

Phase	Activity	Required materials	Student output
1. Understanding memory and dementia	Reading Proust's Madeleine episode + talk by social worker	Simplified text, audiovisual materials	Reflection on memory–recall link; empathy toward people with Alzheimer's
2. AI Unplugged	“Where are the keys?” game + decision trees	Paper sheets, cards, markers	Understanding if– then logic and basic algorithm functioning
3. Object detection, tracing, and retrieval	Recognition (color/shape patterns) Tracing with grids Retrieval of hidden objects	Class objects, paper grids, markers	Movement maps → understanding detection, tracing, retrieval; discussion of smart glasses (biomedicine)
4. Cataloging home environments	Division into Kitchen, Bathroom, Living Room + object lists	Catalog sheets, images, digital icons	Preliminary dataset with typical home objects
5. AI model training	Upload images + training with Machine Learning for Kids/ Teachable Machine	Internet-connected PCs, ML platform	AI model able to distinguish domestic environments
6. Scratch 3.0 programming	Interface creation → visual input + audio output	Scratch 3.0, trained dataset	AI assistant prototype: “You are in the kitchen...”
7. Testing and improvement	Testing with new images + dataset correction	PCs, untrained images, evaluation rubrics	Model revision, improved accuracy, understanding iterative ML cycle