

# Children's Rights and AI **TEACHING PACK**

For P5 to P7 classes

Overview and additional  
resources for teachers

**“AI will be in all of our lives, so we need to learn and understand what it means before we grow up.”**

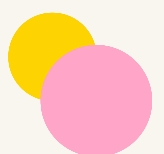
Call to Action from Members of Children's Parliament, aged 8 to 12

## **Aim**

This resource is designed to provide teachers with the structure and content for a series of **six sessions introducing the topic of AI** to children and framing it within children's human rights. By the end of the six sessions, the children in your class will have gained a clearer understanding of **what AI is** (and isn't!) and **how it may affect their lives and their rights**.

## **Background**

The activities are based on those used by Children's Parliament, the Scottish AI Alliance and the Alan Turing Institute during the project '[Exploring Children's Rights and AI](#)'. They have been **designed, tested and edited with the support of both children and teachers**. The themes that the resources focus on were developed by the children who took part in the project. The activities are designed principally for children in P5 – P7, but some activities will be adaptable for older or younger children. The learning resources are a direct response to some of the [calls to action](#) children formulated within the project.



### Content

Each session pack consists primarily of a **lesson plan** and a set of **slides**. Printable resources have been included to support learning, but each session should be deliverable with **minimal resources**. The resources include **four animated videos** explaining core AI ideas, co-produced with primary school children who took part in the project. Links to additional (external) online resources and activities are included at the end of each lesson plan, but the sessions **do not require the children to have access to a device**. Each lesson plan includes specific **experiences and outcomes from the Curriculum for Excellence**. These are drawn mostly from the literacy and English, technologies, and social studies curriculum areas.

AI is a fast developing technology which is new to many - children and adults alike. The sessions are designed to **support children, teachers and support staff to learn together**. Additional notes and explanations are provided throughout to help teachers navigate the subject matter and to unpick some of the trickier concepts. An **appendix of useful external resources** is also included in this document, and an **'AI Explainer'** document produced by the Scottish AI Alliance (including FAQs) for teachers is included in the teaching pack.

### Lesson Structure

Each lesson in the series will consist of the following parts:

1. **Introduction:** This will include the learning that children will need (including technical aspects) to engage with the topic. Most of the sessions include a video explainer co-produced by children to explain core ideas.
2. **Main activity:** An exploratory task that will allow the children to consider what they have learnt and their own experiences.
3. **Final Discussion:** A structured discussion to share learning and reflect.
4. **Additional activities and resources:** Suggested follow up activities or links to additional resources to support learning and broader exploration of the lesson's theme.

#### Slides

Please note that the slides for each lesson are **hosted online** and can be accessed by following the **link above the 'resources' section** on the second page of the **lesson plans**.

### Notes

Each lesson plan also includes notes to support delivery. These include clarifications and **further explanations for the AI content**, suggestions for where further discussion may be helpful, and highlight where conversations **may include sensitive topics**. The content of the lessons includes discussion of subjects - such as privacy, the climate crisis, or discrimination - which some children may find difficult or may bring up feelings of anxiety. When preparing for each lesson **consider how the children in your class can be supported with these feelings**. Remind children to talk to a trusted adult if they feel worried about something. By linking the discussions to children's human rights, you will also be able to highlight when the issues are **rights issues** which **adult duty-bearers have a responsibility** to do something about. You may also wish to link these lessons to learning about what we can do to **keep ourselves safe online** - some resources to support this are included in the additional resources sections and the appendix.

## Lesson Overview

1. **Introduction to AI:** What AI is, what it does, and where you might find it.

**Activities and subjects covered:** UNCRC recap; key AI definitions; 'How to spot an AI system' game; story-based reading activity including real-life AI uses.

2. **How AI uses data – Fairness and bias:** How AI uses data to create outputs, and why the quality and quantity of data matters.

**Activities and subjects covered:** AI definitions card game; exploration of data; whole class activity on how YouTube-suggested videos work; 'the AI catflap' activity - exploring bias and inaccuracy in training data.

3. **AI in our lives:** Where do we come across AI, what are some of the pros and cons, and how does it affect the environment.

**Activities and subjects covered:** exploring children's prior knowledge of AI; mapping AI in our local community; investigating case studies of AI in the community, in healthcare, online and in entertainment, and its impact on the environment.

4. **AI in education:** Exploring the use of AI for teaching and learning (the pros and cons), how it affects children's rights in education, and how children feel about it.

**Activities and subjects covered:** Introduction to real-life uses of AI in education; 'My dream school' activity - a creative exploration of how each child likes to learn and whether they feel AI would support that; extended final discussion including 'agree or disagree' game.

5. **AI and your right to privacy:** What personal data is and why children's rights matter; how children feel about different types of data about them being shared; how do apps and websites use our data?

**Activities and subjects covered:** Overview of data and what we share online; 'Me in the middle' activity - thinking about relationships, trust and privacy; 'the information castle' - considering public vs private data and how we feel about our data online.

6. **Healthy, happy and safe with AI:** How does AI affect children's rights, what needs to change, and how can children have a say?

**Activities and subjects covered:** 'Pick a right' UNCRC game; AI definitions matching card game; exploration of calls to action from Members of Children's Parliament; story writing/comic drawing activity - imagining a future where all AI supports children's rights; final discussion and follow ups - taking action on children's rights and AI locally.



## Appendix - further reading & resources

### Exploring Children's Rights and AI – Children's Parliament

Reports and videos detailing the children's work which formed the basis for these resources.

[childrensparliament.org.uk/our-work/exploring-childrens-rights-and-ai/](https://childrensparliament.org.uk/our-work/exploring-childrens-rights-and-ai/)

### Living with AI – AI, explained simply. No hype, just clarity.

The Scottish AI Alliance's beginner-friendly introductory course on artificial intelligence.

[livingwithai.me/](https://livingwithai.me/)

### Dignity in School Hub – Children's Parliament

Resources to support your school's children's rights journey.

[dignityinschool.scot/](https://dignityinschool.scot/)

### Teach AI Literacy Handbook

A guide for teachers on to support learning about how AI works and how it can be used responsibly in education. Includes an AI curriculum framework relating to CfE outcomes.

[trails.scot/resource/teach-ai-literacy-handbook/](https://trails.scot/resource/teach-ai-literacy-handbook/)

### Child Rights and AI poster

An at-a-glance guide to some of the children's rights implications of AI in education.

[trails.scot/resource/child-rights-and-ai-poster/](https://trails.scot/resource/child-rights-and-ai-poster/)

### Code.org - "Artificial intelligence isn't magic... It's just code!"

Middle and High school AI curricula, learning courses, and video series.

[code.org/ai](https://code.org/ai)

### Exploring the AI Jungle – Data Education in Schools

Picture book, teachers' guide, and video playlist explain ways in which Generative AI could be used in schools.

[dataschools.education/exploring-the-ai-jungle/](https://dataschools.education/exploring-the-ai-jungle/)

### Mind Yer Time – Children's Parliament & Scottish Youth Parliament

A website co-created with children and young people to support everyone to use screens and social media in healthy ways.

[mindyertime.scot/](https://mindyertime.scot/)

### Digital Skills Courses- Digital Skills Education

Offers training on topics like cyber security, working with data, and artificial intelligence.

[digitalskillseducation.com/courses-listing/#category\\_4](https://digitalskillseducation.com/courses-listing/#category_4)



## Appendix - further reading & resources

**Thinking Science, Information Technology and People – University of Bristol**  
Education resource with activities on AI and technology using a philosophy lens.  
[bristol.ac.uk/media-library/sites/philosophy/THINKING%20SCIENCE](http://bristol.ac.uk/media-library/sites/philosophy/THINKING%20SCIENCE)

**Tech We Trust: Can we trust tech and the people behind it? - Digital Skills Education**  
Interactive lesson, for learners age 10+, about coding and being ethical digital citizens.  
[techwetrust.scot/](http://techwetrust.scot/)

**AI Resources - Common Sense Education**  
Lesson plans, media literacy tools, and AI ethics guides.  
[commonsense.org/education](http://commonsense.org/education)

**Computing learning materials – BBC Bitesize**  
Computing learning materials that will help students with their understanding of computer science and digital literacy.  
[bbc.co.uk/bitesize/subjects/zft3d2p](http://bbc.co.uk/bitesize/subjects/zft3d2p)

**Children as creators, thinkers and citizens in an AI-driven future**  
An academic report providing interactive classroom activities designed to promote AI literacy, particularly around deepfakes and misinformation.  
[sciencedirect.com/science/article/pii/S2666920X21000345](http://sciencedirect.com/science/article/pii/S2666920X21000345)

**Foundations of AI – Experience AI**  
A collection of lesson plans, presentations, simulations, worksheets and projects.  
[experience-ai.org/en/units/foundations-of-ai](http://experience-ai.org/en/units/foundations-of-ai)

**Guidance for generative AI in education and research – UNESCO**  
A document highlighting how Generative AI should be implemented safely in education.  
[unesco.org/en/articles/guidance-generative-ai-education-and-research](http://unesco.org/en/articles/guidance-generative-ai-education-and-research)

**Machine Learning for Kids**  
Hands-on activities for children to learn about machine learning by training AI systems for games, chatbots and more.  
[machinelearningforkids.co.uk/#!/welcome](http://machinelearningforkids.co.uk/#!/welcome)



## Appendix - further reading & resources

### Digital Safety Resources: Tools for the Classroom – Be Internet Awesome

Online games and resources made for classroom use.

[beinternetawesome.withgoogle.com/en\\_us/educators](https://beinternetawesome.withgoogle.com/en_us/educators)

### AI Jargon Buster - Your Essential AI Glossary – Scottish AI Alliance

AI glossary breaks down AI terminology into simple and easy to understand definitions.

[scottishaiplaybook.com/resources-database/ai-jargon-buster](https://scottishaiplaybook.com/resources-database/ai-jargon-buster)

### Artificial Intelligence: An Explainer - Parliamentary Office of Science and Technology

This briefing describes how AI can be used, how it works, concerns, and perceptions of AI.

[post.parliament.uk/research-briefings/post-pb-0057/](https://post.parliament.uk/research-briefings/post-pb-0057/)

### What is AI? - PSHE Association

Resource introduces learning about artificial intelligence (AI), how it is used in daily life, and some of the potential benefits and challenges of using this technology.

[pshe-association.org.uk/resource/what-is-ai](https://pshe-association.org.uk/resource/what-is-ai)

### Experience AI Lessons. What is AI? - Raspberry Pi Foundation

Educational programme offers resources on artificial intelligence and machine learning for teachers and students aged 11–14.

[experience-ai.org/en/](https://experience-ai.org/en/)

### Better Internet for Kids AI Resources - Safer Internet Centres (SICs)

Range of resources on AI, ChatGPT, and AI in Education including considerations for schools and parents.

[better-internet-for-kids.europa.eu/en/resource-directory?resources\\_topic](https://better-internet-for-kids.europa.eu/en/resource-directory?resources_topic)

### A parent's guide to AI - Internet Matters

Interactive parents' guide to AI tools.

[internetmatters.org/resources/parent-guide-to-artificial-intelligence-ai-tools/](https://internetmatters.org/resources/parent-guide-to-artificial-intelligence-ai-tools/)

### What is generative AI (Gen-AI) and how can it impact children's wellbeing? - Internet Matters

Resource discusses children's use of generative AI, the benefits and risks it presents, and the current policy landscape surrounding this evolving technology.

[internetmatters.org/hub/research/what-is-generative-ai](https://internetmatters.org/hub/research/what-is-generative-ai)



## Appendix - further reading & resources

### **“AI Governance” Course – Blue Dot Impact**

Free online course that examines the risks posed by advanced AI systems, standards and regulations to address them, and foreign policy approaches.

[course.aisafetyfundamentals.com/governance](https://course.aisafetyfundamentals.com/governance)

### **“It’s not just business – AI risks, rewards and responsibilities” Course – The Alan Turing Institute**

Free short online course on how to responsibly design, develop, and deploy AI in business.

[turing.ac.uk/courses/its-not-just-business-ai-risks-rewards-and-responsibilities](https://turing.ac.uk/courses/its-not-just-business-ai-risks-rewards-and-responsibilities)

