

# Introduction to Al-Assisted Coding Activity Plan

### Overview

In this activity, students learn how to use AI as a coding partner to design and build their own **Connections-style word game**. They will explore how to prompt an AI assistant, iterate on feedback, and reflect on the process of coding with AI support.

Recommended Grade Level(s): 9-12 Recommend Age Range: 13-18

Activity Length: 1 hour Experience Level: Beginner

# **Technical Requirements**

- Device Requirements
  - o 1 computer per student during class (Mac, PC, Chromebook all work great!)
  - Online connectivity at a minimum of 10Mb/sec
  - Modern browsers on computers
    - Chrome
    - Firefox
    - or Safari Version 15.1 or higher
- Tool Access
  - Access to an Al chatbot (e.g., ChatGPT, Gemini, or Copilot)
- Note on Student Accounts:
  - Students will complete the activity on the CodeHS platform. Students do not need to create an account or log in to access this activity, however they will not be able to save or return to their work later unless they are logged in to CodeHS. See optional instructions on how to set students up here:

codehs.com/hoai\_account\_setup

# **Activity Materials**

Teacher Resources:

• Lesson Plan

Student Activity:

• codehs.com/hourofai/assistedcoding

### **Content Standards**

• **CSTA 2-AP-16:** Incorporate existing code, media, and libraries into original programs, and give attribution.



- CSTA 2-AP-19: Document programs in order to make them easier to follow, test, and debug.
- **CSTA 2-AP-21:** Design and iteratively develop programs that combine control structures, including nested loops and compound conditionals.
- **CSTA 3A-AP-13:** Create prototypes that use algorithms to solve computational problems by leveraging prior student knowledge and personal interests.
- CSTA 3A-AP-21: Evaluate and refine computational artifacts to make them more usable and accessible.
- **CSTA 3B-AP-15:** Analyze a large-scale computational problem and identify generalizable patterns to develop a solution.

### **Teacher Instructions**

- Before the Hour of Al:
  - Review the technical requirements for this activity and teacher lesson plan
  - (Optional) Set up your free teacher account if you plan to have students create accounts
- During the Hour of Al:
  - Direct students to <u>codehs.com/hourofai/assistedcoding</u> to begin working through the Hour of Al
  - Allow students to work through Hour of Al at their own pace, providing encouragement and support when needed.
- After the Hour of Al:
  - Did you know that CodeHS offers K-12 Al curriculum, PD for teachers, and classroom tools? Go to <u>codehs.com/ai</u> to learn more about how you and your students can continue learning about Al.

## **Need Help?**

Email <a href="mailto:support@codehs.com">support@codehs.com</a> to get in touch with our support team!