young Children's Perceptions of Robots, In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems*. doi.org/10.1145/3290605.3300677.

Williams, R., H. W. Park, L. Oh, and C. B. Z. I. 2019. Artificial Intelligence in Early Childhood Education, In *Proceedings of the 9th Symposium on Advances in Artificial Intelligence (AAAI '19)*. Menlo Park, CA, USA: AAAI Press. doi.org/10.1609/aaai.v33i01.33019729.

Wong, G. K. W., X. M., P. Hill, and J. Hu. 2020. Building Artificial Intelligence Education in K-12, *Association for Computing Machinery Inroads*, 11: 20-29.

Open Roberta Lab: lab.open-roberta.org, retrieved: 16.12.2020.
Teachable Machines: teachablemachine.withgoogle.com, retrieved: 16.12.2020; machinelearningforkids.co.uk, retrieved: 16.12.2020; Cognimates: cognimates.me/home, retrieved: 16.12.2020.
The research took place in a German-language setting in Germany. Questions about "race" or affiliation to minorities are considered offensive and inappropriate in Germany (Deutscher Bundestag 2020).