

# Machine Learning For Kids :: Teachers' notes

<b>Worksheet</b>	<b>Confused</b>
<b>Activity</b>	Learn about how computers can be confused and can make mistakes if they're trained badly.
<b>Objective</b>	<b>Teach a computer to recognise fruit</b> <ul style="list-style-type: none"><li>• Variation in training data is essential for a reliable machine learning system.</li><li>• The "Russian Tank" problem.</li></ul>
<b>Difficulty level</b>	Intermediate As a project that explores why machine learning sometimes doesn't work, it's perhaps more effective as a follow-on to another project.
<b>Time estimate</b>	45 minutes
<b>Summary</b>	Students will use a pre-prepared poor training set of images to train a machine learning model, and then try it for themselves in Scratch to see the impact of overfitting.
<b>Topics</b>	image classification, supervised learning, overfitting

## Setup

Each student will need:

<b>Print-outs</b>	Project worksheet (download from <a href="https://machinelearningforkids.co.uk/worksheets">https://machinelearningforkids.co.uk/worksheets</a> ) Blocks in Scratch scripts are colour-coded, so printing in colour will make it easier for students.
<b>Access</b>	Username and password for machinelearningforkids.co.uk

Class account will need:

<b>API keys</b>	<b>Watson Visual Recognition</b> - 1 custom model per student One "Lite" API key is free but can only be used to create 2 custom models One "Standard" API key can be used to create multiple custom models  more detail at: <a href="https://github.com/IBM/taxinomitis-docs/raw/master/docs/pdf/machinelearningforkids-apikeys.pdf">https://github.com/IBM/taxinomitis-docs/raw/master/docs/pdf/machinelearningforkids-apikeys.pdf</a>
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## Help

<b>Potential issues</b>	<ul style="list-style-type: none"><li>• The two provided data-sets of pre-prepared training photos each represent a different version of "The Russian Tank problem" story. These versions are summarised in the student worksheet. You may wish to allow time for students to discuss the story and the implications to make sure they understand them.</li><li>• Dragging and dropping doesn't work in Internet Explorer. You can provide your students with a different web browser (Firefox or Chrome work well) or explain to them how to copy/paste image URLs from a page.</li><li>• You cannot drag and drop pictures between different types of browser. In other words, you can't drag a picture from a Firefox window to Machine Learning for Kids running in Chrome. Or from a Chrome window to Machine Learning for Kids running in Firefox. You need to use the same type of web browser for both.</li><li>• "https://machinelearningforkids.co.uk" is a long URL to type for some children. You may find it easier to set up a bookmark that they can click on instead.</li><li>• The worksheet screenshots are based on Scratch 2. You may prefer to use Scratch 3 instead, however students may find it harder to find some blocks.</li></ul> <p>General troubleshooting and help at <a href="https://machinelearningforkids.co.uk/help">https://machinelearningforkids.co.uk/help</a></p>
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