

MY FIRST AI

Educational Guide • DISCOVER → EXPLORE → CODE

A playful, trilingual collection (English • French • Chinese) designed to progressively introduce children to AI, the digital world, logic and early programming concepts. The activities focus on action: observe, search, choose, verify, test, correct and create.

A three-step progression

VOLUME 1

DISCOVER

20 illustrations to become familiar with AI, robotics and the digital world.

VOLUME 2

EXPLORE

25 missions covering technology, data, digital safety, logic and creativity.

VOLUME 3

CODE & REASON

25 missions covering commands, sequences, conditions, repetition and debugging.

OBSERVE • THINK • TRY • VERIFY • CREATE

About the author



Nathalie Pitois, bilingual in English and French and based in Normandy, develops her educational projects under the name NatAI BESTESCAPE. She has more than 10 years of experience teaching English at all levels — primary, secondary and university — as an English teacher for the French National Education system. She was also a trainer and founder of NATHALIE PITOIS ENGLISH TUITION, a training centre dedicated to learning English for professional and leisure purposes. Today, she draws on this experience in education, teaching and school pedagogy to create playful and progressive educational projects around AI, the digital world and logic.

Positioning: a complementary playful resource that can be used in class, in workshops, in small groups or at home.

Three activities • three levels of action

One example from each volume to show the progression: recognise → verify → program.

VOLUME 1 • DISCOVER

Algorithm / Algorithmme



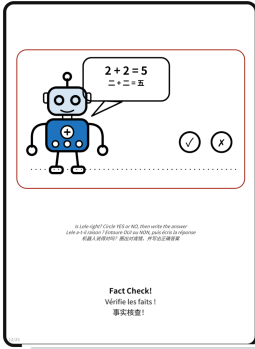
Purpose
Introduce and recognise a first concept from the digital world.

Action
Identify the concept “Algorithm / Algorithmme” and then colour it and name it.

Answer: an open-ended colouring activity; success means recognising the concept.

VOLUME 2 • EXPLORE

Fact Check! • Vérifie les faits !



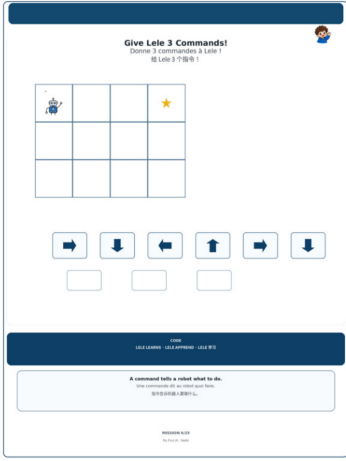
Purpose
Introduce information checking and the idea that AI can make mistakes.

Action
The robot says “2 + 2 = 5”. The child chooses TRUE or FALSE.

Answer: FALSE — 2 + 2 = 4.

VOLUME 3 • CODE

Give Lele 3 Commands!



Purpose
Move from a goal to a sequence of executable instructions.

Action
Move the robot from the starting point to the star using exactly 3 commands.

Answer: → → → (three moves to the right).

1 • RECOGNISE
I discover a concept.

2 • VERIFY
I question an answer.

3 • PROGRAM
I give instructions.

What this comparison shows: the collection does not jump straight into coding. It starts with discovery and vocabulary, then introduces observation and verification, and finally leads the child towards instruction sequences, testing and correction.

For teachers

A discovery resource that can be freely integrated into a class activity, workshop or supported learning time.

Simple questions to support the child

- What do you notice?
- How do you know this is the right answer?
- What happens if we change one step?
- Can you try another way?
- Where is the error?
- Can you explain your solution?

Possible uses

- whole-class discovery
- individual activity followed by discussion
- pair work: explain, compare, correct
- logic / technology / digital workshop
- oral extension in French or English

What the collection progressively develops

Observe • identify information, a difference or a pattern
 Reason • organise, compare and anticipate
 Verify • do not automatically accept a statement
 Debug • identify an error and correct it
 Create • invent a mission, rule or solution
 Digital safety • discover simple protective habits

The common thread

I discover → I think → I try → I verify → I improve.

An essential idea, without turning it into a theoretical lesson

In Volume 2, the child encounters an incorrect statement produced by the robot and has to check it. In Volume 3, the child then discovers that a program can also contain an error and that it must be identified, tested and corrected. Through play, the collection therefore builds an attitude of checking and improvement.

Institutional reference

Éducol highlights early awareness of basic AI concepts and the importance of activities that encourage critical thinking. My First AI can therefore be presented as a complementary playful resource, rather than an official or prescriptive teaching method.

MY FIRST AI • NatAI BESTESCAPE Collection
Nathalie Pitois • Normandy • Bilingual English / French
An invitation to stay curious, try, verify... and create.