



Christopher Burley <christophertburley@gmail.com>

[Test] Investigate A.I. with Your New Colorful History Comic

5 messages

Matt Slayter. Pop Culture Classroom <education@popcultureclassroom.org>

Wed, Apr 3, 2024 at 7:11 AM

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**The World of A.I.**

Free Colorful History Comic and Teaching Guide:



The World of A.I.



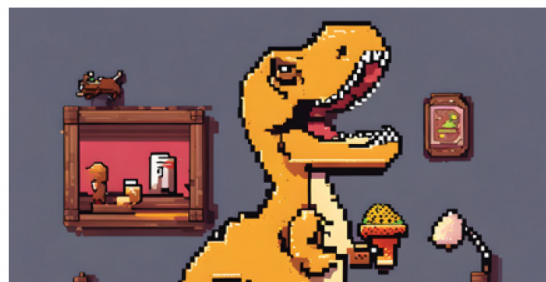
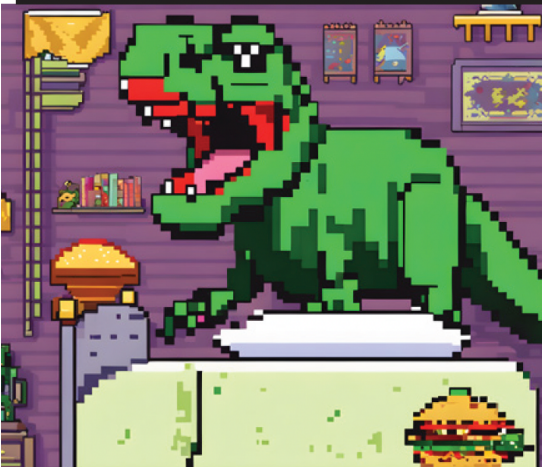
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Friend,

Could your students use a dose of reality when it comes to artificial intelligence?

Our latest issue of *Colorful History*, "The World of A.I.", helps 4th to 6th grade students understand what AI is — and isn't. Students can build timely critical thinking skills with this [new comic and teaching guide](#).

HERE'S AN EXAMPLE OF ONE OF THOSE PROGRAMS CALLED **FREEPIK A.I.** MY CREATOR TYPED: "A T-REX EATING A TACO ON THE BED" INTO THE PROGRAM.





In today's media, reporting and speculation about the real world promises and perils of Artificial Intelligence (A.I.) are common. Yet, pop culture's depictions of A.I. — seen in characters like Jarvis in *Iron Man*, C-3PO in *Star Wars*, M3GAN, and countless others — still inform much of our understanding of the issue.

With [Colorful History #82: "The World of A.I."](#), students can learn the history of Artificial Intelligence, its different uses, limitations, and potential dangers.

Download the Comic

In this comic by Lonnie MF Allen, our robotic narrator Ruri details the long history of “thinking machines” and how Artificial Intelligence works today.

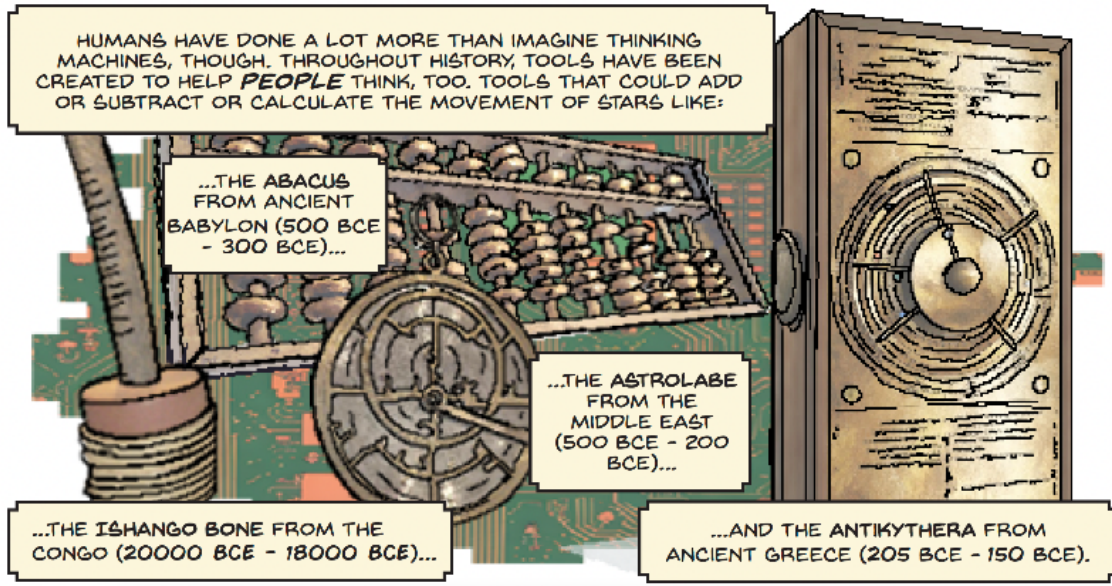


The comic explores important questions about new A.I. tools that generate “original” text, image, audio — and even video — content using data from the internet and elsewhere.

Readers will learn about:

- Past inventions that paved the way for modern computing.

- The difference between programs, code, and A.I.
- How modern A.I. uses the internet to generate images and answer questions.



Using the project ideas in this teaching guide, students can see and use A.I. tools for themselves. Then, students can think critically about the best and most ethical uses of this developing technology.

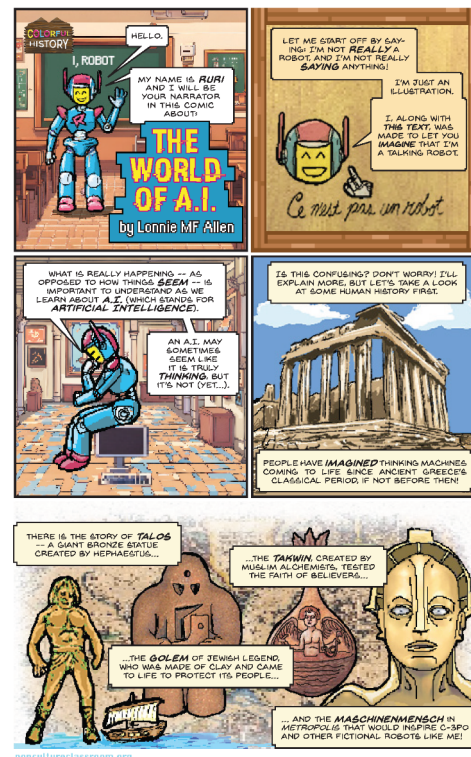
The World of A.I.

Estimated Lexile Levels:

- Comic: 810 – 1000
- Endnotes: 810 – 1010

Projects and discussion questions are aligned to Common Core standards for grades 4-6.

Download Comic



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All the Best,

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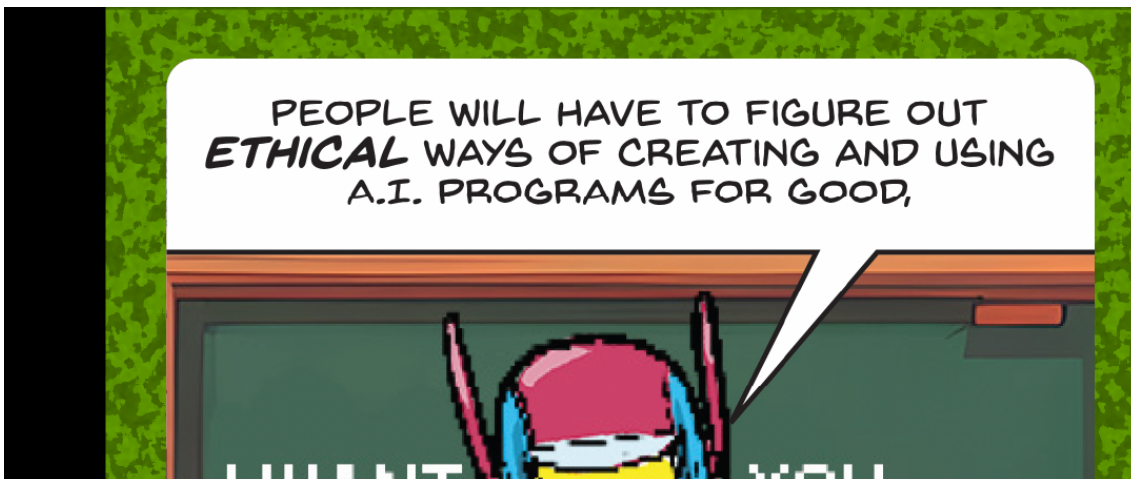
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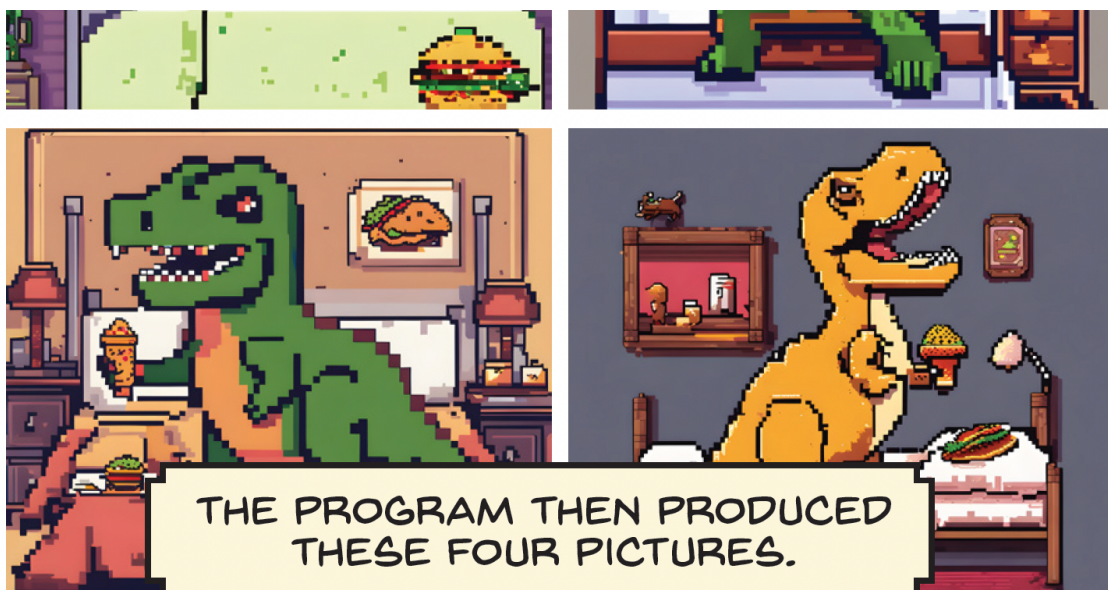
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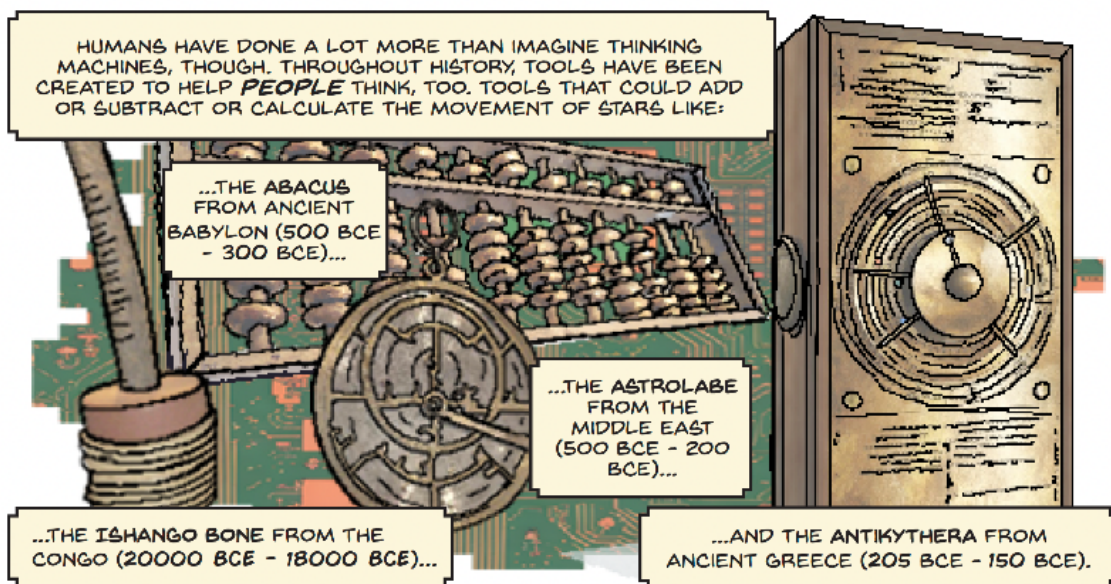
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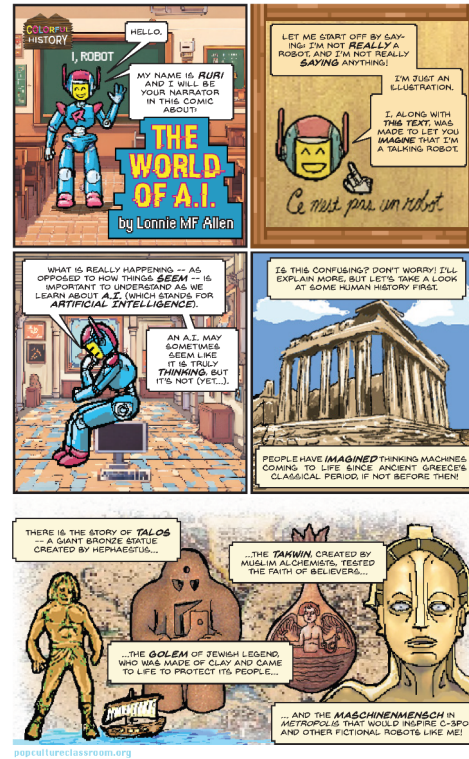
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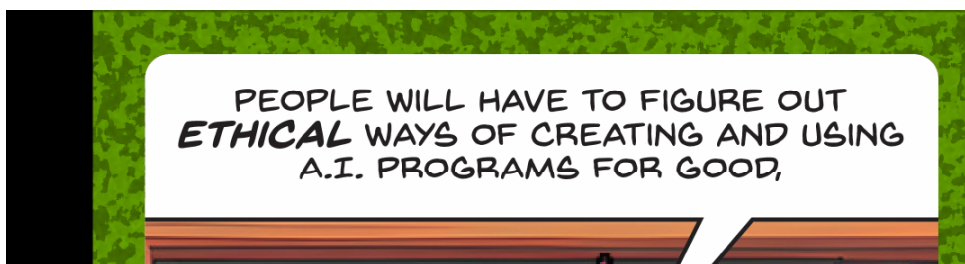
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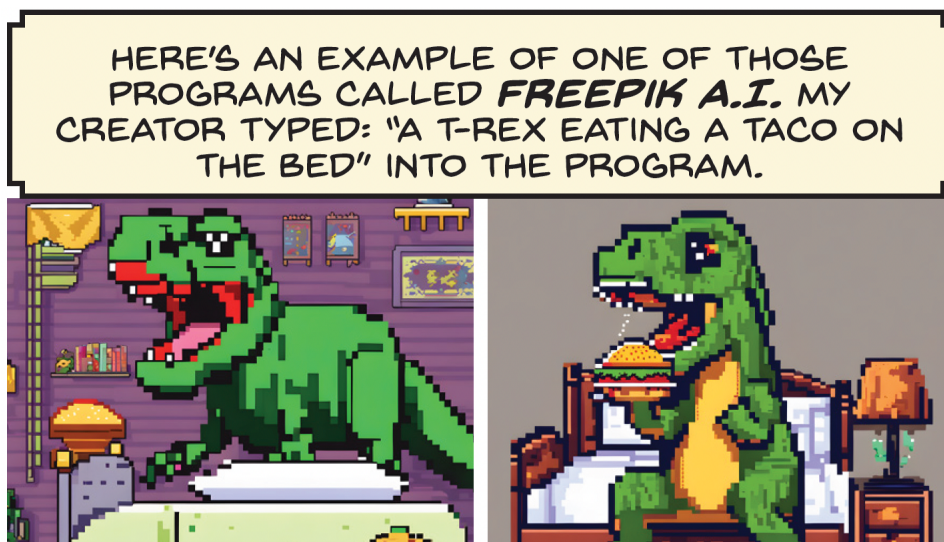


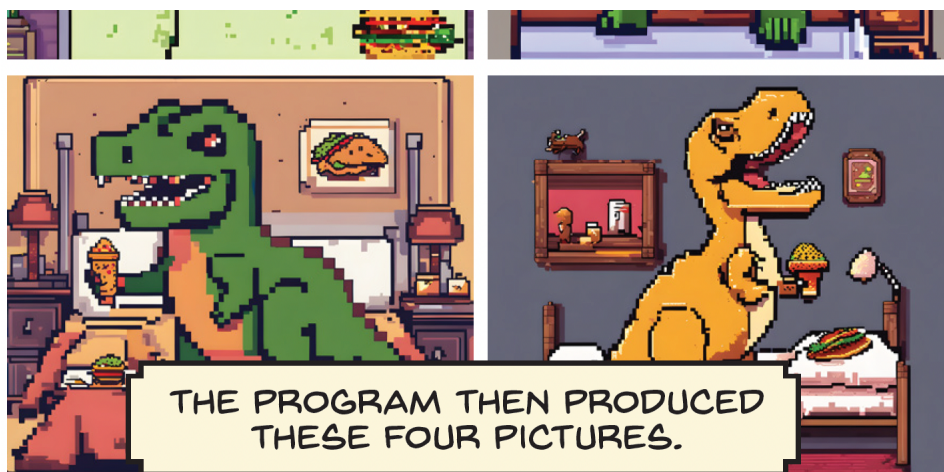
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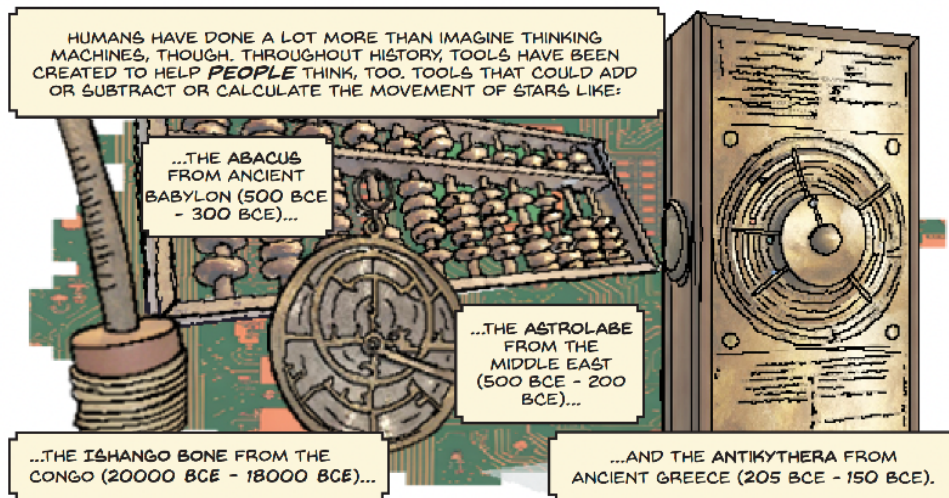
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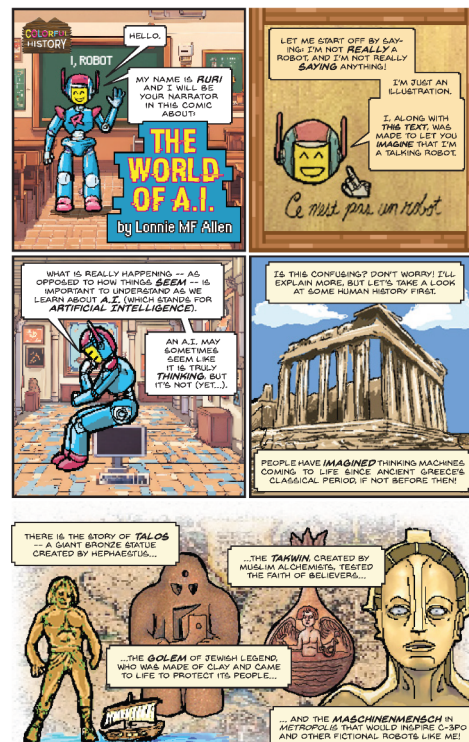
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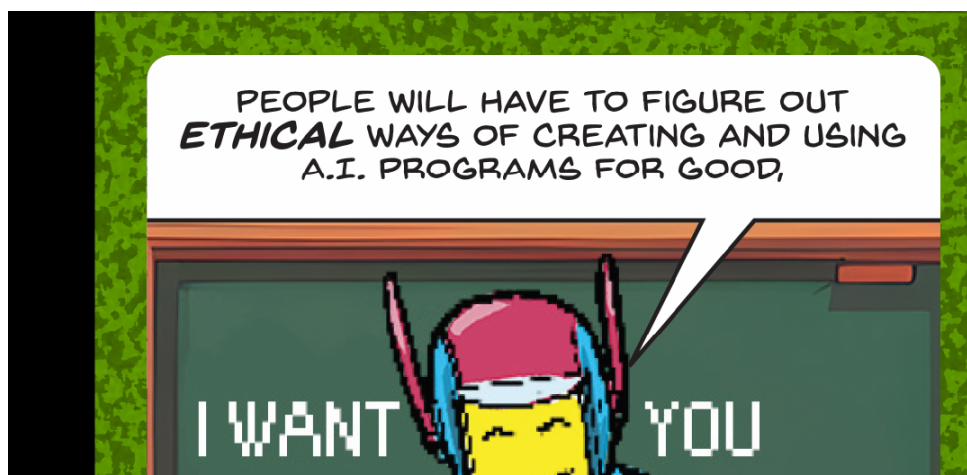
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-
- HUMANS HAVE DONE A LOT MORE THAN IMAGINE THINKING MACHINES, THOUGH. THROUGHOUT HISTORY, TOOLS HAVE BEEN CREATED TO HELP **PEOPLE** THINK, TOO. TOOLS THAT COULD ADD OR SUBTRACT OR CALCULATE THE MOVEMENT OF STARS LIKE:
- ...THE ABACUS FROM ANCIENT BABYLON (500 BCE - 300 BCE)...
- ...THE ASTROLABE FROM THE MIDDLE EAST (500 BCE - 200 BCE)...
- ...THE ISHANGO BONE FROM THE CONGO (20000 BCE - 18000 BCE)...
- ...AND THE ANTIKYTHERA FROM ANCIENT GREECE (205 BCE - 150 BCE).

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