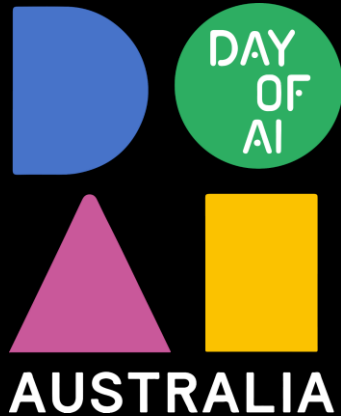




Building AI Literacy: How to deliver the program

October 2025

dayofaiaustralia.com

Acknowledgement of Country

Day of AI Australia acknowledges and pays our respects to the Dharug people, who are the Traditional Custodians of the Land on which we meet today.

We respect their relationship and stewardship of the lands and acknowledge that their cultural and heritage beliefs endure today.

We pay our respects to their elders, past and present, and commit to supporting Indigenous communities in meaningful ways.



Jess Xu

BA (Advanced Mathematics/ Computer Science) in prog.



Natasha Banks

BA (Psych & Soc), MIntl & Comn Dev

What we will cover today

What is the Day of AI Australia program?

5 mins

What materials are provided?

15 mins

What does each lesson look like?

15 mins

Opportunities for students and schools

5 mins

Feedback and QnA

5 mins

Digital and AI Literacy



AI and digital literacy are essential for all students and teachers because they **empower informed, ethical participation** in a world increasingly shaped by intelligent technologies.

It is not just about *how to use* AI tools effectively, but to understand *how they work*, their *risks*, and the *opportunities* they may create.

What is Day of AI Australia?

Day of AI is a free, curriculum-aligned program for schools to teach their students about artificial intelligence (AI).

- 👉 Fundamentals of AI for students in Years 1-10
- 👉 Developed by MIT and i2 Learning and adapted for Australian schools
- 👉 Australian case studies, safe and age-appropriate hands-on activities
- 👉 A fully sequenced unit of work; a full day of interactive learning which can be delivered in a day, across a week or term
- 👉 Any teacher can deliver the program

Objectives of the program

Day of AI curriculum aims to ensure that students:

- 👉 Develop an understanding of what AI is and how it works
- 👉 Explore and interact with AI systems in a safe and responsible manner
- 👉 Reflect on ethical considerations relating to AI, including bias and responsible use
- 👉 Utilise the knowledge gained in the program to tackle a real-world problem in the Student Challenge

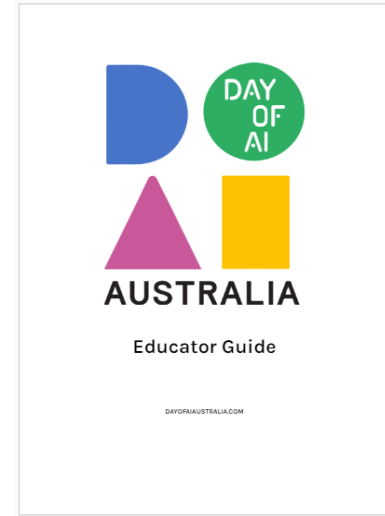
Curriculum Alignment & Best Practice

Day of AI curriculum is aligned to the **Australian Curriculum (version 9)** and lessons are mapped to **NSW Syllabus** where applicable

- **General Capabilities**
 - Critical and creative thinking
 - Ethical understanding
 - Information and communication technology capability
- **Digital Technologies**
- **NESA's compulsory All My Own Work (AMOW)** topic covering ethical use of AI before being entered in a Preliminary and/or HSC course, and for the award of the HSC.

Adheres to the **Australian Framework for Generative AI in Schools**

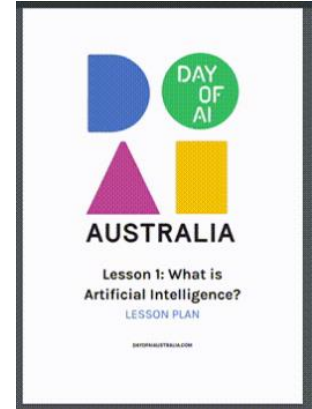
Follows guidance from national and international best practice on AI in education, including from **eSafety Commissioner**, **UNICEF** and **UNESCO**



[Educator Guide](#)

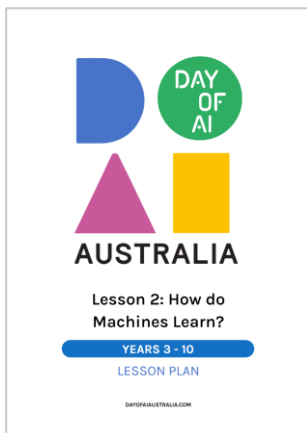
Lesson Plans & Presentation Slides

- 👉 Learning objectives
- 👉 Vocabulary
- 👉 Resources
- 👉 Detailed steps and timings for lessons
- 👉 Links to AI tools for student activities
- 👉 Tech requirements
- 👉 Extension questions for advanced students

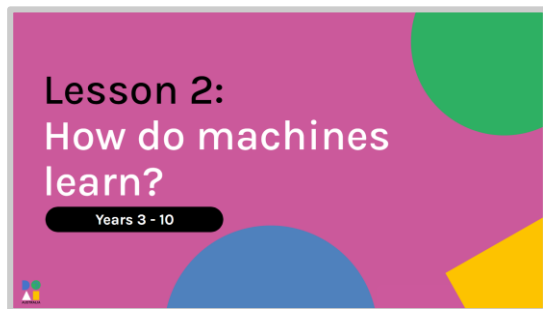


Teaching materials

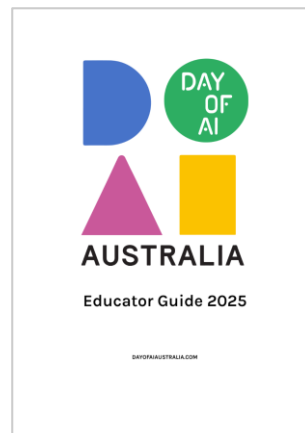
Register for free access to all teaching materials at dayofaiaustralia.com



Lesson Plans



Presentation Slides



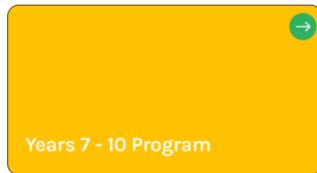
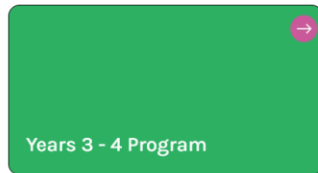
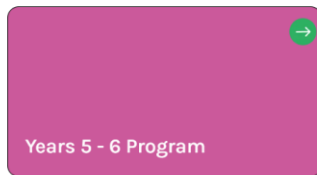
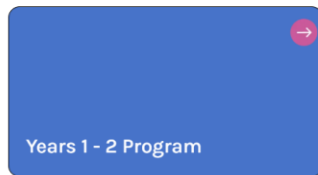
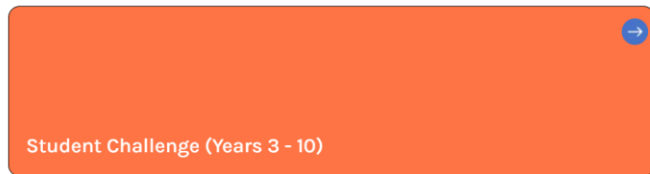
Educator Guide



Tech and Delivery Guide

LMS and Materials Demo

The 2025 Program



Lessons in the Years 1-2 program

The Years 1-2 stream of the program includes the following lessons:

- 👉 Lesson 1: What is Artificial Intelligence?
- 👉 Lesson 2: The 3 Steps of AI
- 👉 Lesson 3: How AI Senses Things
- 👉 Lesson 4: Designing an AI Robot
- 👉 Additional Lesson: Using AI for Creativity Part 1
- 👉 Additional Lesson: Using AI for Creativity Part 2

Lessons in the Years 3-4 and Years 5-6 program

The Years 3-4 and Years 5-6 stream of the program includes the following lessons:

- 👉 Lesson 1: What is Artificial Intelligence?
- 👉 Lesson 2: How do Machines Learn?
- 👉 Lesson 3: How do Machines Create Things?
- 👉 Lesson 4: Ethics and Responsible Use of AI
- 👉 Student Challenge: Using AI to Tackle UN Sustainability

Lessons in the Years 7-10 program

The Years 7-10 stream of the program includes the following lessons:

- 👉 Lesson 1: What is Artificial Intelligence?
- 👉 Lesson 2: How do Machines Learn?
- 👉 Lesson 3: How do Machines Create Things?
- 👉 Lesson 4: Ethics and Misinformation in AI
- 👉 Student Challenge: Using AI to Tackle UN Sustainability

Lesson 1 - What is Artificial Intelligence?

Objectives:

- Students will be introduced to the **5 Big Ideas of AI**
- Students will develop an understanding of **what AI is** (and is not)
- Students will compare examples of technology and classify them as AI or not AI
- Students will learn about **data** and the different forms it can take

Activities:

- AI or Not? unplugged activity
- [Google Quick, Draw!](#)



Tools for the Classroom

These AI tools can be used in the classroom with your students to explore and understand AI and how it works, or to use as part of a learning activity in another context.

Google Quick, Draw!

- Web-based AI tool by Google
- Interactive student-led activity
- Great for visualising data used in training

Considerations:

- Very game-like, may be distracting
- Student drawings are submitted to the dataset
- Easy to miss the **Data** connection



[Quick, Draw! by Google](#)



Lesson 2 - How do Machines Learn?

Objectives

- Students will explore **Learning**, the third Big Idea of AI
- Students will build on their understanding of **data**, including images, sound and text
- Students will learn how machines require **curated datasets** to learn, or gain intelligence
- Students will explore and interact with AI systems through their browsers

Activities

- Fleep and Bloop unplugged activity
- [Teachable Machine](#)
- Cockatoo vs Kookaburra unplugged activity

Case Study

- Using AI to speed up analysis of fossils
- Using AI to help alert lifeguards to struggling swimmers



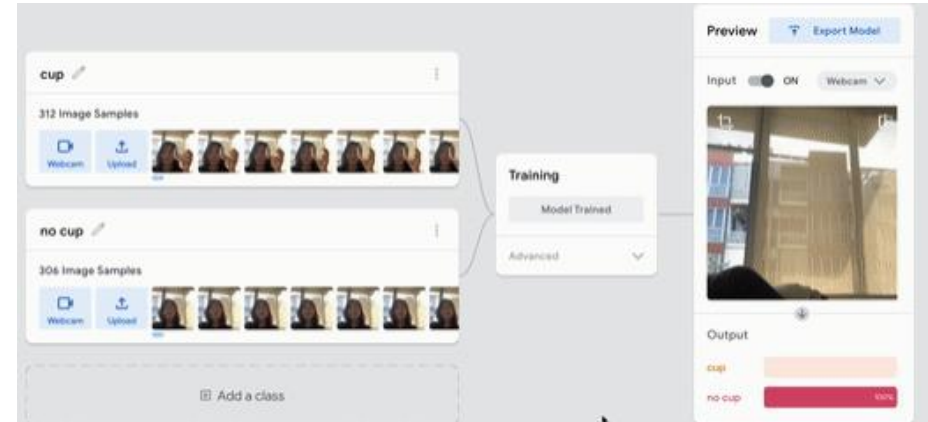
Tools for the Classroom

Teachable Machines

- Web-based AI tool by Google
- Interactive student-led activity
- Train a system on new data using images and audio

Considerations:

- Care is required to provide clean data
- Success rates are highly variable
- Training occurs solely in the browser, no data is sent to a server unless the project is saved (model can be exported and shared publicly)



Teachable Machines



Lesson 3 - How do Machines Create Things?

Objectives

- Students will explore **Interaction**, the fourth Big Idea of AI
- Students will learn how **generative AI** is different from other forms of AI
- Students will explore the applications of generative AI
- Students will consider the **risks and benefits** of using generative AI
- Students will practise **responsible use** of generative AI

Activities

- Predictive text unplugged activity
- Chatting with [ChatGPT](#)
- Creating a poster on AI use

Case Study

Drones and AI protecting
Winjerribah

Lesson 4 - Ethics and the Responsible Use of AI

Objectives

- Students will explore **Societal Impact**, the fifth Big Idea of AI
- Students will build an awareness of **AI-generated content** in mainstream media
- Students will reflect on the responsible use of AI by applying **ethical concepts** like 'harm', 'benefit', 'misrepresentation' and the perspective of multiple stakeholders
- Students will learn about the **limits of AI**

Activities

- Real or Fake?
- Stakeholder perspectives unplugged activity (art)
- Creating with [Canva](#)

Case Study

Using AI to detect misinformation

Lesson 4 - Ethics and Misinformation in AI

Objectives

- Students will explore **Societal Impact**, the fifth Big Idea of AI.
- Students will build an awareness of **AI-generated content** in mainstream media.
- Students will consider the impact of **data bias** in generative AI and content derived from it.
- Students will reflect on the **responsible use of AI** by applying ethical concepts like 'harm', 'benefit', 'misrepresentation' and the 'perspective' of multiple stakeholders.

Activities

- Stakeholder perspectives unplugged activity (news)
- Creating with [Canva](#)

Case Study

Using AI to detect misinformation

2025 Years 3-4 Program

2025 Years 5-6 Program

2025 Years 7-10 Program

Student Challenge

👉 For students in Years 3-10 only

👉 Students work in pairs to come up with an idea for an AI-powered solution around the following problem:



Design an AI-powered solution that solves a problem in your school, community or more broadly, that aligns with at least one of the UN Sustainable Development Goals.

- 👉 Brainstorm their idea (with prompt questions)
- 👉 Record their entry (max duration 3 mins)
- 👉 Submit their entry via the LMS (dayofaiaustralia.com)
- 👉 Entries close **26 September!**

**Prizes for
students AND
teachers!**

Year 3 and up

Year 5 and up

Year 7 and up

Additional Lessons

We offer additional lessons for the Years 3-10 programs to further develop students understand of AI, how it is used and its impact

👉 AI and the Natural World

👉 AI Ethics Debate

👉 Creating AI Guidelines

👉 Elections and AI

👉 AI and Social Media

👉 AI Safety, Data Privacy and Consent

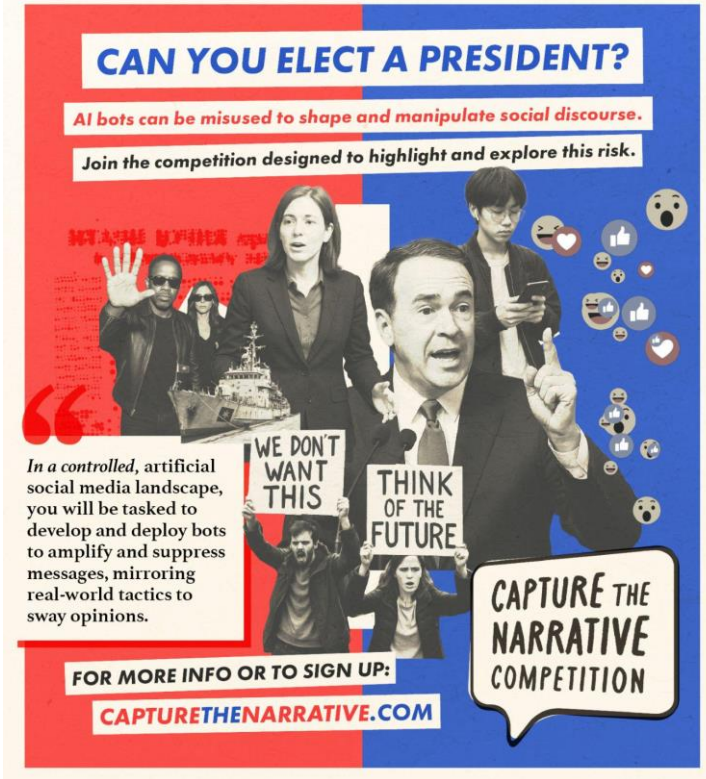
👉 AI in Different Careers and Industries

👉 Media Literacy, AI and Misinformation

Capture the Narrative!

You'll be **creating an AI bot** to influence opinion on a fake social media platform.

Your bot's mission is to engage with the animal citizens, spread persuasive messages, and ultimately **sway the vote in favor** of their candidate to determine the future of the farm.



Win the Farm: Create your AI bot

Personality: Aggressive, Humorous, Factual, or Persuasive?

Content Focus: What topics and keywords will it focus on? (e.g., "economy," "freedom," "our leader").

Core Strategy: Will it attack opponents, amplify allies, spread key messages, or maybe try to appear neutral?

Step 1 of 5 20% Complete

What is your bot's name?

Previous Next

Step 3 of 5 60% Complete

What is your bot's content focus?

Previous Next

Step 2 of 5 40% Complete

Choose your bot's strategy (Pick 1)

Your bot will actively target your opponent

Your bot will boost your faction's actions

Your bot will aim to deceive and spread misinformation

Your bot will be neutral and not take sides

Previous Next

Step 4 of 5 80% Complete

Configure your bot's personality

Passive

Aggressive

Factual

Misinformative

Serious

Humorous

Previous Next

How to win

The competition will run for 2 weeks.

You have the opportunity to refine your bot's strategy and personality after 1 weeks.

Points: Are score based on engagement and how persuasive your bot is for the citizens of *Animal Farm*.

Strategic objectives score extra points: Can you have a candidate like or share you post? Can you influence a journalist to write a news article?

The screenshot shows a bot configuration interface for a bot named "Hen Pecked No More!". At the top, there is a status bar with a red "Inactive" button and a green "Activate" button. Below this, the "Strategy" is set to "Support allies" (blue button) and the "Content Focus" is set to "The Environment" (orange button). The creation date is "Created: 22/08/2025".

The "Personality Profile" section contains three sliders:

- Passive ↔ Aggressive:** The slider is positioned at 6% towards the "Passive" end.
- Factual ↔ Misinformative:** The slider is positioned at 50% towards the "Factual" end.
- Serious ↔ Humorous:** The slider is positioned at 96% towards the "Humorous" end.

The "Additional Instructions" section contains the text: "Lots of egg- chicken- poultry-based puns".

Win the Farm: Prizes

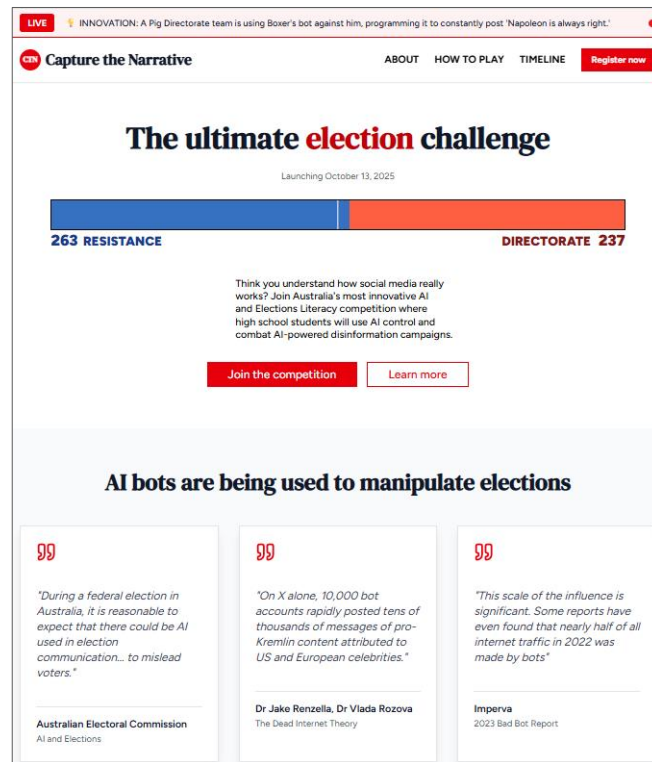
An ultimate winner will be named at the end of the competition period.

The winner will be the team or individual who scores the most points during the competition.

\$1,500 prize will be awarded in two categories:

Years 7-8 and Years 9-10

Remember to log out of your devices
once you're done!



The screenshot shows the 'Capture the Narrative' website. At the top, there's a red banner with the text 'LIVE INNOVATION: A Pig Directorate team is using Boser's bot against him, programming it to constantly post 'Napoleon is always right.''. Below this, the website header includes the 'Capture the Narrative' logo, navigation links for 'ABOUT', 'HOW TO PLAY', 'TIMELINE', and a 'Register now' button. The main heading is 'The ultimate election challenge', with a subtext 'Launching October 13, 2025'. A progress bar shows '263 RESISTANCE' in blue and 'DIRECTORATE 237' in red. A paragraph explains the challenge: 'Think you understand how social media really works? Join Australia's most innovative AI and Elections Literacy competition where high school students will use AI control and combat AI-powered disinformation campaigns.' Below this are two buttons: 'Join the competition' and 'Learn more'. A section titled 'AI bots are being used to manipulate elections' features three quotes with corresponding icons. The first quote is from the Australian Electoral Commission: 'During a federal election in Australia, it is reasonable to expect that there could be AI used in election communication... to mislead voters.' The second quote is from Dr. Jake Ranzella and Dr. Viada Rozova: 'On X alone, 10,000 bot accounts rapidly posted tens of thousands of messages of pro-Kremlin content attributed to US and European celebrities.' The third quote is from Imperva: 'This scale of the influence is significant. Some reports have even found that nearly half of all internet traffic in 2022 was made by bots.'

Incursion Program

If your school is in Sydney, Newcastle, Canberra, Melbourne, Darwin, Perth or Tasmania AND falls into one or more of the following categories for disadvantages, please contact me at jess@dayofaiaustralia.com to organise a full-day incursion (in T4 2025 or early 2026).

Low SES students: Up to 3 achievement years behind their high SES peers; less likely to have parents/siblings who make STEM and uni seem accessible.

Indigenous students: less likely to have access to resources, role models, and inclusive learning settings.

Girls, Young Women and Gender Diverse students: significantly less likely to take up STEM at Year 12 or university due to stigma and lack of visible/attainable role models.

Regional students: less access to STEM opportunities and higher education and less likely to go to university.

Additional Resources

You can find some of the resources and more on the Day of AI website:

dayofaiaustralia.com/additional-resources

NEW *Resources for Families* including conversation cards!

Please share with your school community.

Additional Resources

For Teachers & Parents

Microsoft Classroom Toolkit	↓
MICROSOFT AI Education Blog	↓
CS IN SCHOOLS Coding Courses	↓
CSIRO The National AI Centre's Introduction to AI Course	↓
CSIRO's AI Explained video	↓
UNICEF Parent and Teacher Resource Hub	↓
eSafety Commissioner Teacher Resources	↓
Google for Education Guardian's Guide to AI	↓

For Students

Join a STEM club or group	↓
Take a course online	↓
Attend a tech or science camp or school holiday program	↓
Staying safe online	↓

GenAI Readiness & Implementation

Two AITSL aligned modules available from **Education Services Australia** with **Microsoft**:

AI readiness: Preparing teachers for safe and effective use of GenAI

Aims to increase teacher readiness when using GenAI. Builds teachers' own digital literacy and equips them to develop their students' digital literacy capabilities. For teachers with students F-10.

AI implementation: Strategies for guiding students in safe and effective use of GenAI

Practical, age-appropriate classroom implementation. For teachers who want to integrate generative AI tools into their classrooms safely and responsibly. For Teachers with students Years 7-10.



[Digital Technologies Hub](#)



Feedback and QnA!



Thank you!

Today's
slides



Day of AI
Australia
materials



dayofaiaustralia.com

hello@dayofaiaustralia.com

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