

JUNIOR SAINTS

ACTIVITY PLAN

AGES 7–11

ARTIFICIAL INTELLIGENCE

INTELLECTUAL CORE

Version 2026.1



Robot Recipe

Tell a robot exactly what to do, and see where your words go wrong.

🕒 60 minutes · one session

🎯 WALK AWAY WITH

- Has written at least six steps for a simple task.
- Has played the robot and the cook in a partner game.
- Has drawn a picture from the leader's spoken steps.
- Knows that a computer follows what you said, not what you meant.

📦 BRING / SET UP

- Bread, peanut butter, jelly, a plate, and a butter knife for each pair (or another simple snack)
- A blank sheet of paper and a pencil for each Junior Saint
- A few extra napkins and a damp cloth for the spills
- A simple drawing on a card — a house, a star, a smiley face — kept face down by the leader
- A pair of robot ears or a hat for the youth playing robot (optional, just for fun)

FOR THE LEADER

This is a Junior Saints preview of the **Artificial Intelligence** badge. No advancement credit is earned here — the goal is to introduce these concepts to Junior Saints alongside the older Saints Global youth working the full BRC. The 4-session Saints Global arc lives under *Activity Plan (SG)* in the BRC builder.

ROBOT RECIPE (PAGE 1 OF 2)

THE HOUR

BLOCK 1 · DISCUSSION **Opener — Welcome circle**

⌚ 5 min

Stand in a circle. Each Junior Saint says his name. Then he names one thing a robot or a helper at home does for him. Examples: a voice that plays music, a vacuum that rolls, a phone that answers when you ask. The leader goes last. Keep each turn short.

BLOCK 2 · DISCUSSION **What computers really do**

⌚ 10 min

1. Sit in a half-circle. The leader holds up a phone, but does not turn it on.
2. A computer is fast at one thing: it follows steps in order.
3. It does not know what you mean. It only knows what you said.
4. If you skip a step, it skips it too. If you are not clear, it is not clear.
5. Teaching point: a computer is not smart in the way a person is. It is a fast follower.

BLOCK 3 · SKILL PRACTICE **Write the sandwich steps**

⌚ 15 min

1. Sit with paper and a pencil. Think about how you make a peanut butter sandwich.
2. Write down each step. Number them: 1, 2, 3.
3. Try to write at least six steps. Be very clear.
4. Read your steps back to yourself. Did you say which side of the bread? Did you say how much?
5. Add one step if you missed one. The leader walks around and helps.
6. Teaching point: clear steps make a clear sandwich. Fuzzy steps make a mess.

BLOCK 4 · ROLEPLAY **Be the robot**

⌚ 15 min

1. Pair up. One youth is the cook. The other is the robot.
2. Put the bread, peanut butter, jelly, plate, and knife on the table.
3. The cook reads his steps out loud, one at a time. The robot does only what the step says.
4. Example: the step says 'put peanut butter on the bread.'
5. The robot might set the jar on top. That counts.
6. Switch jobs halfway. Each youth gets a turn at both.
7. Eat your sandwich. Even the messy ones. Wipe up after.

BLOCK 5 · SKILL PRACTICE **Draw what I tell you**

⌚ 10 min

1. Get a fresh sheet of paper. Each Junior Saint sits with his pencil.
2. The leader holds up the secret drawing card. Do not show it.
3. The leader gives steps out loud. Draw exactly what is said. Nothing else.
4. Example steps: 'Draw a square. Put two circles inside. Draw a triangle on top.' Match your card to the picture.
5. At the end, the leader shows the card. See how close yours is.
6. Teaching point: the same words can make many pictures. Words have to be very clear.

ROBOT RECIPE (PAGE 2 OF 2)

☰ THE HOUR — CONTINUED

BLOCK 6 · REFLECTION **Close — Stretch and cheer**

⌚ 5 min

1. Stand in a circle. Stretch your hands, arms, and back. Hold each for ten seconds.
2. Drink water.
3. Each Junior Saint says: 'My robot got it wrong here: ____.' One moment.
4. Group cheer: 'Say it clear!' Three times.
5. Homework: tell a parent the rule. A computer follows what you said, not what you meant.

💬 AT THE CLOSE · DEBRIEF

1. Which step did your robot get wrong on the sandwich?
2. How many steps did you write for your sandwich?
3. What shape did the leader call out first in the drawing game?

📋 *This is a Junior Saints preview session. No Artificial Intelligence BRC requirements are earned here — the goal is to introduce the concepts the older Saints will work on.*

HANDOUT 1 OF 1

FROM SESSION — WRITE THE SANDWICH STEPS

Give a Robot Clear Steps

Print and post so Junior Saints see how to give clear steps.

ARTIFICIAL INTELLIGENCE · JUNIOR SAINTS CARD

A robot does just what you say.

Use these four when you tell a computer what to do.

1 One step at a time

Give one small step. Then give the next one.

Say "Open the bread bag." Not "Make a sandwich."

2 Say exactly what to do

No fuzzy words. Say which one and how much.

Say "Put one spoon of jelly on the bread."

3 Don't skip a step

A robot does only the steps you give. Leave one out, it breaks.

Forget "Open the lid." Now it scoops a closed jar.

4 Check what it did

Look at the work. If it went wrong, fix the step.

Jelly on the plate? Change the step and try again.

Give small steps in order. Then check the work and fix it.

Print this handout for in-person reference during the session.