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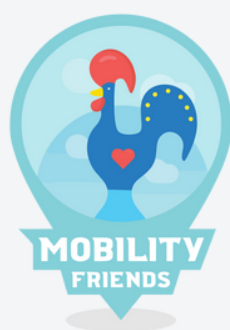
CREATIVE MINDS IN THE AI ERA: MASTERING PROMPT ENGINEERING FOR HIGH SCHOOL STUDENTS

Your Mobility Partner

PIC Number: 948037649 | **Organisation ID:** E10207576

COURSE OVERVIEW

In today's fast-paced, technology-driven world, artificial intelligence (AI) is transforming how we learn, communicate, and solve problems. From virtual assistants to creative tools, AI is becoming an integral part of our daily lives, opening up exciting opportunities for innovation and learning.

This training, "**Creative Minds in the AI Era: Mastering Prompt Engineering for High School Students**" is designed to help you understand and navigate this new landscape. As active digital citizens, it is essential to learn not only how AI works but also how to communicate effectively with these powerful systems — a skill known as prompt engineering.

COURSE OBJECTIVES

This program aims to prepare students to use AI responsibly and responsibly, empowering you to use these tools for your academic projects, creative pursuits, and future careers.

- Introduce students to the fundamentals of generative AI technologies, including an understanding of how they work and their applications in everyday life and education.
- Equip students with skills in crafting effective prompts to influence AI outputs, emphasizing both foundational and advanced techniques.
- Empower students to utilize AI as a tool for learning, innovation, and personal projects.
- Enable students to integrate generative AI tools into their learning practices by developing AI-enhanced activities.
- Provide hands-on opportunities to design and present AI-driven projects, fostering creativity and engagement among students.
- Encourage experimentation to develop critical thinking, problem-solving, and digital literacy skills.
- Build awareness of key ethical and privacy considerations related to AI.
- Discuss emerging trends and future possibilities of AI technologies.
- Prepare students for continuing advancements in AI, ensuring they remain informed and adaptable.

LEARNING OUTCOMES

The training program is designed using a blended and interactive methodology that promotes active participation, practical engagement, case studies and collaborative learning.

Duration

This is a 5 Day Course, not including weekends.

Price

All expenses can be covered through a Knowledge Acquisition (KA) subsidy within the Erasmus+ initiative. This is a 5-day training course in which Mobility Friends imposes a fee of 350€ per attendee, in courses located in the cities of the continent and Madeira island. The fee for Azores island is 480€ per attendee.

The price includes the training course and a coffee break.

For groups of 5 or more people, please contact us for pricing details.

Language

This Training Course is taught in the English Language.

Schedule

The timing of classes, whether in the morning or afternoon, is determined by the provider. The schedule may vary considerably based on participants' preferences and the trainer's discretion regarding any modifications.

Certificate

A Certificate of Attendance will be awarded to participants who attend a minimum of 80% of the course.

Other Services

Besides providing the training course, Mobility Friends offers various services to participating groups, such as accommodation, cultural visits, and transfers, among others. Contact us to learn how we can assist you with your travel logistics.

COURSE TIMELINE

DAY 1

- **Objective**: Introduce students to basic AI concepts, emphasizing ethics and societal impact.

- **What is AI?**
- <u>Content</u>: Definition, types, and everyday uses.
- <u>Activity</u>: Discuss familiar AI tools like virtual assistants.

- **Data Privacy**
- <u>Content</u>: Importance of protecting personal data.
- <u>Activity</u>: Analyze real-world data breach examples.

- **Technology Dependence**
- <u>Content</u>: Effects on mental health and social behavior.
- <u>Activity</u>: Group discussion on personal tech use.

- **Hands-On: AI Tools**
- <u>Activity</u>: Try a basic AI tool (e.g., chatbot).
- <u>Output</u>: Share reflections on the experience.

DAY 2

- **Objective**: Introduce students to generative AI and the basics of prompt engineering.

- **What is Generative AI?**
- Content: Definition, uses (e.g., text and image generation).
- Activity: Show examples of AI-generated content.

- **Prompt Engineering Basics**
- Content: What prompt engineering is and why it matters.
- Activity: Show how different prompts affect AI responses.

- **Crafting Prompts**
- Content: Key elements of effective prompts (clarity, context).
- Activity: Brainstorm and write sample prompts.

- **Hands-On Prompt Testing**
- Activity: Students test prompts with a generative AI tool.
- Output: Reflect on results and how to improve prompts.

*Please note that program content may be subject to change based on input from our trainers.

COURSE TIMELINE

DAY 3

- **Objective**: Explore real-world uses of generative AI and guide students in creating their own AI-powered projects.

- **Exploring Use Cases**
- <u>Content</u>: Applications in fields like education, art, and gaming.
- <u>Activity</u>: Group research and presentations on selected use cases.

- **Designing a Project**
- <u>Content</u>: Overview of project goals (e.g., stories, art, educational tools).
- <u>Activity</u>: Group brainstorming using generative AI tools.

- **Project Development**
- <u>Activity</u>: Students build their projects in groups using AI tools.
- <u>Output</u>: Regular check-ins for feedback and guidance.

- **Project Presentations**
- <u>Activity</u>: Groups share project progress and early results.
- <u>Discussion</u>: Peer and instructor feedback to refine ideas.

DAY 4

- **Objective**: Finalize generative AI projects while exploring ethical issues and presentation skills.

- **Finalizing AI Projects**
- <u>Activity</u>: Continue project development, applying feedback.

- **Ethical Considerations**
- <u>Content</u>: Explore AI-related ethics—copyright, bias, and responsibility.
- <u>Activity</u>: Discuss how these issues relate to student projects.

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- **Presentation Preparation**
- <u>Content</u>: Tips for effective communication and project showcasing.
- <u>Activity</u>: Plan and structure final presentations.

- **Pitch Rehearsals**
- <u>Activity</u>: Practice project pitches with peer feedback.
- <u>Output</u>: Identify improvements and finalize presentations.

DAY 5

- **Objective**: Complete and present AI projects, reflect on learning, and explore future opportunities in AI and technology.

- **Finalizing Projects**
- <u>Activity</u>: Refine and polish AI projects using previous feedback.
- <u>Output</u>: Finished projects showcasing AI tools and prompt engineering.

- **Project Presentations**
- <u>Activity</u>: Present projects to the class, explaining the concept, process, and outcomes.
- <u>Output</u>: Peer feedback and reflection on challenges and solutions.

- **Reflective Discussion**
- <u>Activity</u>: Class discussion on learning experiences and evolving views on AI.
- <u>Content</u>: Emphasize lifelong learning and real-world applications.

- **Exploring Future Trends**
- <u>Content</u>: Introduction to emerging AI trends (e.g., swarm robotics, creative AI).
- <u>Activity</u>: Discuss future career paths and the impact of AI across industries.

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