

Additional Resources

Books: The read-aloud versions of these books are available on YouTube for free. These books do not directly speak about machine learning but draw the child's attention to related concepts like pattern recognition, problem-solving, and enhancing literacy.

"If You Give a Mouse a Cookie" by Laura Numeroff - This book introduces the concept of cause and effect, which is foundational for understanding how machine learning algorithms make decisions based on input data.

"Pattern Fish" by Trudy Harris - This book helps kids recognize and understand patterns, a key skill in machine learning.

"Ada Twist, Scientist" by Andrea Beaty - This book encourages curiosity and problem-solving, which are essential for understanding and applying machine learning concepts.

Movies

"WALL-E" (2008)- This movie involves a robot that learns and adapts, sparking interest in how machines can learn from their environment and experiences.

"Ralph Breaks the Internet" (2018) - This film includes themes of algorithms and internet technology, tying into the basics of machine learning and how it is used in digital spaces.

Games and Activities

1. CodeCombat

- Game-Based Learning Platform: Teaches programming and machine learning concepts through gameplay.

2. Cargo-Bot

- Puzzle Game: Helps students understand logical sequences and problem-solving, foundational skills for machine learning.

3. Lightbot

- Programming Puzzle Game: Teaches coding and logical thinking, which are essential for understanding machine learning.