

Mwongozo wa Somo la 4: Tengeneza mfano kwa kutumia AI / Lesson 4 guide: Build a prototype with AI

Kwa mwalimu-mlezi. Tazameni video pamoja (dakika 3–4), kisha jadilini na fanyeni zoezi. Jumla: takriban dakika 45. / For the teacher-mentor. Watch the video together (3–4 minutes), then discuss and do the activity. Total: about 45 minutes.

Lengo / Aim	Wanafunzi wanachora suluhisho, wanachagua njia ya AI, wanatengeneza toleo la kwanza na wanaanza Kumbukumbu ya Matumizi ya AI. / Students sketch the solution, choose an AI route, build a first version and start the AI Use Log.
Kiolezo / Template	Mpango wa Timu; Kumbukumbu ya Matumizi ya AI / Team Plan; AI Use Log

Kabla ya kutazama (dakika 5) / Before watching (5 minutes)

- Tatizo letu ni nini, kwa sentensi moja? / What is our problem, in one sentence?
- AI inaweza kusaidia vipi hasa? Au haihitajiki kabisa? / How exactly could AI help? Or is it not needed at all?

Baada ya kutazama (dakika 10) / After watching (10 minutes)

1. Kati ya njia tatu, ipi inafaa kwa tatizo letu na vifaa tulivyo navyo? Kwa nini? / Of the three routes, which fits our problem and the devices we have? Why?
2. Katika mfano wa timu ya tafsiri, kazi yao wenyewe ilikuwa ipi, na AI ilifanya nini? / In the translation team's example, what was their own work, and what did the AI do?
3. Tutapimaje kama AI inafanya kazi vizuri katika mradi wetu? / How will we measure whether the AI works well in our project?

Zoezi (dakika 15) / Activity (15 minutes)

1. Choreni skrini au hatua za suluhisho kwenye karatasi (dakika 5). / Sketch the screens or steps of the solution on paper (5 minutes).
2. Chagueni njia ya AI na gawanyeni majukumu kwenye Mpango wa Timu. / Choose the AI route and share the roles in the Team Plan.
3. Andikeni jaribio moja dogo: kwa mfano, majibu 10 ya AI ya kukagua dhidi ya majibu sahihi. / Plan one small test: for example, 10 AI answers to check against the right answers.
4. Jazeni safu ya kwanza ya Kumbukumbu ya Matumizi ya AI. / Fill in the first row of the AI Use Log.

Usalama / Safety

Hakuna maabara ya kompyuta? Mfano unaweza kuwa karatasi, mazungumzo na chatbot, modeli kwenye simu moja ya pamoja, au video ya maonyesho. / No computer lab? A prototype can be paper, a chatbot conversation, a model on one shared phone, or a demonstration video.