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Sorting with Decision Trees Activity Plan

Overview

Students will learn how AI uses data to make decisions by practicing sorting with simple rules. They will create and test their own decision trees to classify objects.

Recommended Grade Level(s): Pre-K to Kindergarten

Recommend Age Range: 5 and under

Activity Length: 1 hour

Experience Level: Beginner

Technical Requirements

- Device Requirements
 - This is an unplugged activity—students devices are not needed
 - Teachers will need a connected device to project the activity slides to their class

Activity Materials

All resources needed for this activity are included on the [lesson page](#).

Teacher Resources:

- [Teacher Slides](#)
- [Lesson Plan](#)

Student Resources

- Printed worksheet for each student ([English](#) / [Spanish](#))

Content Standards

- **CSTA 1A-DA-06:** Collect and present the same data in various visual formats.
- **CSTA 1A-DA-07:** Identify and describe patterns in data visualizations, such as charts or graphs, to make predictions.
- **CSTA 1A-AP-08:** Model daily processes by creating and following algorithms (sets of step-by-step instructions) to complete tasks.

Teacher Instructions

- Before the Hour of AI:
 - Review the teacher resources.
 - Ensure that you have the ability to project the activity slides to your students.



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- Print decision tree student handouts.
- During the Hour of AI:
 - Guide students through the “sorting game” and decision tree examples in the slides.
 - Facilitate independent practice: students create and test their own sorting rules using the worksheet.
- After the Hour of AI:
 - Did you know that CodeHS offers K-12 AI curriculum, PD for teachers, and classroom tools? Go to codehs.com/ai to learn more about how you and your students can continue learning about AI.

Need Help?

Email support@codehs.com to get in touch with our support team!