Learning Design with ChatGPT – Implications for AI Literacy

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Key question we are going to address

- How can we learn about AI literacy using GenAI?

- And what do we find during the process?

Digital Literacy

"Digital Literacy is the interest, attitude and ability of individuals to use digital technology and communication tools appropriately to access, manage, integrate, analyze and evaluate information, construct new knowledge, and create and communicate with others."

– BC's Digital Literacy Framework

Intended Take Aways

- Don't just copy/paste AI output.

- One of the crucial aspect of learning AI literacy is to help learners
  - establish a good reason to use AI (why)
  - evaluate outputs based on 'why'

Ice Breaker #1

In the Zoom comment box:

- What are some good reasons to use GenAI?

Ice Breaker #2

In the Zoom comment box:

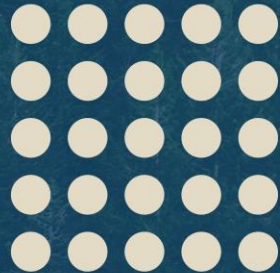- What are some bad reasons to use GenAI?

Section 1

Practicing Digital Literacy with Mock-Learning Design Activity

This is how we talk about it ☺

1. Establish 'why'.

2. Ask Gen AI to produce an output.

3. Evaluate the output
   (ask if it is good or bad?)

1. Establishing 'why'

To break writer's block.

1. Establishing 'why'

Scenario
- Develop a collaborative online learning activity

Learning outcome:
- "Develop a marketing strategy for a small company"

Pedagogical approach:
- Online Collaborative Learning (Harasim, 2012)

2. Ask Gen AI to produce an output.

Prompt:

Generate a group assignment for an asynchronous online course. Students are asked to develop a marketing strategy for a small business as a group. Provide one example scenario that marketing professionals could encounter.

3. Evaluate the output

In your breakout room group, please discuss the following:

- What part of the output can you adapt?
- What is missing?
- How might you address the gaps? (prompt engineering, editing, etc.)

Please use comments in Google Doc to add your group's input.

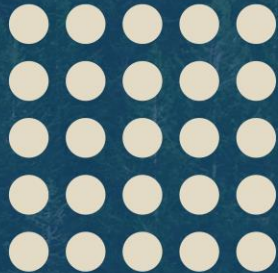# Please report the outcome of your discussion

Section 2

Your Turn ☺

Agenda

- Hands-on Activity (15 min)

- Breakout Room Discussion (15 min)

Hands-on Activity (5 minutes)

- Take one learning outcome and ask GenAI of your choice to develop a learning material.

- In your prompt, please add any additional information you would like.

- Review and evaluate the output.

Breakout Room Discussion (15 minutes)

- Please share what you found.

- And discuss if you like the output with focus on why.

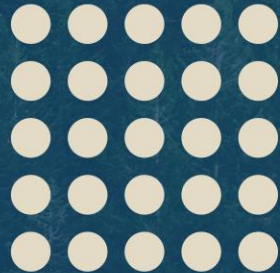- What challenges are you having with the use of AI?

Section 3

General Discussion

General Discussion

- In this section, we will pick up and discuss some of the hopes to take away.

- We will ask ChatGPT to answer first, and we will critique the answer.

Question 1

- What are the best practices for teaching AI literacy?

Question 2

- How can I, as an educator, meaningfully and responsibly use AI to harness learning?

Closing Reflection

How might you adapt today's learning activity in your teaching/learning?

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References

- Government of British Columbia - Ministry of Education. (n.d.) *BC's Digital Literacy Framework*

- Harasim, L. (2012) *Learning Theory and Online Technologies* New York/London: Routledge