

Elementary • K-5

# From an idea to a story.



A first encounter with AI through imagination. Students invent a character, compare stories and discover that their own ideas guide the result.

## What we work toward

- Recognize that AI can suggest ideas, but can also get things wrong.
- Compare two versions and explain a preference.
- Keep personal information out of a creative activity.

## Inside the session

### 01 Imagine together

Build a fictional character with a goal, a setting and a problem. Marcé turns the class's suggestions into a guided demonstration.

### 02 Compare the stories

Look at two AI-generated versions. Notice what changed, what feels unfair or confusing, and what the class would improve.

### 03 Make it yours

Choose a change, explain why it matters and retell the story in the students' own words.

## The practical details

60 minutes, including Q&A.

Classroom: up to 25 students. Assembly capacity agreed separately.

English or Spanish. Online or in person.

USA and Latin America; travel agreed separately.

School supervision and a shared screen. Individual devices are optional.

## Thoughtful from the start

Facilitator-led demonstrations with fictional characters. Children do not need personal AI accounts or to share personal information.

## What the group takes away

A shared story idea and a simple habit: ask questions before accepting an AI answer.

## Shaped around your group

Younger pupils can respond through pictures and discussion; older pupils can suggest written changes. Examples and pace are agreed with the teacher.