



Erasmus+

LearnML

Learn to Machine Learn through Playful Game-based Learning

countries represented



programme

Erasmus +

topic: Artificial intelligence (AI) literacy for primary and secondary students

The “Learn to Machine Learn” (LearnML) project is a three-year Strategic Partnership in the field of Education aiming to produce an innovative solution for the teaching and learning of crucial 21st century skills relating to digital literacy, computational thinking, Artificial Intelligence (AI) and Machine Learning (ML).

The new generation needs to develop advanced digital literacy skills, to question and critically analyse and interpret data and information, recognise misinformation spread via social media platforms, emerging cultural and social biases embedded in the architecture and design of computer systems, and the ethical and political implications.

The LearnML project brings state-of-the-art innovation into schools, transfers the notion of AI literacy to primary and secondary education and aims to introduce students to the core principles of AI and ML through a uniquely designed game-based educational toolbox.

<http://learnml.eu/>

“Children interact daily with applications and devices integrating AI with potential privacy, safety, and bias risks so it is critical for them to understand the processes and factors involved in the design of such systems including limitations and biases.”

LearnML pedagogical framework development

