

# High School

## English

- Activity: Finding texts that feature a particular theme, literary device, setting, etc. Essentially use it as a search engine.

- Expected Outcomes: Stories that feature particular themes that can be assigned to students
- Assessment: If the stories the engine provides fit the parameters requested.

- Activity: Generating examples of texts in particular styles - extremely time consuming for a teacher, but if the engine can provide a reasonable example that students can understand then that would be valuable

Last year, students were tasked with writing a soliloquy about a story, but many wrote a first person retelling, which is a similar form, but it is not the same. If students can be provided examples of both, they would have guidelines for what to do and not to do.

- Expected Outcomes: Good examples of text forms that students are not entirely familiar with
- Assessment: If the engine does not provide fitting examples of the text forms, then it should not be used, as it might confuse students more.

- Activity: Transcribing oral feedback from student conferences, giving students a way to quickly access it without having to listen to several minutes of audio. Text is more easily accessible a lot of the time, since it can be visually scanned with greater ease.

- Expected Outcomes: Students will receive a fairly accurate transcript of their conference meetings, which they can use to revise their work before submitting a final draft.

- Activity: Generate essay prompts: Ask chatGPT to state a claim about a text based on a few parameters. For instance, "what is the significance of violence as a theme in Antigone". Then, have students argue with that claim in an essay.

- Tool/Resources: chatGPT

- Expected Outcomes: Students will produce an essay defending or disputing a claim made by the engine, providing arguments based on textual evidence.

- Assessment: Graded as a standard essay. The tool would be assessed on its ability to provide a complex claim that can spark adequate debate.

## High School

### Español

- Activity: Comprensión de lectura. Texto y actividad para un alumno con problemas de dislexia.
- Tool/Resources: Chat GPT
- Expected Outcomes: Texto y actividad

## High School

### Individuals and societies

- Activity: Students could use AI tools to create historical settings and reenact historical or geographical events.
- Tool/Resources: Visla / ChatGPT /
- Expected Outcomes: Travelling geographically and in time can be useful for our subject to help students to understand the different settings that exist and what life was like in the past which can give a better perspective of the historical events and their background. It could also allow students to understand the changes that happened throughout history and how they have impacted the development of societies and communities.
- Assessment: Compare and contrast essays;  
Artistic representations of historical events;  
Using the information to create solutions for current societal issues;

## Middle School

### Español, lengua y adquisición

- Activity: Diálogo con el chat sobre:
  - a- Madrid
  - b- la familia
- Tool/Resources: Chat GPT
- Expected Outcomes: Practicar el diálogo y corregir los errores.

## Middle School

### Mfl

- Activity: The objective is to help the student understand the use of "complément d'objet direct" and "complément d'objet indirect" through inductive grammar and dialogue.

Proposition: a dialogue between two friends where the "complément d'objet direct" and "complément d'objet indirect" are correctly used/demonstrated.

- Tool/Resources: chat gpt, hey mind

- Expected Outcomes: The students will be able to identify the terms and understand their use.

- Activity: The objective is for the student to start understanding the main aspects of "Complément d'objet direct" and "complément d'objet indirect" in French through inductive grammar, and concrete examples.

- Tool/Resources: a dialogue

- Expected Outcomes: the student will be able to identify and highlight the "COD" and "COI"

## Middle School

### Maths

- Activity: Create worksheets and assessment to specific MYP criteria.

Write feedback to formatives based on student performance.

Give more ideas for real life applications of mathematical concepts.

Simulated data for assessment or projects

- Tool/Resources: ChatGPT

- Expected Outcomes: List of exercises and assessment ideas for specific MYP criteria.

Speeding up the process of feedback giving.

Enrich classes.

- Assessment: Day-to-day observation.

## Middle School

## Spanish

- Activity: Necesitamos una actividad para enseñar y ejercitar el Imperativo afirmativo y negativo de verbos regulares para alumno de séptimo grado de Español.

- Tool/Resources: chat gpt -hey mind

- Expected Outcomes: El alumno aprenderá a usar correctamente el Imperativo.

- Assessment: Oral y escrito.

- Activity: Necesitamos una actividad de práctica y enseñanza del Imperativo regulares afirmativo y negativo para alumnos de séptimo grado de Español.

- Tool/Resources: Videos- ejercicios gramaticales- textos- juegos

- Expected Outcomes: El alumno aprenderá a usar el Imperativo de forma correcta.

- Assessment: escrito y oral.

## Middle School

### Science

- Activity: create an inquiry based sequence of lessons on a specific topic, with follow-up questions to create worksheets for experiments (with lists of equipment and risk assessments etc)

- Activity: asking chatGPT to create practice questions for scientific calculations and tutorials on how to solve them

- Activity: ask chatgpt to create data and question prompts that tell students how to analyse it

## Primary

### Maths

- Activity: Give me an assessment for algebra that is not a test for grade 5

ChatGPT

Assessment for Algebra (Not Suitable for Grade 5)

Objective: The following assessment is designed to evaluate algebraic understanding and problem-solving skills beyond the level of a typical Grade 5 curriculum. It is intended for students who have already mastered elementary algebra concepts and are ready to tackle more challenging problems.

Note: This assessment assumes the student has a solid understanding of basic algebraic operations, solving linear equations, and working with expressions.

### Part I: Multiple Choice

Simplify the following expression:  $(2x^2 - 3x + 4) + (x^2 + 5x - 1)$

- a)  $3x^2 + 2x + 3$
- b)  $3x^2 + 2x + 3$
- c)  $3x^2 + 2x + 5$
- d)  $3x^2 + 8x + 3$

Solve for  $x$  in the equation:  $2(3x - 4) + 5 = 3(x + 2) - 1$

- a)  $x = 3$
- b)  $x = 2$
- c)  $x = -1$
- d)  $x = -2$

Factor the quadratic expression:  $6x^2 - 13x + 6$

- a)  $(2x - 3)(3x - 2)$
- b)  $(2x - 3)(3x - 2)$
- c)  $(3x - 2)(2x - 3)$
- d)  $(6x - 1)(x - 6)$

### Part II: Short Answer

Given the function  $f(x) = 2x^3 - 5x^2 + 3x - 1$ , find the  $x$ -intercepts and  $y$ -intercept.

Solve the system of equations:

$$2x + 3y = 10$$

$$4x - y = 5$$

### Part III: Problem-Solving

The sum of two consecutive odd integers is 64. Find the two integers.

A rectangular garden has a length that is three times its width. If the area of the garden is 192 square meters, find its dimensions.

### Part IV: Extended Response

The height (in meters) of a projectile launched vertically from the ground can be represented by the function  $h(t) = -4.9t^2 + vt + s$ , where  $t$  is the time in seconds,  $v$  is the initial velocity in m/s, and

User

not questions, something more interactive

ChatGPT

Sure! Here's an interactive algebra activity that involves solving equations and finding the value of unknown variables.

#### Activity: Equation Solving Challenge

Objective: The goal of this activity is to practice solving equations and finding the values of unknown variables by completing a series of interactive challenges.

Materials Needed:

Pen and paper (or a calculator if preferred)

Instructions:

### Challenge 1: Single-Step Equations

Solve the following single-step equations for x:

a)  $5x + 8 = 23$

b)  $2x - 4 = 10$

c)  $3(x + 7) = 45$

### Challenge 2: Two-Step Equations

Solve the following two-step equations for x:

a)  $3x + 7 = 16$

b)  $2x - 5 = 3x + 2$

c)  $4(x - 2) = 16$

### Challenge 3: Multi-Step Equations

Solve the following multi-step equations for x:

a)  $2(x + 5) - 3 = 2x + 7$

b)  $3(2x - 4) + 5 = 2(3x + 1) - 3$

c)  $5x - 8 + 2(x - 3) = 3(x + 2)$

### Challenge 4: Word Problems

Solve the following word problems by setting up and solving the appropriate equations:

a) The sum of two consecutive even integers is 34. Find the integers.

b) A car rental company charges a \$30 fee plus \$0.20 per mile driven. If the total cost was \$50, how many miles were driven?

How to Play:

Choose a challenge level (1 to 4) based on your comfort and knowledge in algebraic equations.

Attempt to solve each equation or word problem presented in the chosen challenge.

Write down your step-by-step solution process on paper or use a calculator if needed.

Once you have solved all the equations or word problems in a challenge, check your answers and

calculations.

For incorrect answers, review your solution and identify any mistakes.

If you find this activity easy, challenge yourself further by creating more complex equations or word problems for a friend to solve.

Benefits:

This interactive activity helps reinforce algebraic equation-solving skills.

It provides practical examples of applying algebra to real-world problems.

Encourages critical thinking and problem-solving abilities.

Remember to have fun while solving equations and challenging yourself to improve your algebra skills!

User

can you create a game?

ChatGPT

Absolutely! Let's create an interactive and engaging algebraic math game called "Algebraic Quest."

Game Title: Algebraic Quest

Objective: The objective of the game is to solve algebraic equations, earn points, and progress through various levels of difficulty.

Materials Needed:

Pen and paper (optional, for calculations)

Game Instructions:



## Setting up the Game:

The game can be played on a computer or mobile device.

Create a user account or play as a guest to start the game.

Select a difficulty level: Easy, Medium, or Hard.

## Gameplay:

The player embarks on an adventure in a magical world filled with challenges and puzzles.

The player encounters characters and creatures who present algebraic equations to solve.

Each level comprises a series of equations that the player must solve within a given time limit or number of attempts.

The player earns points for each correct answer and loses points for incorrect answers or using hints.

## Equation Challenges:

In the Easy level, players encounter basic single-step equations like  $3x + 5 = 20$ .

In the Medium level, players face two-step equations like  $2(x + 3) = 14$  or problems involving distributive property.

In the Hard level, players tackle complex multi-step equations like  $2x^2 + 3x - 4 = 0$  or word problems involving algebraic expressions.

## Hints and Help:

Players can use in-game hints to get guidance on how to solve an equation.

Each hint costs some points, so players must use them wisely.

Players can earn additional hints by reaching specific milestones or levels.

## Boss Battles:

At the end of each level, players face a "Boss Battle," where they must solve a challenging equation against a powerful adversary.

Success in the Boss Battle unlocks the next level and a new set of equations.

## High Scores and Leaderboard:

The game tracks the player's score and progression through various levels.

Players can compete for high scores and check their ranks on the leaderboard.

Bonus Features:

Gamification elements like collectible rewards, badges, and achievements can be integrated to motivate players.

Customizable avatars and character upgrades can be earned through accomplishments in the game.

Remember, the key to a successful game is to strike the right balance between challenging gameplay and an engaging storyline. By combining algebraic problem-solving with a captivating fantasy adventure, "Algebraic Quest" can make learning algebra an exciting and rewarding experience.

User

can you make it simpler

ChatGPT

Certainly! Let's create a simpler algebraic math game called "Algebraic Adventure."

Game Title: Algebraic Adventure

Objective: The objective of the game is to solve algebraic equations correctly and progress through levels to become an algebra master.

Materials Needed:

Pen and paper (optional, for calculations)

Game Instructions:

Setting up the Game:

The game can be played on a computer, mobile device, or on physical cards.

Choose a starting level: Beginner, Intermediate, or Advanced.

Gameplay:

The player embarks on an adventurous journey through different realms.

Each realm contains a series of algebraic equations that the player needs to solve to move forward.

The player earns points for each correct answer and progresses through levels by completing challenges.

Equation Challenges:

In the Beginner level, players encounter basic single-step equations like  $2x + 3 = 9$ .

In the Intermediate level, players face two-step equations like  $3(x - 5) = 18$  or problems with simple fractions.

In the Advanced level, players tackle multi-step equations like  $2(3x - 4) + 5 = 3(x + 2) - 1$ .

Help and Hints:

Players can access a "Help" option to get step-by-step guidance on how to solve an equation.

Each equation comes with a "Hint" button that provides a useful clue for solving it.

Level Completion:

Complete all the equations in a realm to unlock the next realm.

Successfully solve all equations in the Advanced level to become an "Algebra Master."

High Scores and Achievements:

The game keeps track of the player's progress and scores on each level.

Players can earn achievements for reaching specific milestones, like solving 50 equations correctly in a row.

Quick Challenge Mode:

A time-based mode allows players to solve as many equations as possible within a set time.

The quicker they solve, the higher the score they earn.

Offline Play (Physical Cards):

For a physical version, create cards with algebraic equations, categorized by difficulty levels.

Players draw cards, solve the equations, and progress through levels by completing sets of cards.

"Algebraic Adventure" provides a fun and simplified way to practice algebraic equations while exploring exciting realms. The game encourages players to improve their algebra skills as they move through different levels of difficulty, making learning algebra an enjoyable experience.

- Tool/Resources: Chat GTP

- Expected Outcomes: Strengthened Algebra Skills: Players will improve their ability to solve algebraic equations confidently.

Increased Motivation: The game's interactive and engaging nature will keep players motivated to practice algebra.

Real-Life Relevance: Solving word problems will help players see the practical applications of algebra in everyday scenarios.

Enhanced Speed and Accuracy: Players will work on improving their speed and accuracy in solving equations.

Positive Learning Experience: The enjoyable game format will create a positive and fun learning environment for algebra.

- Assessment: specific assessment questions for the "Algebraic Adventure" game:

Level: Beginner

Solve the equation:  $3x + 7 = 16$

- a)  $x = 5$
- b)  $x = 3$
- c)  $x = 4$
- d)  $x = 6$

Find the value of  $x$ :  $2(x - 5) = 18$

- a)  $x = 10$
- b)  $x = 9$
- c)  $x = 8$

d)  $x = 7$

Solve the following word problem: The sum of two consecutive odd integers is 37. Find the integers.

- a) 18 and 19
- b) 17 and 18
- c) 19 and 20
- d) 16 and 17

Level: Intermediate

Solve the equation for  $x$ :  $3x + 2 = 2(x + 5) - 1$

- a)  $x = 3$
- b)  $x = 4$
- c)  $x = 2$
- d)  $x = 5$

Simplify the expression:  $2(3x - 4) + 5 = 3(x + 2) - 1$

- a)  $2x + 3 = 4$
- b)  $3x + 2 = 1$
- c)  $6x - 3 = 3$
- d)  $6x - 8 + 5 = 3x + 6 - 1$

Find the solution to the word problem: A car rental company charges a \$30 fee plus \$0.20 per mile driven. If the total cost was \$50, how many miles were driven?

- a) 50 miles
- b) 100 miles
- c) 75 miles
- d) 125 miles

Level: Advanced

Solve the equation for  $x$ :  $2x^2 + 3x - 4 = 0$

- a)  $x = -2$  and  $x = 2$

b)  $x = 1$  and  $x = -2$

c)  $x = -1$  and  $x = 2$

d)  $x = 1$  and  $x = 4$

Simplify the expression:  $4(3x - 2) + 5 = 2(3x + 1) - 3$

a)  $x = -1$

b)  $x = 0$

c)  $x = 1$

d)  $x = 2$

Solve the following word problem: The product of two consecutive even integers is 168. Find the integers.

a) 12 and 14

b) 14 and 16

c) 10 and 12

d) 16 and 18

Note: The questions provided here cover different levels of difficulty, ranging from beginner to advanced. The actual game can have additional questions and variations to offer a comprehensive assessment of the player's algebraic skills and progress.

Assessment: "Algebraic Adventure" Game Challenge

Objective: This assessment aims to evaluate the player's proficiency in solving algebraic equations and their understanding of various algebraic concepts through the "Algebraic Adventure" game.

Instructions:

Start the "Algebraic Adventure" game on the chosen difficulty level (Beginner, Intermediate, or Advanced).

Play through the different realms and levels, solving equations as you progress.

Complete each realm by solving all the equations within the given time limit or attempts.

Pay attention to the feedback provided by the game, including hints and step-by-step solutions.

Keep track of your score, achievements, and progress through the game.

Assessment Criteria:

Accuracy: The number of equations solved correctly in each level will be assessed.

Speed: The time taken to solve equations, especially in time-based challenges, will be considered.

Level Completion: The ability to progress through different realms and levels will be evaluated.

Use of Hints: The player's use of hints and guidance provided by the game will be noted.

Performance on Word Problems: Success in solving algebraic word problems will be assessed.

Overall Progress: The player's advancement through the game and achievements will be taken into account.

Assessment Outcome:

The assessment will provide insights into the player's algebraic problem-solving skills, speed, and ability to apply algebraic concepts to real-life scenarios. It will also help identify areas for improvement and highlight the player's progress in becoming an algebra master.

Note: The "Algebraic Adventure" game is designed to make learning algebra fun and engaging. This assessment is meant to be a form of self-evaluation and not a formal graded test. The primary goal is to encourage continuous learning and improvement in algebraic skills while enjoying the interactive game format.