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Machine Learning Workbook

Overview

In this workshop, we will be looking at what Machine Learning is and examples of them in today's society.

Learning Outcomes

1. To understand what Machine learning is.
2. To understand the concept of Machine Learning and how it can be applied.
3. To create Scratch Machine Learning games.

Attendee Prerequisites

1. Basic experience of Scratch.

What is Machine Learning (ML)?

In your own words, write down what you think Machine Learning is below:

_____

_____

_____

_____

Do You Know Any Machine Learning Systems?

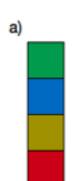Can you think of two examples of existing Machine Learning systems:

1)

_____

_____

_____

_____

2)

_____

_____

_____

_____

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How Does Machine Learning Work?

In your own words write down your opinion of how Machine Learning works?

_____

_____

_____

_____
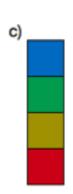
Pattern Recognition (1)
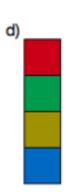
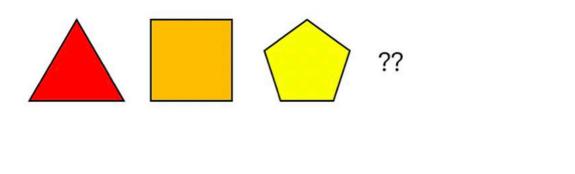What comes next?

??

a)   b)   c)   d)
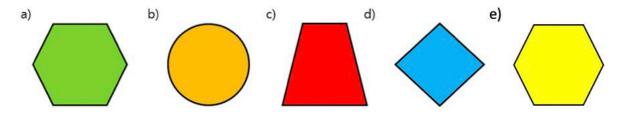
Pattern Recognition (2)

What comes next?

a)   b)   c)   d)   e)
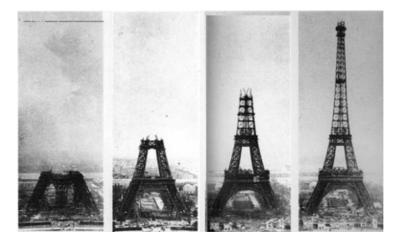
Pattern Recognition (3)

The Eiffel Tower was the tallest structure in the world until 1930. If the first three images below were taken on March 1888, July 1888, and November 1888, which of the following dates is the most reasonable for the final picture of the completed tower?
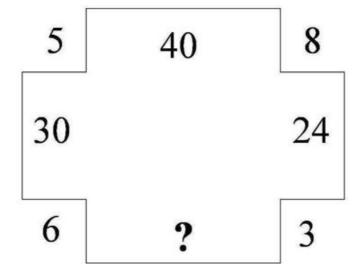

a) January 1890   b) July 1889   c) March 1889   d) December 1888
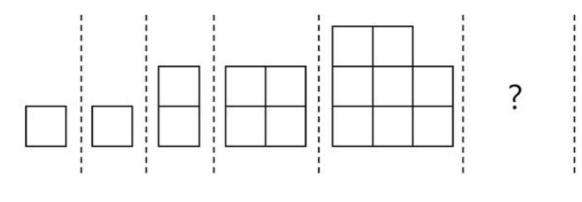
Pattern Recognition (4)

What number fits into the question mark?

5	40	8
30		24
6	?	3

Pattern Recognition (5)

What is the number of squares in the last section where the question mark is?

a) 9   b) 12   c) 16   d) 21
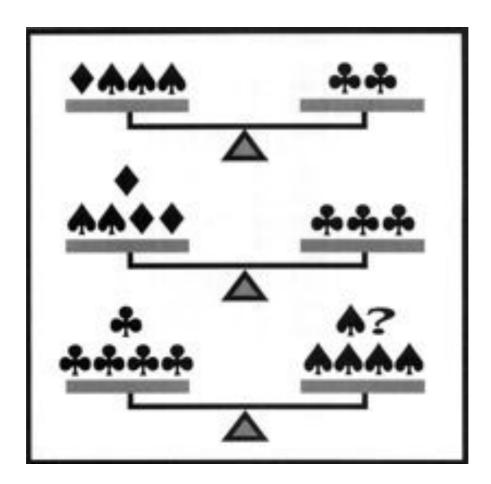
Pattern Recognition (6)

What comes next?

11 22 33 44 55 66 77 ??

a) Ⓗ b) 8 c) Ⓗ d) 6

Pattern Recognition (7)

What number is this car parked in?

16   06   68   88   98

Pattern Recognition Activity 8

The top two scales in the image at the right are in perfect balance. How many diamonds will be needed to balance the bottom set?

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