SCREEN-FREE GAME 3

The Human Robot

You need

Ages: 6+ · You need: bread, a spread and a blunt knife (or a cup and a jug of water)

How to play

1. Your child gives you step-by-step instructions to make a sandwich.
2. You are the robot. Follow every instruction exactly as said. If they say "put the spread on the bread", place the whole jar on the loaf.
3. Laugh, then try again with clearer instructions.

What's happening

Computers use step-by-step instructions called algorithms. This game practises explaining what we mean. An AI chatbot is not an exact rule-following sandwich robot, but clearer requests can help it produce more useful results.

One instruction we improved



CREATIVE PROJECT 2

Picture Studio

1. Choose a theme, such as "my dream treehouse" or "an animal that doesn't exist yet".
2. Build a prompt together using the recipe.
3. Make the picture with an AI image tool.
4. Ask: "What did AI get right? What did it get wrong? What would you change?"
5. Your child draws their own version, fixing what AI got wrong.



What they learn

AI images can look impressive and still contain mistakes, such as extra fingers or strange shapes.

A request you can try

Create a colourful picture of a treehouse in a leafy gum tree, with a red roof, a telescope and a ladder. Make it bright and playful.

Can We Trust It? Worksheet

For each example, write one reason to check it and one way to find out more.

AI example	Why might it be wrong?	How could we check?
A chatbot's answer to a homework question		
A navigation app's route		
A video of a talking animal		
A phone call that sounds like Grandma		

ACTIVITY PAGES

Our Family AI Agreement

Make these promises together. Grown-ups make promises too.

Our family name

When we use AI, we will...

The grown-ups promise to...

Our screen-free places and times

Signed by our family

Date **Next review date**

Put it on display and review it as your children grow. Keep any family verification word somewhere private, not on this page.