Summary of Subject Matter Applications

Subject: HUMANIDADES

Group: y5, y6 and Senior Humanities

Grade Level: Junior

Description of the activity / application:

Desarrollamos una activdad integrando :

Relacionar la siguiente letra de la canción (Más que ayer- Diego Torres) con eventos históricos sociales económicos negocios del SXXI para alumnos entre sexto y décimo

Tool to be used: Chat GPT

URL: https://chat.openai.com/

Expected Outcomes:

Conectar habilidades conceptuales y áreas de estudios entre Y5, Y6 y Y10

Assessment:

Comprobar la coherencia entre la letra y los eventos.

Subject: Spanish - Humanidades

Group: Y9

Grade Level: Senior

Description of the activity / application:

PROYECTO PRADO

Producir un guion en el que participen personajes masculinos y femeninos que respeten las características estereotípicas de los habitantes de Montevideo, Uruguay en 1900. Las temáticas del guión deben contemplar: tensiones morales de la época respecto al matrimonio, también tensiones políticas entre los partidos blanco y colorado, aspectos socio - económicos. Los personajes que intervienen deben ser cuatro: Etelvina de Haedo casada con Roberto de las Carreras, su hija María Asunción y su hermano Roberto Segundo

Tool to be used: Chat Gpt

URL: https://chat.openai.com/c/d6337c87-253a-47fa-aafc-a96bfe712708

Expected Outcomes:

'- El alumno debe mejorar el guion ofrecido por el Chat GPT en virtud de los contenidos y estrategias trabajadas en clase de Historia, Literatura y Comunicación.

- Identificar rasgos de estilo utilizados por Chat GPT

- Introducir citas de archivos históricos o textos literarios que el Chat GPT no haya contemplado'

Assessment:

'- Pensamiento Critico

- Presición histórica y literaria

- Organización del diálogo

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Subject: Science

Group: Year 3 and 4

Grade Level: Junior

Description of the activity / application:

Digestive system experiment - chat gpt to generate experiment / visla for explanatory video.

https://app.visla.us/project/view/1205647383589867520

Tool to be used: Chat Gpt / Visla

URL: https://chat.openai.com/share/0d613f5f-4656-44dd-a4e3-d4a65a84e83b%20

Expected Outcomes:

An easy and friendly way for students to understand how the experiment works (video).

Assessment:

Hands on experiment after watching video -

Subject: trastornos alimentarios

Group: psic y nutr

Grade Level: Senior

Description of the activity / application:

dialogo con adolescente con trastorno alimentario y como abordarlo con a sus padres

Tool to be used: chatGPT3.5

URL: https://chat.openai.com/c/70d0c2d0-a62a-4223-b730-ce2bc563df5a

Expected Outcomes:

Not Specified

Assessment:

Not Specified

Subject: Maths

Group: Y 10

Grade Level: Senior

Description of the activity / application:

Se entrega alos alumnos tabla de datos generados por chat GPT sobre temas de interés para alumnos de de Y10. Ejemplos:

Deportes: Pasión por el fútbol, historia del fútbol uruguayo, jugadores destacados, y otros deportes populares como el rugby, el básquetbol y el surf.

Tecnología y Comunicación: Uso de la tecnología en la sociedad uruguaya, acceso a internet y redes sociales, y el impacto de la tecnología en la vida cotidiana.

Salud y Bienestar: Prevención de enfermedades, salud mental, hábitos alimenticios saludables y la importancia del ejercicio físico.

Economía y Empleo: Principales sectores económicos del país, desafíos económicos y oportunidades laborales para los jóvenes en Uruguay.

Cultura Pop y Entretenimiento: Música uruguaya contemporánea, cine nacional, series de televisión y la influencia de la cultura pop en la juventud uruguaya.

Luego decidimos hacerlo sobre este tema:

Actividad: Análisis Estadístico de Deportes

Objetivo: Analizar datos estadísticos relacionados con el fútbol uruguayo y otros deportes populares, e interpretar conclusiones basadas en los resultados obtenidos.

Materiales necesarios:

Datos estadísticos sobre fútbol uruguayo y otros deportes (pueden ser goles anotados, partidos jugados, victorias, etc.).

Hoja de cálculo o software estadístico.

Papel y lápiz para tomar notas.

Pasos de la actividad:

Recopilación de datos: Proporciona a los alumnos datos estadísticos sobre el fútbol uruguayo y otros deportes populares, como el rugby, básquetbol y surf. Pueden ser estadísticas históricas o actuales sobre equipos, jugadores, partidos, etc.

Análisis de datos: Pide a los alumnos que utilicen una hoja de cálculo o software estadístico para organizar y analizar los datos proporcionados. Pueden calcular medidas estadísticas como la media, mediana, desviación estándar, etc., para cada deporte.

Creación de gráficos: Pide a los alumnos que creen gráficos adecuados para visualizar los datos. Por ejemplo, pueden hacer un histograma para mostrar la distribución de goles anotados por equipo en el fútbol uruguayo, o un gráfico de barras para comparar el número de victorias en rugby, básquetbol y surf.

Interpretación de resultados: Una vez que hayan analizado los datos y creado los gráficos, pide a los alumnos que interpreten los resultados. ¿Qué conclusiones pueden extraer sobre el desempeño de los equipos o jugadores en cada deporte? ¿Hay algún patrón o tendencia notable?

Comparaciones entre deportes: Fomenta una discusión sobre las similitudes y diferencias entre los deportes analizados. ¿Hay algún deporte que sea más popular que otros en Uruguay? ¿Qué factores podrían influir en la popularidad de cada deporte?

Extracción de conclusiones: Finalmente, pide a los alumnos que saquen conclusiones basadas en su análisis de datos. ¿Qué pueden aprender sobre la pasión por el fútbol uruguayo y la popularidad de otros deportes en el país? ¿Cómo pueden estas conclusiones relacionarse con la cultura deportiva de Uruguay?

Esta actividad proporciona a los alumnos la oportunidad de practicar habilidades estadísticas mientras exploran temas relevantes para su syllabus y su interés en el deporte.

Tool to be used: chatgpt

URL: http://google.com

Expected Outcomes:

Se espera que los alumnos adquieran una comprensión más profunda de los conceptos estadísticos mientras exploran temas de interés cultural y deportivo, y desarrollen habilidades analíticas y críticas que puedan aplicar en otros contextos académicos y de la vida real.

Assessment:

Not Specified

Subject: English Language and Literature - Language Arts
Group: Y11

Grade Level: Senior

Description of the activity / application:

1) Using the AI tools to create a video advertisement.

2) Identifying strategies and techniques applied in the advertisement.

3) Analysing the visual and verbal authorial choices and their effects on the target audience.

4) Detecting possible shortcomings and brainstorming ways to improve the ad.

Tool to be used: Visla

URL: https://app.visla.us/project/view/1205647421770612736

Expected Outcomes:

Video commercial for a deodorant spray for men.

Analysis of the features and authorial choices used.

Assessment:

Rubric for the advertisement which assesses to what extent the text produced is effective (sound and visual effects, persuasive language, appeal used)

Rubric for the analysis of authorial choices which focuses on the following criteria:

Analysis of evaluation of authorial choices and their effects.

Use of language and technical terminology.

Subject: IT senior and Arts

Group: Year 3

Grade Level: Junior

Description of the activity / application:

Week 1: Introduction to Mary Poppins and Creative Drawing

Objective: Familiarize children with Mary Poppins, introduce the creative journey, and focus on expressive drawing.

Week 1 Session (1 hour):

Introduction (15 mins):

Discuss Mary Poppins, watch a short clip, and set the theme for the upcoming weeks.

Introduce the concept of the Mary Poppins IT-Inspired Musical Adventure.

Creative Drawing (45 mins):

Have children draw iconic scenes or characters from Mary Poppins.

Encourage imaginative twists and vibrant colors.

Discuss their drawings and share interpretations.

Week 2: Musical Creation and Sound Recording

Objective: Explore the musical aspect of the adventure and capture sounds related to Mary Poppins.

Week 2 Session (1 hour):

Musical Creation (30 mins):

Provide small instruments or toys.

Ask each child to create sounds representing characters or scenes from Mary Poppins.

Allow time for experimentation and melody creation.

Sound Recording (30 mins):

Using electronic devices, have kids record their musical creations and ambient sounds.

Discuss the role of technology in capturing and enhancing their musical ideas.

Week 3: Introduction to Coding and Scratch Jr.

Objective: Introduce the basics of coding using the Scratch Jr. app and create simple interactive scenes.

Week 3 Session (1 hour):

Introduction to Coding (30 mins):

Explain the concept of coding and its creative applications.

Provide a brief tutorial on basic coding concepts within the Scratch Jr. app.

Scratch Jr. Creations (30 mins):

Allow children to explore Scratch Jr. and create a simple animation or interactive scene inspired by Mary Poppins.

Week 4: Costume Preparation and Improvised Theater

Objective: Focus on dressing up and preparing for the improvised theater performance with technology integration.

Week 4 Session (1 hour):

Costume Preparation (20 mins):

Provide dress-up items and encourage children to choose and prepare costumes inspired by Mary Poppins characters.

Improvised Theater with Technology (40 mins):

Divide them into small groups, ensuring they have chosen their costumes.

Instruct each group to incorporate their Scratch Jr. creation into their improvised scene.

Allow time for rehearsal and integrating technology into their performances.

Week 5: Final Presentation and Reflection

Objective: Showcase the final performances, reflect on the journey, and celebrate creativity.

Week 5 Session (1 hour):

Final Presentation (40 mins):

Invite each group to present their Mary Poppins-inspired performance to the class.

Play the recorded sounds during the presentations.

Showcase each group's Scratch Jr. creation on a shared screen.

Reflection & Closing (20 mins):

Gather the children for a discussion on what they learned and enjoyed throughout the Mary Poppins IT-Inspired Musical Adventure.

Reflect on the importance of creativity, teamwork, and the exciting possibilities of combining art with technology.

Celebrate the culmination of the adventure with a small "finale" or certificate distribution.

This extended program allows for a more in-depth exploration of each aspect of the Mary Poppins-inspired adventure, giving children the opportunity to dive deeper into their creativity over the course of several weeks. Enjoy the extended Mary Poppins IT-Inspired Musical Adventure!

Tool to be used: chat gpt

URL: https://chat.openai.com/c/88cd46f1-ce9b-49a6-a1d0-53e2912f904b

Expected Outcomes:

The Mary Poppins IT-Inspired Musical Adventure aims to achieve the following outcomes:

Enhanced Creativity: Develop imaginative thinking through drawings, music, and theater.

Teamwork Skills: Foster collaboration and teamwork in group activities.

Multidisciplinary Abilities: Gain skills in visual arts, music, theater, and basic coding.

Technology Integration: Introduce technology through sound recording and basic coding.

Communication Improvement: Enhance communication skills through presentations and reflections.

Adaptability and Flexibility: Develop resilience and quick thinking in improvised theater.

Appreciation for the Arts: Cultivate an understanding and appreciation for creative expression.

Sense of Achievement: Experience pride and accomplishment through the final presentation.

Critical Thinking: Encourage critical thinking in artistic and digital decision-making.

Enjoyable Learning: Create a positive and enjoyable learning environment throughout the adventure.

Assessment:

Assessment for Mary Poppins IT-Inspired Musical Adventure

Visual Arts: Drawing Presentation

Evaluate each child's drawing presentation, considering creativity, imaginative elements, and attention to detail in capturing Mary Poppins' world.

Drama: Improvised Theater Performance

Assess group collaboration, creativity in storytelling, and the ability to integrate technology (recorded sounds) into the improvised theater performance.

Music: Sound Recording and Melody Creation

Review the recorded sounds and evaluate each child's contribution to creating a melody, emphasizing musical creativity and the ability to represent Mary Poppins' themes.

ICT (Information and Communication Technology): Scratch Jr. Creation

Examine each child's Scratch Jr. creation, focusing on the incorporation of basic coding concepts and the ability to translate Mary Poppins-inspired ideas into a digital interactive scene.

Subject: Science

Group: Senior Science and Year 1

Grade Level: Junior

Description of the activity / application:

Please create a step by step short experiment showing photosynthesis in an aquatic plant for children aged 6-7. Make it a one week observation and create an observation worksheet.

Tool to be used: Chat GPT

URL: https://chat.openai.com/c/d3f26ba9-eca6-4f0a-8dbc-4ca7886ed89a

Expected Outcomes:

Not Specified

Assessment:

Not Specified

Subject: social sciences

Group: prep

Grade Level: Junior

Description of the activity / application:

while working with the unit of inquiry how we express ourselves, students might be interested in asking questions to different artists. using the chat gpt, students are able to "interview" these historical figures and consequently receive detailed information in first person regarding their lives, techniques and philosophy.

Tool to be used: chat gpt

URL: https://chat.openai.com/auth/login

Expected Outcomes:

'-"real life" answers

- age appropiate answers (5 yo)'

Assessment:

'- relevant and accurate questions'

Subject: Senior English

Group: Year 9

Grade Level: Senior

Description of the activity / application:

Getting-to-know-you activity for day 1.

Tool to be used: chatGPT

URL: https://chat.openai.com/c/dba69f80-e08e-42ef-ba8e-966fa679282e

Expected Outcomes:

Creating rapport and sense of belonging.

Assessment:

no assessment

Subject: Social Emotional Learning

Group: Senior Library, Junior ICT

Grade Level: Junior

Description of the activity / application:

Icebreaker for the first school week for Year 5.

First introduce activity with a Visla created video then:

"Share one thing that makes you feel proud of yourself, and one thing you're excited to learn or do this year."

Tool to be used: Chat GPT to create the activity / Visla for video

URL: https://app.visla.us/project/view/1205644150964277248

Expected Outcomes:

'-Introduce students

-sense of belonging

-improved communication

-strengthen relationships

-build rapport with teacher'

Assessment:

General reflection

Subject: Social emotional learning

Group: Kínder

Grade Level: Junior

Description of the activity / application:

Tips for parents to help their children integrate the new class at School

Tool to be used: Chat GPT

URL: nan

Expected Outcomes:

Parents to feel more confident, self assured gaining practícal guidelines to accompany their children in the process.

Assessment:

Observe and dialogue with parents

Subject: Music
Group: Early Years

Grade Level: Junior

Description of the activity / application:

Write a song for early years students using the PYP learner profile

Tool to be used: Chat GPT

URL: nan

Expected Outcomes:

This could give us lyrics, but I don't know if it'll write the song.

Assessment:

I need to learn more about other AI programs to help with this task.

Subject: arts
Group: year 5

Grade Level: Junior

Description of the activity / application:

prepare an introductory class about the musical mary poppins, where they can learn the plot and characters of the play

Tool to be used: nan

URL: nan

Expected Outcomes:

learn about plot and characters of mary poppins

Assessment:

Not Specified