Teachers' To Do

- <do Jan>Add students to Keycloak (Jan) including group and role, e.g. WS2021_IP17</do>
- <do>Setup a editable Wiki branch for student documentation</do>
- <do Jan>Setup Nextcloud Docker for files Sharing</do>
- <do>Setup Discord Server including categories (IP ...) and channels (General Discussion? Announcements?) → Responsive comm.</do>
- <do>(Mattermost?)</do>
- <do>Missing orders! Powerback (350€ incl. tax), Drivers (291€ incl. tax)</do>

Deliverables

Main goal: Develop, design and implement teaching materials on artificial intelligence (AI) for schools (primary schools, age 9-11 years).

Requirements:

- **Learning path (easy to follow)**: The teaching material should be easy to follow, with a defined structure that connects each of the topics in a way that is easy to absorb. The material can even have a story telling that proposes solutions to current problems such as global warming, garbage in the oceans, deforestation and more.
- **Interactive**: The content must be interactive, with gamification strategies that encourage curiosity to continue learning.
- **Learning experience**:

- Teaching material, design and implement
- Material for primary schools (age 9-11)
- SNAP! tutorial first (age 9-11)
- SNAP! as a frontend for image classification
- Train CNN with your own object
- Jetbot follows your own object
- Object Detector with Camera on Jetson (or rtp, rtsp, rtmp) with ssd-mobilenet
- Enhanced NVIDIA Jetson tutorial for OD suitable for kids (NVIDIA is still too complex)

Steps

- OER prototyping on Wiki
- Structure, Material, Content
- Later implementation on Moodle, openEdX, etc.
- Workshop with NVIDIA material for Jetson (understanding complexity!):
    - Dustin Franklin's material first (detectnet, IC, OD, IS)
    - Dana Sheahen's material (Jupyter, image classification)
    - Jim Benson's material (Jetbot, Linux, setup of Jetsons)
- Learn SNAP!
- Concept to communicate between detectnet and SNAP!

- Teaching material