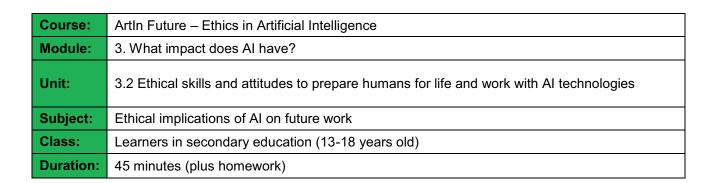


ARTIN FUTURE PROJECT EXAMPLE OF A LEARNING UNIT 3.2

Developed by: BEST
BEST Institut für
berufsbezogene Weiterbildung und
Personaltraining GmbH



LEARNING UNIT 3.2



Lesson outcome: the learners are aware of how artificial intelligence might impact future work.

Lesson implementation	
Introduction phase	Based on the information obtained in the previous lessons, the learners should think about the possible impact of AI on work The class should organise a fishbowl discussion and see how AI will affect workforce. The learning facilitator uses this phase to clarify the assignment and explain the rules of a fishbowl discussion. Duration: 10 minutes
Implementation phase	The learners are divided into two teams. One will discuss the impact of AI on white-collar workers and the other team should discuss the AI effects on blue collar workers. All the information about the assignment can be found in theArtIn Future presentation (developed on the basis of learners at the 9 th grade; remember there also hidden slides for your presentation like the duration and the fishbowl technique. Make sure to adapt the details to your group size and education level of learners.) Duration: 25 minutes
Closing phase	In the closing phase, the learners share their thoughts on the implementation phase and discuss it with the learning facilitator. Duration: 10 minutes

Equipment:

PC / tablet / laptop / smartphone, beamer, whiteboard / online whiteboard, markers, ArtIn Future PowerPoint presentation



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