SCHOOL DISCUSSION PACK / FOUNDING PHASE

Bring AI learning closer to your classroom

AI Grassroots is a South African nonprofit initiative helping children explore AI and technology through practical, accessible learning. Founded by Shadlie Kamaldien, who grew up in Hanover Park, the initiative prioritises learners from previously disadvantaged communities and welcomes every background.

Two proposed session formats

Introductory school talk - suggested 30-45 minutes. A grade-appropriate introduction to AI, its limitations, online safety and technology possibilities. Designed for a classroom or hall; learners do not need devices or coding experience.

Guided practical activity - suggested 30-45 minutes. A classroom or club exercise using paper-based sorting, fact-checking or community problem-solving. Pages 2-3 contain a complete activity a teacher can use now.

Before a visit is confirmed

We agree the grade group, date, duration, location, available equipment, costs or sponsorship, and supervision arrangements with the school. Area coverage and availability are confirmed after enquiry. The formats above are planning suggestions, not confirmed bookings.

What to include in your school enquiry

Your adult contact details, school or organisation name, area, intended grades, approximate group size, preferred term or dates, and whether a classroom, hall or computer lab is available. Please do not send children's names, identity numbers, photographs or other private details.

Start a conversation
aigrassroots.org/#request-talk
info@aigrassroots.org
School staff should remain present. Consent and safeguarding arrangements must be agreed before a visit.

Programme development and school discussions are underway. Materials are in English; language-specific facilitation is subject to confirmation. The full programme and safeguarding statement remain in development.

READY-TO-USE CLASSROOM ACTIVITY

Change the rule, change the result

Time: 30 minutes | Group: 6-30 learners, working in small teams
Suggested audience: ages 10-16, adapted by the teacher to reading level and classroom needs
Materials: one copy of page 3 per team, paper, pens and scissors if suitable. No devices or accounts.

Learning goal

Explain a sorting rule, apply it consistently and check whether it fits the task. Distinguish a rule-based algorithm from machine learning, where a system learns patterns from examples.

Run the activity

1. Introduce the cards (3 minutes). Point out the card letters, colour labels and shapes. Explain that an algorithm is a sequence of steps. Read all labels aloud; the words make the activity work in black and white too.

2. Sort by colour (8 minutes). Rule: put GREEN cards in one group and AMBER cards in another. Teams record the card letters, explain their steps and compare results. Ask: did anyone use shape instead?

3. Change to shape (7 minutes). Keep the same cards. Make three groups: CIRCLE, SQUARE and TRIANGLE. Record the letters again. Ask why the groups changed even though the cards did not.

4. Check the goal (7 minutes). The new task is to select all triangles for a classroom poster. Someone suggests the rule 'keep every GREEN card'. Test it. Which unwanted cards does it keep, and which triangle does it miss? Write a better rule and try it.

5. Reflect (5 minutes). Ask each team to explain what was checked, what was ignored and how they tested their answer. Connect this to questioning technology outputs rather than accepting them automatically.

Teacher answers
Colour: GREEN = A, C, E; AMBER = B, D, F.
Shape: CIRCLES = A, B; SQUARES = C, D; TRIANGLES = E, F.
The GREEN rule keeps A, C, E and misses F. For the poster, 'keep all TRIANGLE cards' selects E and F.

Teaching note: This is a rule-based sorting activity, not a trained AI model. In machine learning, patterns can be learned from examples; those patterns and outputs also need checking. Use card letters only - no learner names, personal records or uploads are needed.

PRINTABLE CARDS AND TEAM WORKSHEET

Same cards. New rule.

Cut out the cards if appropriate, or use the letters without cutting. Read the labels as well as the colours.

A



GREEN
CIRCLE

B



AMBER
CIRCLE

C



GREEN
SQUARE

D



AMBER
SQUARE

E



GREEN
TRIANGLE

F



AMBER
TRIANGLE

1. Rule: sort by colour

GREEN letters: _____ AMBER letters: _____

2. Rule: sort by shape

CIRCLE: _____ SQUARE: _____ TRIANGLE: _____

3. New task: keep all triangles for a poster

Test 'keep all GREEN cards'. It keeps: _____
Unwanted cards: _____ Missed triangle: _____

Our better rule: _____
Our selected cards: _____

Discuss: What feature did your rule check? What did it ignore? How did you check whether your result matched the task?