

What can we do with generative AI in our classrooms?

Detailed workshop outline for 2023 Constructionism Conference

Part 0: Opening (5 min)

- Welcome
- Introductions / Who's in the room?
- Goal of the session: explore generative AI uses in the classroom and brainstorm lessons (and giving us feedback on the brainstorming process)

Part 1: About our new class (10 min)

- Goals of our new undergraduate class
- Students taking our class
- Scope

Part 2: Introducing the possibilities of generative AI in the classroom (30 min)

- Jigsaw: current tools/uses of chatGPT (or other generative AI)

Part 3: Using Committee of N to design a generative AI tool (30 min)

- Goal: develop a new use/tool/framing/context of chatGPT based on the cards you pull
- Game Rules
 - Draw one card from each stack without looking (it might be a terrible card!)
 - Brainstorm 2-3 responses to the card
 - Pick one and flesh it out
 - Repeat whole process with new set of cards
 - Bonus round: pick cards you like, repeat activity
- 2-3 Rounds

Part 4: Feedback & reflection (30 min)

- Clarifying questions
- Feedback on process
- Feedback on content