

Can One Recommendation Rule Work Every Time?

Build a simple recommendation rule, test it with real-life situations, find the weak case, and decide when a person should step in.

AGES 8–13

15 MINUTES

NO SPECIAL BACKGROUND NEEDED

PRINT OR USE ON SCREEN

TODAY'S MISSION

Test a ready-made activity recommendation rule. See when it works, find one situation it misses, and improve it without losing the useful part.

INFORMATION



RULE



RECOMMENDATION

YOU NEED

1 pencil

Optional: place a book, puzzle, and ball on the table—or simply use the three choices printed below.

1

2 MIN

Meet the three activity choices

Say: “Our recommender can choose a **BOOK**, a **PUZZLE**, or a **BALL**. How is each activity different?”

Ready examples: A book can be quiet and short. A puzzle is hands-on and may need more time. A ball gives movement and needs safe space.

If your child is unsure

“Read the rule one sentence at a time.”

“How many minutes are available?”

“What does Case C tell us that the rule never asked?”

2

3 MIN

Start with this ready-made rule

Read together: “If there are fewer than 20 minutes, recommend the **BOOK**. If there are 20 minutes or more, recommend the **PUZZLE**.”

Notice: This rule uses only one piece of information—how much time is available.

The rule uses _____ to make its recommendation.

What to notice as a parent

- ✓ Can your child follow a rule before changing it?
- ✓ Can they explain why Cases A and B fit?
- ✓ Do they identify the exact missing information in Case C?
- ✓ Can they name a safety reason to override the result?

3

2 MIN

Test three clear situations

Apply the rule exactly: **A. 10 minutes before dinner → BOOK. B. 30 minutes and wants a hands-on activity → PUZZLE. C. 30 minutes and wants to move → PUZZLE.**

Ask: “Which recommendations fit?” A and B fit. C does not—the rule knows the time but not that the child wants movement.

The weak case is _____ because the rule did not know _____.

This is a model—not real AI

The activity makes recommendation logic visible. It does not claim that one rule is artificial intelligence. The full Lab examines actual AI systems, data, outputs, risks, and human checks.

4

5 MIN

Add the missing information; test again

Add: “If the child wants to move and there is safe space, recommend the **BALL**. Otherwise, use the time rule.”

Case C before: PUZZLE

Case C after: BALL

Ask: “Did we replace the whole rule?” No. We kept the useful time rule and added one missing condition.

Your 15 minutes together

You just practiced following a system, testing it with examples, finding missing information, improving one condition, and keeping the final decision human.

5

3 MIN

Make the final human decision

Say: “The rule recommends the ball. What should a person check before saying yes?”

Clear examples: Is there enough safe space? Are fragile objects nearby? Is anyone injured? Does the child actually want that choice?

I would change the recommendation if _____.

Want to continue this kind of learning?

The 12-week AI Literacy Lab develops this same habit through system maps, data and model testing, prompt verification, privacy, fairness, evidence, and responsible human decisions.

SEE WHAT THE
12-WEEK LAB INCLUDES →