

Preparing learners at all levels to engage constructively with Artificial Intelligence



prepared by: Kathryn MacCallum David Parsons Mahsa Mohaghegh

EXECUTIVE SUMMARY

This report introduces an Artificial Intelligence (AI) literacy framework developed by a research team from The University of Canterbury, academyEX, and AUT.

The Scaffolded AI Literacy (SAIL) framework was developed from a Delphi Study of 17 experts in AI from Aotearoa New Zealand and overseas, with representatives from both education and industry, and cultural experts.

The framework has four levels of capability. Three define AI literacy, with an additional level that indicates what further capabilities come beyond AI literacy.

- 1. Know and Understand AI
- 2. Use and Apply Al
- 3. Evaluate and Create AI
- 4.+ Beyond AI Literacy

These levels are not age and stage based. Rather, they provide a scaffolded pathway though levels of competency for all learners.

At each level, there are six categories of Al literacy

- 1. The Impacts of Al
- 2. What AI Is and How It Works
- 3. Cognitive Skills
- 4. Applied Skills
- 5. Social, Cultural, and Ethical Issues
- 6. Risks and Mitigations

In addition to detailing the SAIL framework, this report provides illustrative examples of learning activities that can be applied at the three main levels of AI literacy, taking account of different learner audiences.

The report also includes information about an online tool that has been developed to help educators evaluate or design course materials that address level 1 of the framework.



Introduction

With the rapid adoption of Generative Artificial Intelligence (GenAI) tools across many areas of life, the concept of AI Literacy - the sets of skills and competencies necessary for everyone to engage constructively with Artificial intelligence (AI) - is becoming a key focus in education and beyond.

UNESCO (2022) states that everyone should achieve AI literacy, including knowledge, understanding, skills, and value. The World Economic Forum in their 2022 report "Without universal AI literacy, AI will fail us" (WEF, 2022) has promoted the need to foster universal AI literacy and asserts that each of us (students, educators, non-profits, governments, parents, and businesses) needs to become literate about AI, to know when it is being used, and be able to evaluate its benefits and limitations in our lives. As AI continues to permeate society, it becomes increasingly essential for individuals to possess a foundational understanding of AI concepts, functionalities, and implications. AI literacy equips people with the skills to critically engage with AI systems, fostering informed decision-making and ethical awareness.

This report described the Scaffolded AI Literacy (SAIL) framework, intended to support equitable, accessible, and effective education in the age of AI. Using this framework can empower individuals across all demographics to navigate and contribute to an AI-driven world, ensuring they are not only passive consumers but also active participants in shaping the future of technology.





AI Literacy

Al literacy in education has become a rising concern across the education sector. As Al technologies become increasingly ubiquitous, educators and learners alike must understand the fundamental principles of how these systems work, their potential biases and limitations, and the ethical considerations surrounding their use (Faruqe et al., 2022). Without this critical understanding, learners may struggle to effectively and responsibly leverage Al in their studies and future careers. Developing learners' Al literacy should, therefore, be a key priority for all areas of education, from primary to tertiary education.

Emerging from previous work about the role of AI in education, AI literacy was first discussed around 2016 when Konishi conceptualised it as being able to recognise tasks that can be performed by AI, and learning and investing in the human strengths that it cannot replace. In contrast, Kandlhofer et al. (2016) took a more technical view, emphasising the techniques and concepts behind AI products and services. Since then, many others have suggested further definitions of AI literacy. One source that is commonly referred to is Long and Magerko's (2020) five AI literacy themes, which are based on other literature and linked to a set of competencies and design considerations. However, in the domain of AI literacy research, although many different perspectives have been explored, only a few have addressed the design of AI literacy frameworks, suggesting a need for further research.



The Need for an Al Literacy Framework

The first step towards AI Literacy is to identify what knowledge, skills, awareness, and understanding are necessary to use, benefit from, and create with, AI tools. This, however, is not enough to help develop the necessary skills and competencies. These concepts of AI literacy need to be organised into a suitable framework that provides a guide for learning and development. The purpose of an AI literacy framework is, therefore, to provide a structured approach to understanding and engaging with AI technologies.

The SAIL framework serves as a guide for educators, policymakers, and learners, outlining the key competencies and knowledge areas necessary to navigate the complexities of AI. It encompasses fundamental concepts such as machine learning, data privacy, and algorithmic bias, as well as cognitive skills like critical thinking and ethical reasoning. By integrating these essential components, the framework aims to foster a comprehensive understanding of AI, enabling individuals to responsibly and effectively apply AI tools in various contexts. It also seeks to democratise access to AI in education, ensuring that all learners, regardless of background, have the opportunity to become literate in AI. Ultimately, the AI literacy framework is designed to prepare individuals for a future where AI is ubiquitous, empowering them to leverage AI for personal, professional, and societal benefit.

The Delphi Study Design Process

The SAIL framework was developed through a comprehensive Delphi study, a research survey technique that collects data from domain experts to achieve consensus concerning real-world knowledge. This process involved a panel of 17 Al experts from both education (n=11) and industry (n=5); one expert bridged both domains, and cultural expertise was an essential component. The process involved three rounds of development and evaluation to determine the elements of the framework.

ROUND 1

Brainstorming key concepts, skills and understandings that would be relevant to four levels of AI literacy:

- Level 1: Informed Initial awareness and foundational knowledge.
- Level 2: Empowered Exploring ideas and reflecting.
- Level 3: Engaged Implementing and embedding concepts and tools.
- Level 4: Active participant Creating and applying Al in transformational ways.

ROUND 2

Refining initial concepts, skills, and understandings to sit under the following categories and subcategories:

1. Concepts

- The Impacts of AI What AI Is, and How It Works
- 2. Application and Technical Cognitive Skills
 - Applied Skills
- 3. Issues, Challenges, and Opportunities
 - · Challenges and
- Social and Ethical Issues
- **Opportunities**

ROUND 3

The final round consolidated our framework, focusing on finding a consensus around the different points under each level and category.

Some of the terminology was changes to better express the concepts of the framewok

The next section explores the outcome of this final round.





The SAIL Framework Contains

3 Domains

of Al literacy

- Al Concepts
- Application of AI and Technical Skills
- Al Digital Citizenship

These are divided into

6 Categories

of Al literacy

- The Impacts of Al
- What AI Is and How It Works
- Cognitive Skills
- Applied Skills
- Social, Cultural, and Ethical Issues
- Risks and Mitigations

And there are

4 Levels

of capability. Three of these are part of the core literacy framework, with level 4+ going beyond literacy to specialist expertise.

- 1. Know and Understand AI 2. Use and Apply AI 3. Evaluate and Create AI
- 4.+ Beyond Al Literacy



The Four Levels of the SAIL Framework

From Know and Understand to Beyond AI Literacy

The figure below shows the four capability levels of the framework. These levels show the levels a learner would move through to build their Al literacy, with the final stage (Level 4+) representing the move towards specialist Al fluency, where learners move from literacy to deeper engagement - to the knowledge needed for those moving into Al fields of research and practice. In is also important to highlight that this framework was developed to be age agnostic. While the higher levels (3 and 4) would be more suited to older learners, different levels can be taught across different sectors (early years and beyond) with teaching adapted to suit different age levels and contexts.



The Categories of the Framework

The six categories of the framework are divided into three domains of AI literacy: AI concepts, application of AI and technical skills, and AI digital citizenship. These six categories together ensure that there is an appropriate mix of knowledge, skills, and critical thinking. Each category is represented in each level with the learner developing further related capabilities in each domain as they progress up the levels.

AI Concepts

Understanding the nature of Al and how it impacts on people in their everyday lives

The Impacts of AI

Exploring AI's societal impacts by identifying human-AI interactions, understanding ethical use, assessing AI adoption and potential harms, and demonstrating data literacy and interdisciplinary applications.

또 What Al Is & 문 How It Works

Mastering Al fundamentals by defining key terms, comparing technologies, understanding data use, explaining human language interaction, and exploring advanced concepts like deep learning and quantum computing.

Application of Al & Technical Skills

Knowing how AI tools can be applied to useful tasks



Developing cognitive skills by assessing AI's implications, evaluating tool suitability, understanding its impact on work and creativity, and demonstrating computational thinking and AI model-building expertise.



Enhancing applied skills by selecting and using appropriate AI tools to collaborate, communicate, solve problems, and perform tasks in specific contexts such as learning and research.

Al Digital Citizenship

Being aware of the issues, risks and their mitigations associated with Al



Social, Cultural, & Ethical Issues

Exploring social and ethical issues of Al by assessing societal benefits, identifying ethical implications, discussing cultural impacts, and applying principles-based approaches to equity, inclusivity, and policy development.



Risks & Mitigations

Addressing the challenges of Al by identifying and mitigating risks, promoting responsible use, ensuring inclusivity, and applying moral frameworks to assess Al's societal value and future directions.

Level 1 - Know and Understand Al

The first level of the framework provides the foundational level of Al literacy for everyone. How and when these literacies might be developed will vary across learners and contexts and may be developed in different sequences and at different depths. For example, educators working with older learners may be able to explore these same competencies using different approaches than those working with younger learners. This concept is explored in the subsequent examples of applying Al tools in learning contexts.

AI Concepts

The Impacts of AI

- Identify when people are using AI
- Describe how AI is impacting society
- Explain how Al relates to other technologies
- Give examples of how AI has impacted different sectors

ກມແຈ What Al Is & How AI ໄຮ ໃນມີເຊັ່ງ It Works

- Define common terms in Al (e.g., machine learning, large language models, neural networks)
- Identify different types of AI
- Compare and contrast the main features of AI technologies
- Identify different ways that AI is being used within different applications and contexts
- Explain how data is used in different AI systems
- Explain how users can interact with Al systems, including natural language

Application of Al & Technical Skills

🕄 Cognitive Skills

- Evaluate the role of data within Al systems and the implications data has on the training of Al models
- Identify the useful features of Al technologies when applied in specific contexts
- Evaluate when the use, or non-use, of AI is suitable for different tasks
- Assess the implications of using Al for a specific purpose or context

Applied Skills

- Select and apply suitable AI tools to perform specific tasks (e.g., collaborate, communicate, solve problems)
- Apply Al tools in specific contexts to achieve personal, learning or workbased goals
- Evaluate the suitability and outcomes of using a range of AI tools across a range of tasks

Al Digital Citizenship

Social, Cultural, & Ethical Issues

- Assess the potential benefits to society of the use of Al
- Identify the ethical implications of AI (e.g., bias, fairness, transparency, accessibility, and accountability)
- Explain the relationships between Al, data, and cultural contexts and values



- Identify risks presented by AI systems (e.g., security, personal data, privacy, fraud, and cyber threats)
- Identify ways to mitigate the risks presented by AI systems
- Demonstrate responsible and safe behaviours toward AI and the threats it poses through misuse
- Discuss the impact of AI on cultural diversity and ways of addressing cultural bias in AI systems

Applied AI Example for Level 1

Google's Quick Draw (<u>https://quickdraw.withgoogle.com/</u>)

QUICK, DRAW!

Can a neurol network learn to recognize doodlying? Help teach it by adding your drawings to the <u>world's largest doodlying</u> <u>data set</u>, shared publicly to help with machine learning research.



Quick, Draw! provides real-time feedback as you draw. It is a fun and interactive way to introduce students to Al concepts. It uses a neural network to recognise drawings in real time, providing an engaging experience for learners. Students can see how good the neural network is at recognising their drawings. It also makes its data set publicly available, meaning that other researchers can use the data to train their own neural networks.

The following are some example concepts that could be covered using this tool:



Older students

Older students can explore the app's dataset and discuss the importance of diverse data in training AI and the bias that can occur. They can also explore issues like what happens if the dataset lacks variety in styles or cultures and how this could be designed to avoid these limitations.



Young Children

Young children can engage with the tool by drawing simple objects and seeing if the AI can recognise them. They can discuss how the AI 'learns' from millions of drawings to identify new ones, and understand that AI uses patterns in data to make decisions and recognise objects.



Adult Learners

Adult learners can use the tool to get a hands on example of how neural networks function. It could be used to help the learners think about the implications of using Al in various contexts, such as education, healthcare, and more and explore the deeper ethical issues of design in more depth.

Mapping the Example to Level 1 of the Framework

This hands-on example of a neural network helps explain how AI can be used to recognise patterns **Identify different** and interpret user inputs. It can introduce key types of Al I terms like dataset, bias, training data and Natural Language Processing. Learners can see the actual data that has Explain how data is been input into the system and even help improve the data set by flagging drawings used in different Al that are not correct, therefore improving the systems system. Explain how users The tool can help introduce the different ways AI can accept input—in this case, via drawings. can interact with **Al systems** Evaluate the role of Students can explore how different datasets impact AI performance and data within Al discuss the importance of data quality and diversity. systems Identify the useful Students can assess how Quick, Draw!'s features of Al technology can be used in various contexts, such as education and entertainment. technologies **Identify the** Discussions can be held on the ethical implications of AI, including privacy ethical concerns and potential misuse. implications of Al **Relevant Readings: Sample Resource:** • Fernandez-Fernandez, R.,et al. (2019). A slide set using Quick, Draw! to introduce young Quick, stat!: A statistical analysis of the children to basic concepts of AI

- <u>Quick, stat!: A statistical analysis of the</u> <u>quick, draw! datase</u>t. arXiv preprint arXiv:1907.06417. • Su, J., & Yang, W. (2023). <u>Artificial</u>
- Intelligence (AI) literacy in early childhood education: an intervention study in Hong Kong. Interactive Learning Environments

and introduce simple ideas about data and the issues around bias. It could be adapted for different ages.



<u>Slide Link</u>

Level 2 - Use and Apply Al

The second level of the framework provides a more active approach to Al literacy. Building on the foundational skills of level 1, it provides the learner with a pathway to become directly involved in the use and application of Al tools and engage more critically in the wider issues around Al technologies.

Application of Al AI Digital AI Concepts & Technical Skills Citizenship Social, Cultural, & The Impacts of AI **Cognitive Skills** Ethical Issues • Discuss the role of people in the • Explain how AI will change how • Understand how bias occurs in AI people work and interact in different development, deployment, and systems ethical use of AI tasks and situations · Discuss the social impacts of AI, Discuss how AI could help people Demonstrate an understanding of including its effects on societal norms Al's role in a specific situation make smarter decisions and improve and cultural biases their understanding Explain the factors involved in AI · Give examples of AI ethics issues in adoption, including how Al is used Discuss how AI can be used for various areas where AI is used and the potential harms creative purposes • Explore the impact of AI on the future · Determine which AI methods would of work and implications for creative be best suited to different problems industries and/or industry needs Explore the impact of AI on Discuss issues related to the Indigenous cultures and understandability of Al. such as Al disadvantaged groups transparency and explainable AI • Discuss the impact of AI on governance and policy, utilising a principles-based approach What Al Is & Risks & 60 Applied Skills How It Works Mitigations

- Understand how AI algorithms work and how they are used in AI tools and applications
- Apply key terms to explain how Al models are trained and the different steps involved
- Explain how data is used in Al systems and identify different sources of data used to train various Al models
- Apply Al tools in different fields of study
- Use AI tools to create basic AI applications
- Apply structured and statistical methods to solve problems effectively
- Assess how human-centered design principles impact the development of AI projects
- Explain the different machine learning approaches that can be used (e.g., unsupervised, supervised and reinforcement learning), the role of data in these approaches, and their application to real-world problems
- Assess the risks associated with data use in AI systems, including issues related to data collection, accuracy, relevance, storage, security, privacy, and potential misuse.
- Identify and implement strategies to protect personal rights and privacy when interacting with Al tools, including understanding consent, privacy settings, and data-sharing policies.
- Advocate for AI applications to be designed to be inclusive and accessible by considering diverse user needs and avoiding decisions that disadvantage or burden specific groups.
- Apply ethical frameworks or moral principles to evaluate the impact of Al on individuals and society, determining what is just, fair, and beneficial.

Applied AI Example for Level 2

Google's Teachable Machine (<u>https://teachablemachine.withgoogle.com/</u>)



Google's Teachable Machine is a user-friendly platform that allows individuals to train machine learning models without any prior coding knowledge. By allowing learners to create image, sound, and pose detection models through a simple, interactive interface, Teachable Machine provides a practical introduction to machine learning concepts. This hands-on experience helps demystify AI, making it accessible and engaging.



Older students

Older children can explore the mechanics of AI and machine learning, through the integration of basic coding and more sophisticated projects and concepts. The versatility of the platform allows for the integration of many different projects suitable for older students to explore AI concepts.

Young Children

Supported by the teacher, young children can be guided in designing simple activities to train models to recognise different objects or their own drawings. This can help children understand the basics of categorisation and pattern recognition in a fun way.



Adult Learners



The platform provides an accessible way to teach the basics of ML classification in a way that would be relevant to adult learners. Though hands on activities it provides a scaffolded way to learn about supervised learning and explain concepts of bias without students needing to be able to program, so it would be good for a wider range of learners that don't necessarily have programming skills. Data models can also be exported to create more advanced projects suitable for scaffolding into higher levels.



By creating prototypes of AI applications, students gain practical experience in the AI development lifecycle, from data collection to model training and evaluation.

Assess how human centred design principles impact AI development

Educators can emphasise the critical role of data in each machine learning approach, discussing how different types of data (labeled, unlabeled, reward signals) drive the learning process.

Relevant Readings:

- Dwivedi, U., Elsayed-Ali, S., Bonsignore, E., & Kacorri, H. (2024). Exploring AI Problem Formulation with Children via Teachable Machines. CHI '24
- Carney, M. (2019). <u>Using Teachable Machine in the</u> d.school classroom. Medium.
- Payne, B. H. (2019). An ethics of artificial intelligence curriculum for middle school students. MIT Media Lab.

Mapping the Example to Level 2 of the Framework

Teachable Machine allows users to create their including biased data, users can observe how the model's performance is affected, highlighting the importance of diverse and representative data.

Use AI tools to create basic Al applications



Projects can include discussions on privacy, consent, and fairness, evaluating how humancentered (HC) design principles influence ethical AI development.

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Sample Resource:

A set of lessons created by MIT to teach middle school students about AI ethics, to help them become more conscientious consumers and future designers of AI. Examples include how Teachable Machines

can be used to teach students about supervised machine learning. While targeted at middle school, the resources can be adapted for any age.

Resource Link



The Scaffolded AI Literacy (SAIL)

Framework for Education

Level 3 - Evaluate and Create Al

This level of the framework provides the highest level of knowledge skill, and competency within the scope of AI literacy.



• Explain the implications of Al in cybersecurity and the potential misuse of Al technologies

management

• Demonstrate a critical mindset when utilising AI tools, question assumptions, and develop deeper understanding

Applied AI Example for Level 3

Machine Learning for Kids (<u>https://machinelearningforkids.co.uk/</u>)

Machine Learning for Kids is a platform that allows students to create and train their own machine learning models through a user-friendly interface. It provides hands-on experience with various types of Al projects, helping learners understand core concepts of machine learning.





Older students

As the platform includes examples that use scripting languages (Python) this provides more challenging options for older students. More complex projects such as creating chatbots or games provide opportunities for diversity, exploring a range of machine learning models, experimenting with various datasets, and discussing important topics like data bias and the ethical implications of AI.

Young Children

As the focus of the platform is to teach machine learning concepts using programming this may only be relevant for children in upper primary, who have some programming skills. However a range of projects could be used for younger children, but integrated in a more structured manner than would be needed for older learners.





Adult Learners

Although the platform is designed for children, the activities are still valid for adult learners. As they include block-based approaches they can be used by learners who not yet proficient with programming. Adapting these examples to address broader and more discursive topics will help them be more applicable to older learners. They can be used to develop critical understandings of the potential applications and limitations of Al in real-world contexts.



Develop Al projects using appropriate tools

Students create multiple versions of a model using Machine Learning for Kids, intentionally introducing various biases or limitations. They then test these models' performance under different conditions to understand the importance of diverse, representative training data.



Demonstrate an understanding of Al's interdisciplinary role

Learners explore potential misuse of their Al models created on Machine Learning for Kids and develop strategies to ensure responsible use. They critically analyse their projects, question assumptions, and discuss future Al developments based on their hands-on experience with the platform.



Evaluate, select, and implement creative approaches to the application of Al

Students evaluate the ethical implications of their Machine Learning for Kids projects, considering issues like fairness, transparency, and potential biases. They assess how their AI models might impact different social and cultural groups and propose strategies to address ethical concerns.

Relevant Readings:

- Fahrudin, T. M. (2020). <u>An Introduction To Machine</u> <u>Learning Games And Its Application For Kids In Fun</u> <u>Project</u>. IJCONSIST
- Sunarya, P. A. (2022). <u>Machine learning and</u> <u>artificial intelligence as educational games</u>. International Transactions on Artificial Intelligence,
- Pacheco, et al. (2023) <u>Machine Learning Tool for</u> <u>Kids: A Contribution to Teaching Computational</u> <u>Thinking in Schools.</u>

Mapping the Example to Level 3 of the Framework

Students use Machine Learning for Kids to create a complex project that combines multiple Al models (e.g., image recognition and text classification) to solve a multifaceted problem. They could design an interactive story where the plot changes based on both visual input and text responses.

Understand the steps involved in Al model building



Learners use Machine Learning for Kids to create a project that addresses a real-world issue by combining AI with another subject area. For instance, they might develop an environmental monitoring tool that uses image recognition to identify and classify pollutants.

Explain the implications of the potential misuse of Al technologies

Learners use the platform to create and implement creative AI projects across various contexts. They develop AI applications using appropriate tools within Machine Learning for Kids, effectively presenting their projects and communicating results through data visualisations.

Critically analyse how to develop Al systems that mitigate social and ethical issues

Sample Resource:

Machine Learning for Kids includes a huge range of

projects that can be adapted into the classroom. These resources include downloadable step-by-step guides, with explanations and colour screenshots for students to follow.



<u>Resource Link</u>

Level 4+ - Beyond AI Literacy

Level 4+ suggests what comes beyond literacy. Level 4+ signals the move beyond literacy and towards a deeper engagement with AI. These capabilities would be what would be expected of learners that are specialising in research or practice with a focus on Al.



Al Digital Citizenship

Social, Cultural & Ethical Issues

- Analyse the potential future directions of AI, their societal implications, and the importance of ethical guidelines in shaping these directions
- Contribute to the development of policies and guidelines on the ethical and safe use of AI
- Apply ethical considerations to AI projects, such as transparency, explainability, and fairness
- · Explain the importance of continual learning and reflection in ethical, societal, and technological aspects due to the rapidly evolving field of AI

- advanced AI models, including generative models, reinforcement learning, transfer learning, adversarial networks, and self-supervised learning
- Demonstrate the ability to learn new Al concepts, tools, and techniques independently, recognizing the importance of continual learning in the rapidly evolving field of AI
- recording and analysing the results, and reporting on the findings
- Design and implement AI strategies in business or organisational contexts, understanding the regulatory and policy environment, and taking a leadership role
- Develop AI applications that serve specific purposes in practical settings, leveraging advanced programming and AI techniques
- · Design, implement, fine-tune, and troubleshoot complex AI models. using suitable frameworks
- Manage projects and collaborate effectively with other groups, leveraging relevant coding and software knowledge to implement ideas

Risks & Mitigations

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- Explain the implementation of safeguards to mitigate possible psychological harm caused by AI systems, considering the levels of protection offered by different types of AI in terms of privacy and security
- Demonstrate how AI systems can be deliberately biased and raise awareness of the ethical implications
- Identify and evaluate potential risks associated with Al implementation, including machine-human interaction, intellectual property protection, societal impacts, and misuse of AI
- Demonstrate the development and implementation of inclusive AI systems that respect diverse social and cultural contexts

The Three Domains Across the Four Literacy Levels

AI Concepts Understanding the nature of AI and how it impacts on people in their everyday lives The Impacts of AI (***) Exploring AI's societal impacts by identifying human-AI interactions, understanding ethical use, assessing AI adoption and potential harms, and demonstrating data literacy and interdisciplinary applications. LEVEL 1 LEVEL 4+ LEVEL 3 LEVEL 2 Debate the future role of Al in education Demonstrate data literacy through know data privacy, management, and govern Demonstrate an understanding of Al's secondary role in various fields su cuss the role of people in the development, loyment, and ethical use of Al nonstrate an understanding of Al's role in a mpact of advanced concepts li mputing and neuromorphic co pplications of future AI syste puting, parallel processing, computing) ing of the sta What AI Is & How It Works ₫AIĒ Mastering AI fundamentals by defining key terms, comparing technologies, understanding data use, explaining human language interaction, and exploring advanced concepts like deep learning and quantum computing. LEVEL 1 LEVEL 3 LEVEL 4+ LEVEL 2 Describe key deep learning concepts such as neu networks and backpropagation, and explain their importance in training AI models Demonstrate an understanding of how AI system mmon terms in Al (e.g.(e.g., machine large language models, neural networks ifferent types of Al and contrast the main features of Al an in-depth understandi f advanced Al models, in odels, reinforcement lear different steps invol-a is used in AI system int ways that AI is being used within cations and contexts ata is used in different AI systems sers can interact with AI systems, ral language independently, recontinual learning in th Application of AI & Technical Skills Knowing how AI tools can be applied to useful tasks. Cognitive Skills or computational thinking and a ations, evaluating tool suitability, understanding its impact on work and cr LEVEL 1 LEVEL 3 LEVEL 4+ LEVEL 2 ole of data within Al systems ata has on the training of Al n eful features of Al technologi w Al will change how people work and different tasks and situations w Al could help people make smarter ate computational thinking sl Al research and potential fut , analysing how these may be to Al Analyse the potentials and limitations of Al in c contexts or non-use, of AI is suitable ons of using AI for a specific Applied Skills Enhancing applied skills by selecting and using appropriate AI tools to collaborate, communicate, solve problems, and perform tasks in specific contexts such as learning and research. LEVEL 1 LEVEL 3 LEVEL 4+ LEVEL 2 y suitable AI tools to per a.g., collaborate, commun tools in different fields of stud ols to create basic AI applicati uctured and statistical method d anu ate tively man-centered design pri elopment of Al projects ferent machine learning supervised, st Al Digital Citizenship Being aware of the issues and risks associated with AI and their mitigations Social, Cultural, & Ethical Issues ples-based approaches to LEVEL 4+ LEVEL 1 LEVEL 2 LEVEL 3 w bias occurs in A cial impacts of Al, i s of Al (e.g., bias, essibility, and . act of Al on the future of work and en Al, data, an he mysec ons for creative industries the impact of AI on Indigenous cultures dvantaged groups the impact of AI on governance and policy trainciples-based approach **Risks & Mitigations** Addressing the challenges of AI by identifying and mitigating risks, promoting responsible use, ensuring inclusivity, and applying moral frameworks to assess AI's societal value and future directions. LEVEL 3 LEVEL 1 LEVEL 4+ LEVEL 2 sks associated with data use in Al uding issues related to data collection, evance, storage, security, privacy, and resented by Al systems (e.g., nal data, privacy, fraud, and cy and privacy when int ng understand te responsible and safe behavio and the threats it poses through ne impact of AI on cultural diversity and ddressing cultural bias in AI systems sible by co



Click here to view this framework across categories or scan the QR code

The AI Literacy Analyser

To help educators assess the levels of Al literacy covered in their courses, we have developed the AI Literacy Analyser tool, which runs in the browser and gives feedback on the coverage of the competencies and categories of the framework at level 1 - "know and understand AI" - since this includes all the foundational components of AI literacy that are important to all learners.

The scores for each Al literacy category are as follows:

- 1. Issues, Challenges and Opportunities: Social and Ethical Issues with a score of 3.67

- 1. Issues, Challenges and Opportunities. Social and Ethical Issues with a score of 3.67
 2. Application of AI and Technical Skills: Applied Skills with a score of 3.00
 3. AI Concepts: What AI Is & How it Works with a score of 2.67
 4. Issues, Challenges and Opportunities. Challenges and Opportunities with a score of 2.25
 5. AI Concepts: The Impacts of AI with a score of 1.50
 6. Application of AI and Technical Skills: Cognitive Skills with a score of 1.00

Please keep a record of these values so you can refer to them later

The AI Literacy component most evident in your course design is Issues, Challenges and Opportunities: Social and Ethical Issues with a score of 3.67

The AI Literacy components least evident in your course design are Application of AI and Technical Skills: Cognitive Skills with a score of 1.00, and AI Concepts: The Impacts of AI with a score of 1.50

You might consider including further aspects of AI Concepts: The Impacts of AI in your course design by:

- · Helping learners to identify when people are using AI
- Helping learners to explore how AI is impacting society
 Facilitating discussions about the place of AI in the broader context of technological change
 Giving learners the opportunity to evaluate case studies of how AI has impacted different sectors

You might consider including further aspects of Application of Al and Technical Skills: Cognitive Skills in your

- · Giving learners the opportunity to evaluate the role of data within AI systems and the implications data has on
- training of AI models Helping learners to identify the affordances of AI technologies for different contexts Debating the suitability for the use (or non-use) of AI for different contexts. Discussing the implications of using AI for a specific purpose or in a specific context.

If you want to save a text summary of your feedback, you can click on the button below.

Download Summary as a Text File

If you want to save a summary of your feedback as a CSV (spreadsheet) file, you can click on the button below.

Download Summary as a CSV File

The tool asks a series of

shows the relative coverage (based on a scale of 0 to 4) in your course design of 6 Al literacy catego chart you will find some feedback on how you might further develop your design.

questions and then generates a radar chart of the coverage of each of the six categories.

From this, it provides some advice about how to incorporate more aspects of Al literacy into the course.

It also has options to download:

- A text file of the advice shown on screen for later reference
- A spreadsheet that contains the user's input data and the generated totals for further analysis



The tool can be accessed at: https://davidparsons.ac.nz/Alanalyser.html or by scanning the OR code.

Your Al Literacy Course Design Feedback

Next steps

The next steps for the framework are to gain ongoing feedback from the relevant communities and create comprehensive support materials for educators that will help them develop AI literacy in themselves and their students.

Al Literacy is an evolving area of knowledge and understanding, and as Al technologies and applications evolve, the Al literacy framework will also need to respond to these changes.

Our research into this area will continue as we evaluate the use of the framework in practice and develop further resources to help educators to embrace Al literacy.

Further Information

If you would like further information, or to be involved in future phases of this research, please contact Associate Professor Kathryn MacCallum via email:

kathryn.maccallum@canterbury.ac.nz

To quote this report we suggest:

MacCallum, K., Parsons, D., & Mohaghegh, M. (2024). The Scaffolded AI Literacy (SAIL) Framework for Education: Preparing learners at all levels to engage constructively with Artificial Intelligence. *He Rourou*, 1(1), 23. https://doi.org/10.54474/herourou.v1i1.10835

With thanks to the members of the Delphi panel who provided their invaluable insights and arguments during the creation of the framework.





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