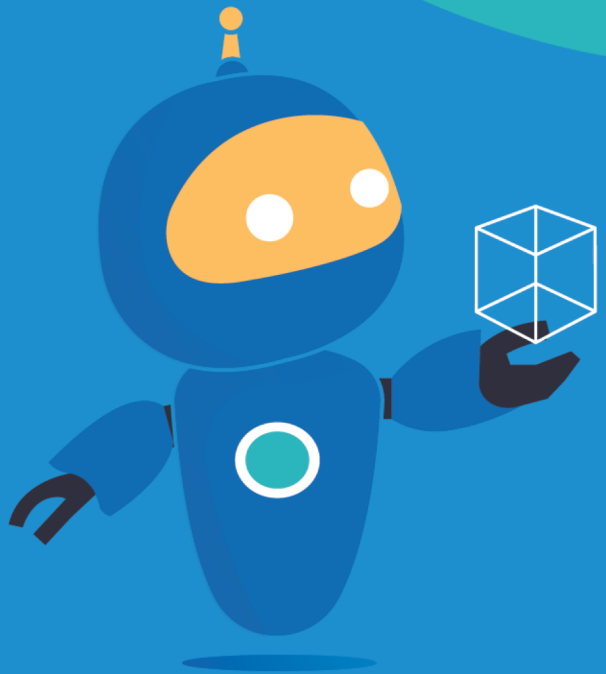
Generation AI



Schoolprogramma voor leerlingen van de basisschool

Gevorderde leeractiviteit

Doukas School

Erasmus+

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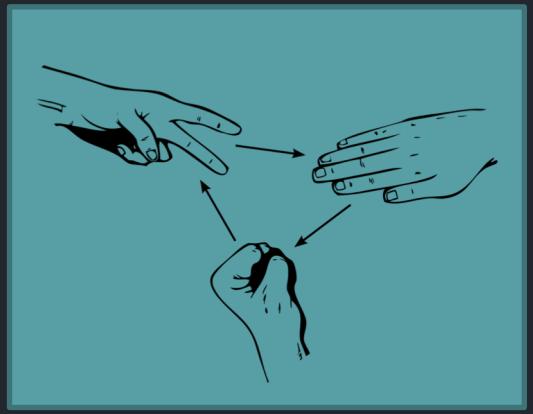
Kan een machine afbeeldingen herkennen en met je spelen?

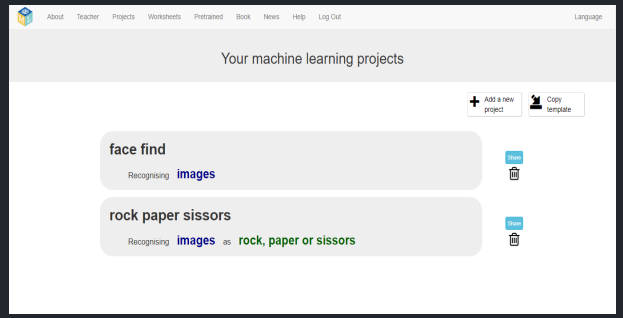
steen papier
schaar

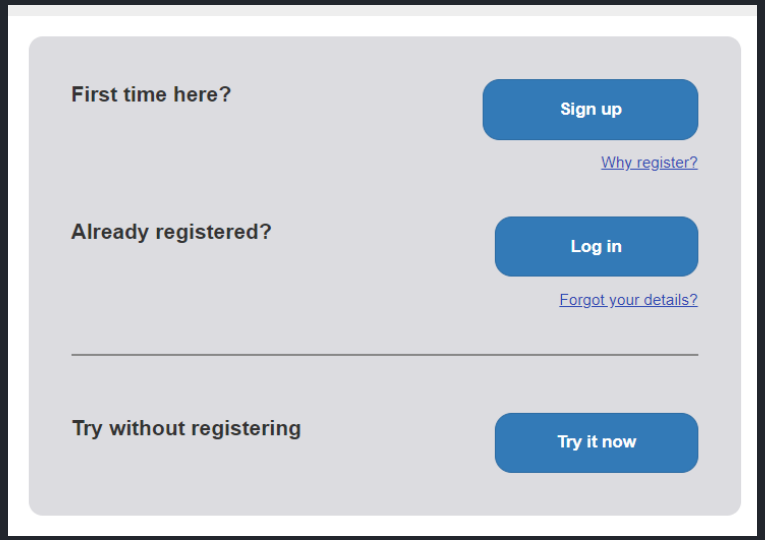
a1

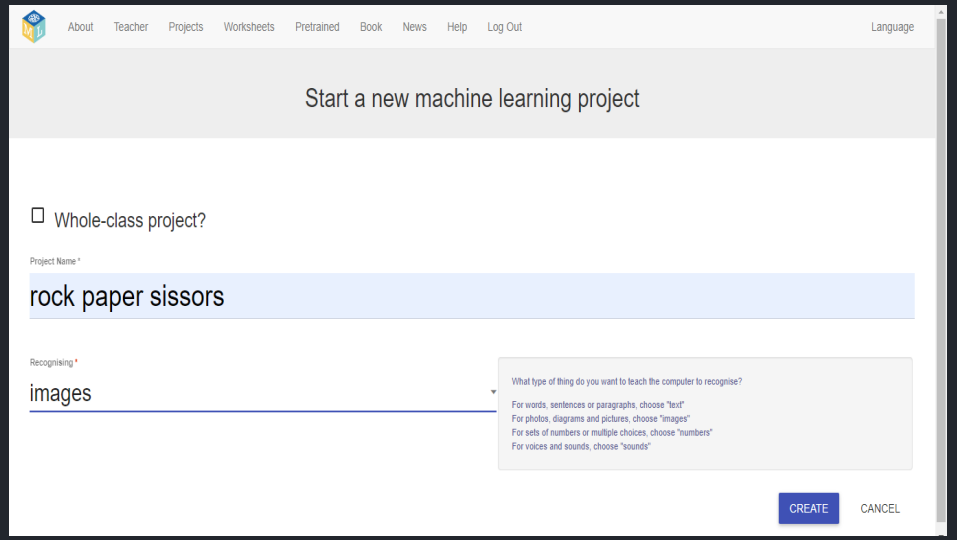


Maak een project

a2-3

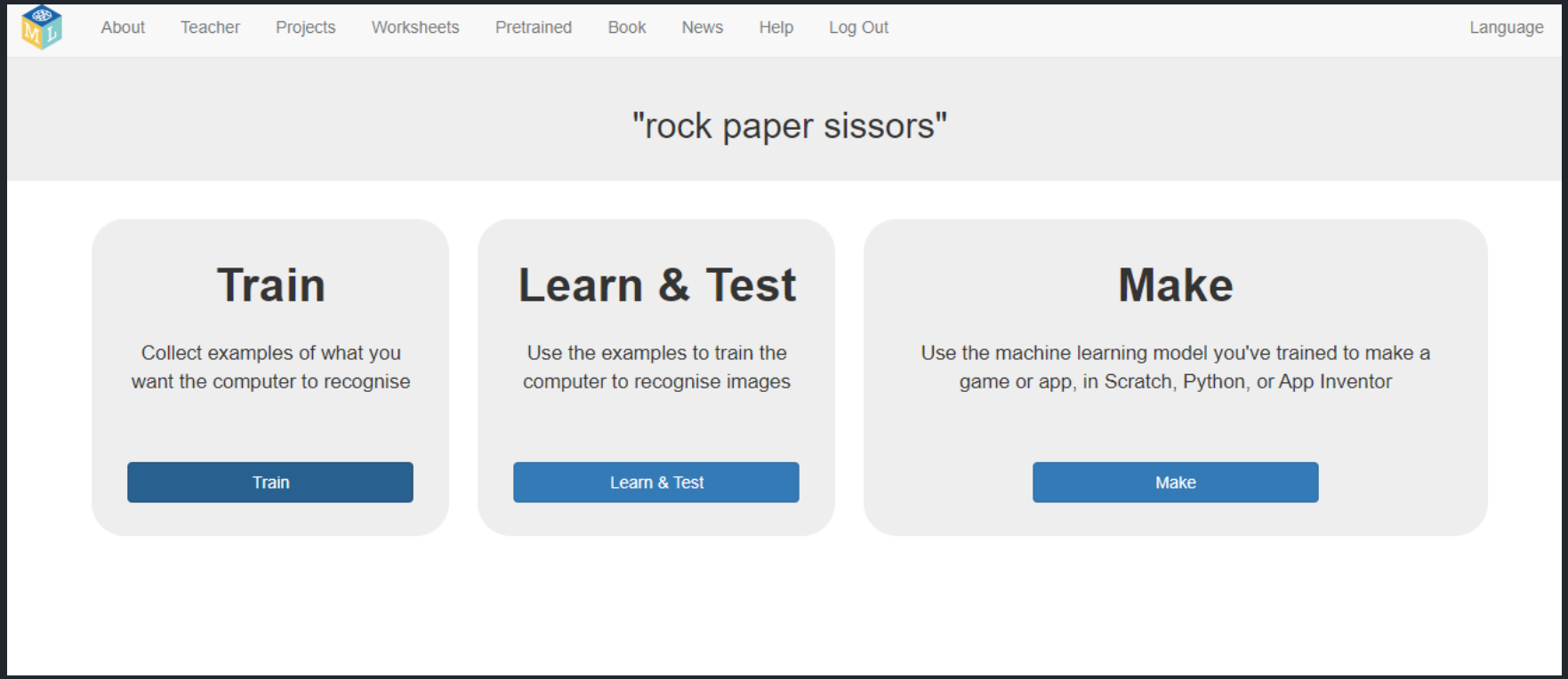






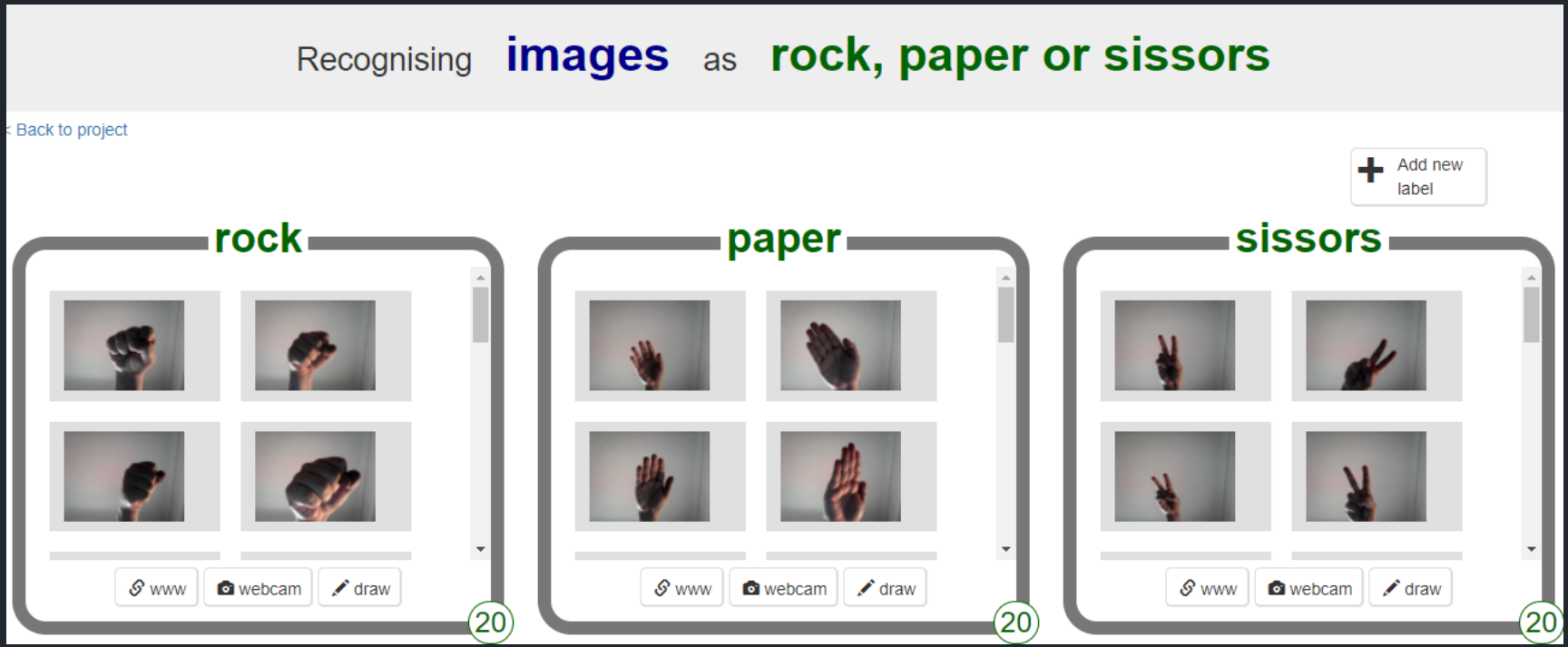
3 stappen van ons project

a4



Maak voorbeelden

a5



ons model trainen

a6

What have you done?

You have trained a machine learning model to recognise when images are rock, paper or sissors.

You created the model on Tuesday, April 5, 2022 11:13 AM.

You have collected:

- 20 examples of rock,
- 20 examples of paper,
- 20 examples of sissors

What's next?

Try testing the machine learning model below. Enter an example image below, that you didn't include in the examples you used to train it. It will tell you what it recognises it as, and how confident it is in that.

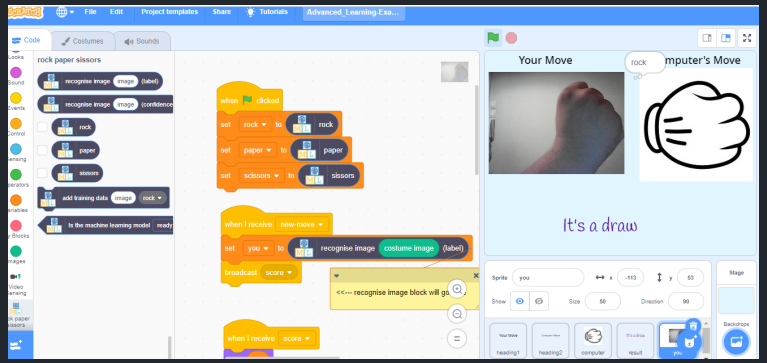
If the computer seems to have learned to recognise things correctly, then you can go to Scratch and use what the computer has learned to make a game!

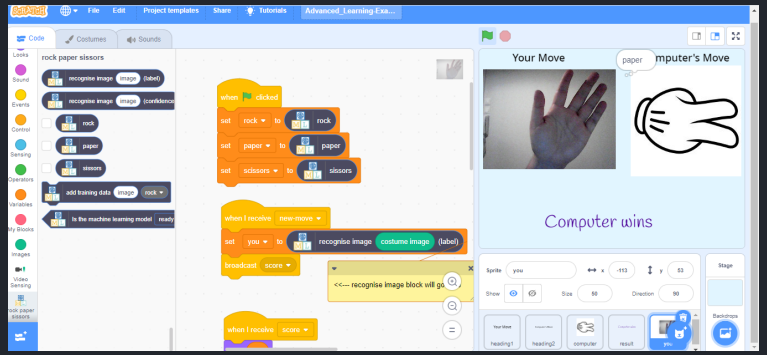
If the computer is getting too many things wrong, you might want to go back to the Train page and collect some more examples

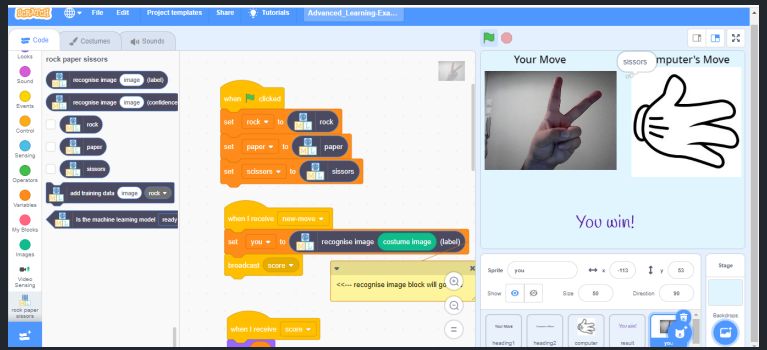
Once you've done that, click on the button below to train a new machine learning model and see what difference the extra examples will make!

speel

a7

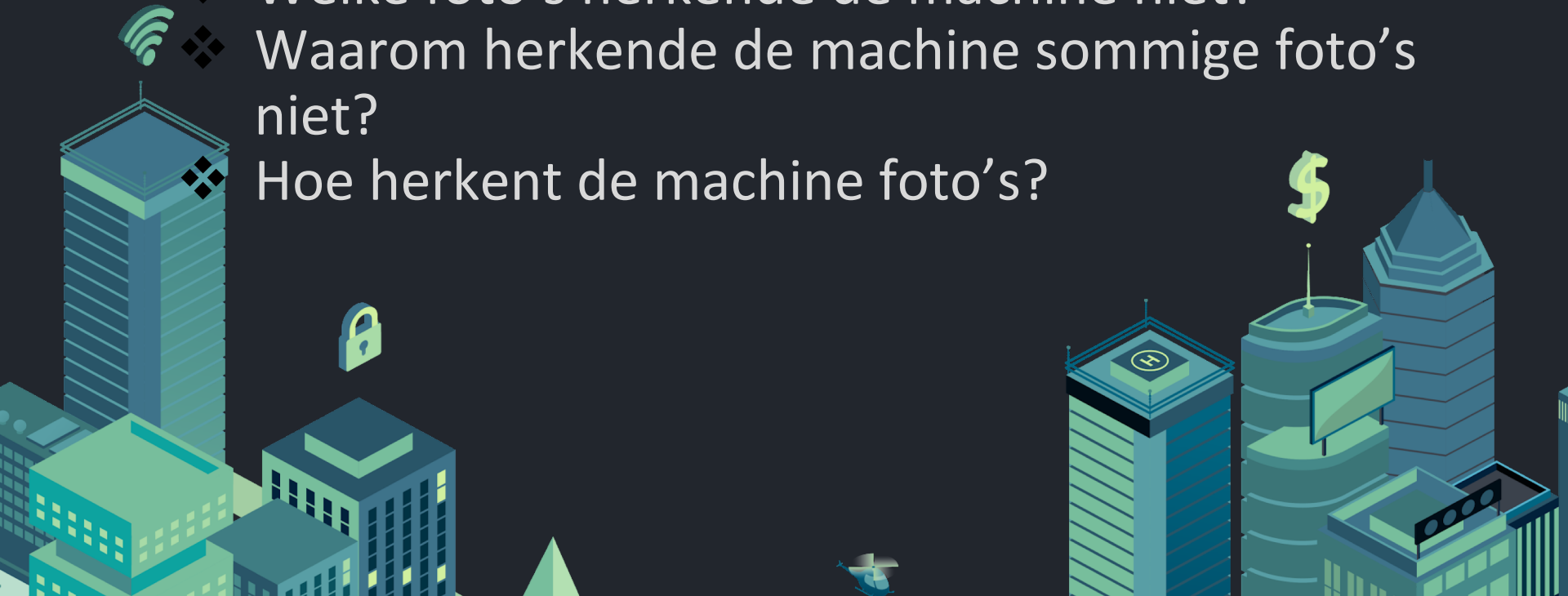

rock paper sissors
Your Move
rock
mputer's Move
It's a draw


rock paper sissors
Your Move
paper
mputer's Move
Computer wins


rock paper sissors
Your Move
sissors
mputer's Move
You win!

Denk na…

- Welke foto’s herkende de machine?
- Welke foto’s herkende de machine niet?
- Waarom herkende de machine sommige foto’s niet?
- Hoe herkent de machine foto’s?

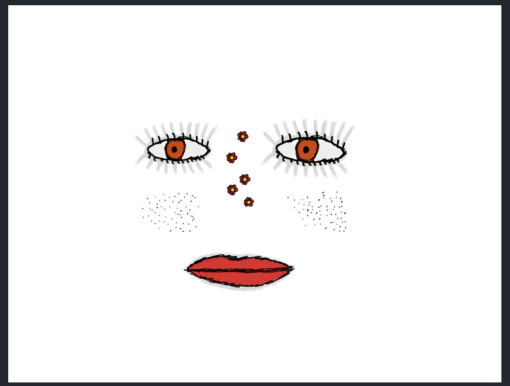


Een paar ideeën

b1

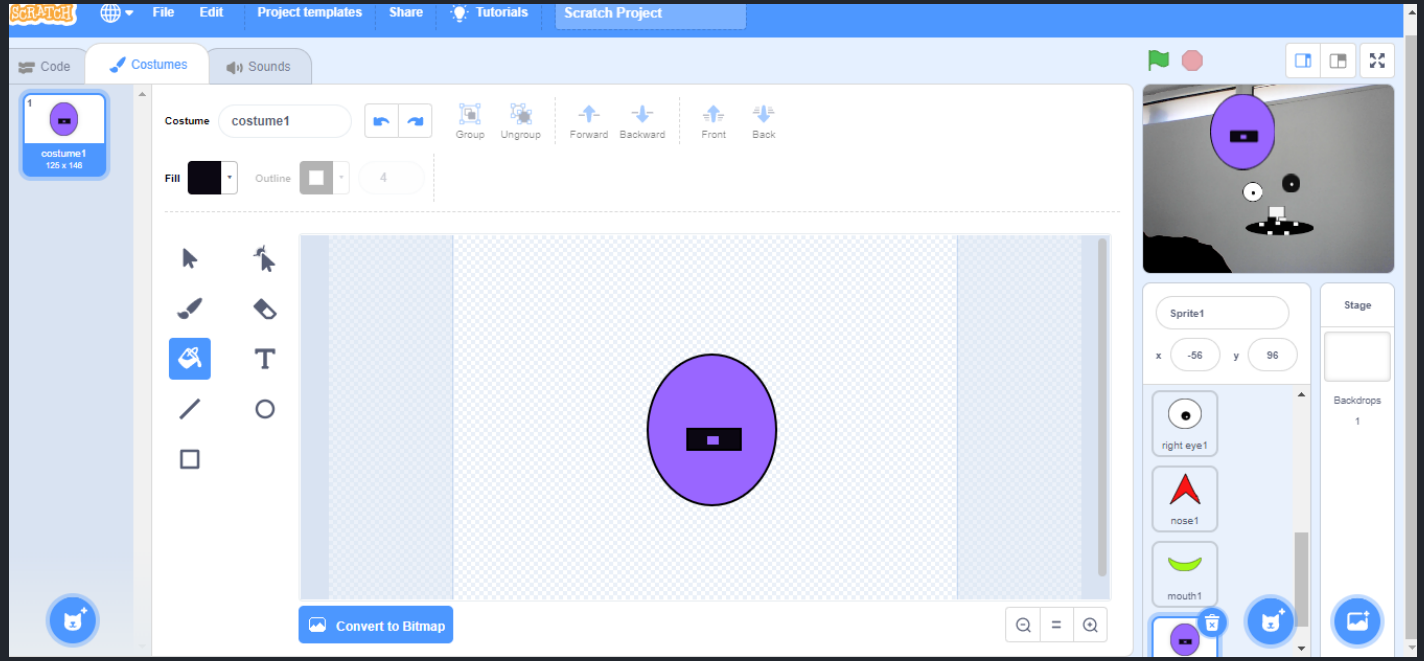
Teken je gezicht

b2



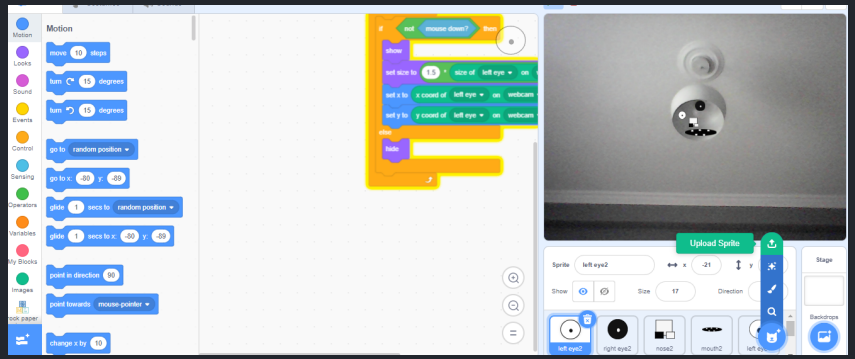
Maak data (sprite)

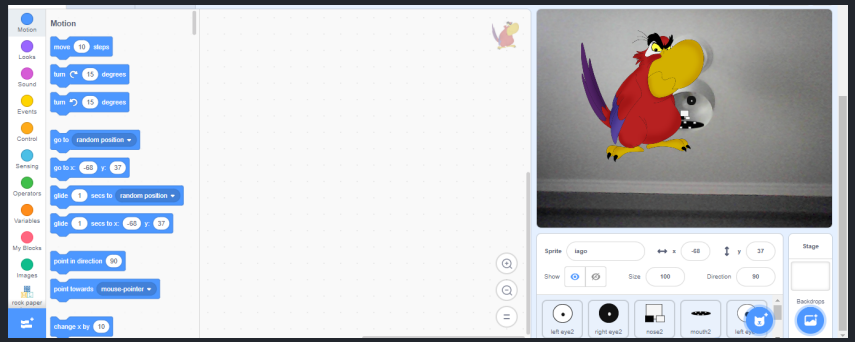
b3



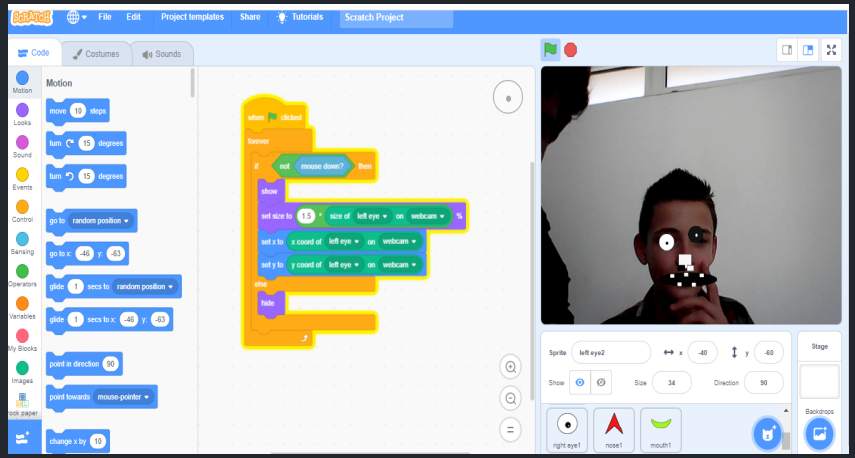
Laad een sprite

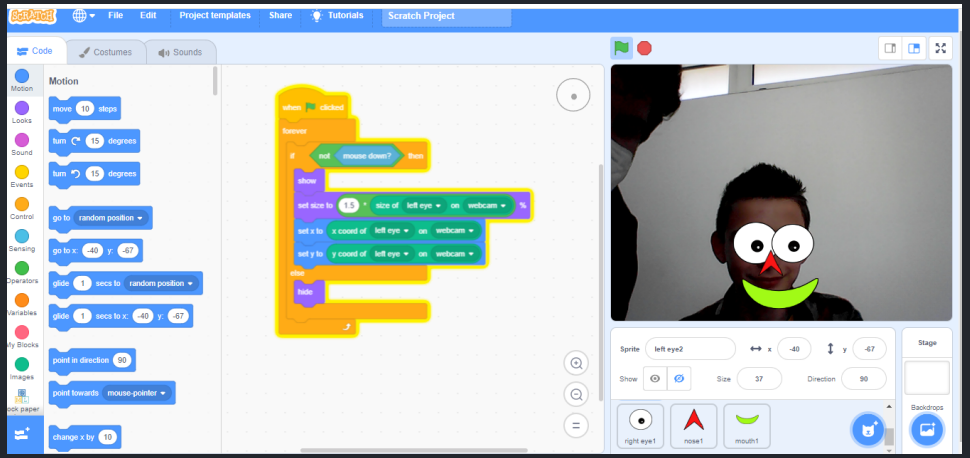
b4





De resultaten in het programma





https://machinelearningforkids.co.uk/scratch3 and

Denk na…

b6

- Hoe bewogen de filters wanneer jij bewoog?
- Bewogen de kenmerken die jij hebt gemaakt op precies dezelfde plek als jouw eigen gezichtskenmerken? Waarom wel/niet?

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Narrator (student): Christofer Chiras