FREE FOR TEACHERS · IN HONOR OF ANNIE

Annie’s AI Curriculum for Teachers

Six ready-to-teach lessons that introduce kids to AI by noticing, giving honest feedback, and bringing ideas to life. Built around free pages, songs, and explainers on our site, with a class project that can become a school fundraiser.

IN HONOR OF ANNIE

Why this curriculum is named after Annie

Annie looked at the grey swans on our lake and told us what they needed: yellow beaks, blue eyes, baby swans, a glow, and a little V on the lily pad. We made every change, and her feedback inspired a song, “O From the Mouth of Babes.” She taught us that kids are great teachers, of grown-ups and of AI. This curriculum helps every class do what Annie did.

Online version with links: home.greyswancapital.ai/kids/curriculum/

AT A GLANCE

How to use it

- **Grades:** PreK–2, 3–5, and 6–8. Each lesson notes its grade bands and has tips for younger and older students.
- **Time:** 30–45 minutes per lesson. Teach all six over two or three weeks, or pick the ones you need.
- **What you need:** a screen or projector with internet, paper, crayons or markers. No student accounts or logins required.
- **Our pages you’ll use:** Annie’s Kids Page (/kids/), Bots vs. Heart (/bots-vs-heart/), the bots’ study (/bot-report/), the Battle of the Songs (?go=battle), and the lake.
- **Cost:** free. Copy, print, and adapt it for your classroom with attribution (see the end).

LESSON 1 · PREK–2 AND 3–5 · 30–40 MIN

What is AI?

Objective: Students can explain in their own words that AI is a computer helper that learns from lots of examples, and name one thing it does well and one thing people do better.

Activity

1. **Warm-up (5 min):** Ask, “What helpers do you use at home?” (a timer, a map, a voice assistant). Explain: AI is a computer helper that learned by looking at lots and lots of examples.
2. **Pattern game (10 min):** Show five pictures of swans and five of ducks. Students sort them and say how they knew. Explain that AI learns the same way, from examples, but only knows what it was shown.
3. **Visit the lake (10 min):** Open home.greyswancapital.ai together. Tell the class that a company uses AI helpers (we call them bots) to make songs and videos, and that people still decide what’s good.
4. **Sort it (10 min):** On a T-chart, “AI is good at…” vs. “People are good at…”. Older students add one example each.

Materials

Swan and duck pictures, chart paper, home.greyswancapital.ai

Discussion questions

- How is an AI helper like a person learning? How is it different?
- Can AI feel happy or sad? How do you know?
- What would you want an AI helper to do for your class?

Take-home

Find one AI helper at home with a grown-up and draw it. What does it help with?

Younger: keep it to “helper that learns from pictures.” **Older:** introduce the words “data” and “training.”

LESSON 2 · PREK–2 AND 3–5 · 30–45 MIN

Giving feedback like Annie

Objective: Students give specific, kind feedback ("I notice… I would change… because…") and see that feedback from anyone, even a child, can make something better.

Activity

1. **Annie's story (8 min):** Read the story on Annie's Kids Page. Annie said the swans needed yellow beaks, blue eyes, baby swans, a glow, and a little V on the lily pad. Then show the lake: every change is there.
2. **Find her changes (7 min):** On the lake, students spot each of Annie's ideas.
3. **Your turn (15 min):** Students look at a simple drawing (or any page on our site) and fill in a feedback card: "I notice ___. I would change ___ because ___."
4. **Share (10 min):** Pairs read their cards aloud and practice saying "thank you" to feedback.

Materials

Feedback cards (below), /kids/, the lake

My feedback card

I notice _____

I would change _____

because _____

Discussion questions

- Why do you think the grown-ups listened to Annie?
- What makes feedback kind? What makes it helpful?
- How does it feel when someone uses your idea?

Take-home

Give one kind, specific piece of feedback to someone at home and tell the class what happened.

Optional: Send your class's best feedback on our site to steve@greyswancapital.ai. If we use it, the class wins a prize through Prize Winners (first names only, with parent permission).

Lesson idea: Words that build. We never know the power of our words. Praise, encouragement, and honoring kids can help them flourish. When he was a university professor, Jordan Peterson has said that circling a few sentences of genuine thought helped students improve more than only marking what was wrong. Watch Andy Stanley's Your Move series *The Weight of Your Words*, or see The Power of Our Words on Annie's Kids Page.

LESSON 3 · 3–5 AND 6–8 · 40–45 MIN

Turning an idea into a song or cartoon with AI

Objective: Students describe the steps from idea to finished creation (idea, words, AI tool, people review, improve) and write their own short song verse or cartoon plan.

Activity

1. **Listen (8 min):** Play both versions of "O From the Mouth of Babes" on Annie's Kids Page.
2. **Map the steps (10 min):** On the board: Annie's idea → people wrote the words → an AI music tool made the sound → people listened and fixed what was off → two versions to vote on. Point out that people made the choices at every step.
3. **Create (20 min):** Groups pick a class idea and write a four-line verse or a four-box cartoon plan. Older students also write the "prompt" they would give an AI tool (style, mood, instruments).
4. **Gallery walk (7 min):** Groups share and give feedback using Lesson 2's card.

Materials

/kids/ (both song videos), paper, four-box cartoon template

Discussion questions

- Which parts did the AI do, and which parts did people do?
- Why make two versions instead of one?
- Whose name should go on a song made with AI? Why?

Take-home

Hum or sing your group's verse to someone at home and ask which version they'd pick.

Teacher note: If you use an AI tool in class, use a teacher account and follow your school's technology policy. Students don't need their own accounts.

LESSON 4 · 3–5 AND 6–8 · 40–45 MIN

Bots vs. Heart: how AI judges vs. how people feel

Objective: Students compare how AI evaluates something (patterns, words, rules) with how people respond (feelings, memories, sound), and explain why both matter.

Activity

1. **Battle of the Songs (10 min):** Play the two theme songs in the Battle of the Songs. Every student votes secretly on paper.
2. **What the bots said (10 min):** Read parts of the bots' study. Nine AI bots voted 8 to 1 for one version, but the bots could only read the lyrics. They couldn't hear the music.
3. **What the heart said (10 min):** Open Bots vs. Heart. Steve picked the gentle version for its heart. Reveal the class vote: did you agree with the bots or with Steve?
4. **Debate (10 min):** Two sides: "Trust the bots" vs. "Trust the heart." Each side gives two reasons. End with: when is it smart to use both?

Materials

?go=battle, /bot-report/, /bots-vs-heart/ (includes a short explainer video), paper ballots

Discussion questions

- The bots couldn't hear the music. How might that change their vote?
- Name something AI could judge well, and something only people can judge.
- Should a person or an AI make the final choice? Does it depend?

Take-home

Play both songs for your family and record their votes. Bring the totals back for a class chart.

Older: Introduce "bias" and "missing information." What was missing from the bots' data?

LESSON 5 · ALL GRADES · 30–40 MIN

Safe and kind AI use

Objective: Students can name the class AI rules: keep private things private, check what AI says, be kind, and ask a grown-up.

Activity

1. **Private or OK to share? (10 min):** Sort cards: first name, last name, home address, favorite color, school name, photo of your face, a drawing of a swan. Talk about why we share first names only, which is how we write about Annie.
2. **Is it true? (10 min):** Explain that AI can make mistakes and sound sure about them. Read three "AI answers" (two true, one silly-wrong) and have students check with a book or a grown-up.
3. **Kind words (5 min):** We use AI to make things that help and include people, never to tease or trick.
4. **Class AI promise (10 min):** Write and sign a class poster together.

Our Class AI Promise

1. We keep private things private (first names only, no photos without permission).
2. We check what AI tells us.
3. We use AI to be kind and helpful.
4. We ask a grown-up when we're not sure.

Materials

Sorting cards, poster paper, the parent permission form (to show how permission works)

Discussion questions

- Why do you think the page about Annie never shows her photo or last name?
- What should you do if an AI tells you something that seems wrong?
- How can AI be used to help someone feel included?

Take-home

Share the Class AI Promise with your family and add one rule of your own.

LESSON 6 · ALL GRADES · 45 MIN (PLUS FOLLOW-UP)

Class project: our idea becomes a school fundraiser

Objective: Students choose their best class idea, plan how to share it, and understand how supporters can help their school.

Activity

1. **Pick the idea (10 min):** Review ideas from Lessons 2–3 and vote on the class favorite.
2. **Plan it (15 min):** Will it be a song, a cartoon, or an explainer? Who is it for? What should people feel?
3. **Send it (5 min):** The teacher emails the idea (first names only) to steve@greyswancapital.ai or steve-8ct8b8+chief@mail.grokbot.com. Grey Swan can help bring it to life.
4. **The fundraiser math (15 min):** Anyone can join Grey Swan free. Supporters who become Founding Members pay $200 a year and name a cause, like your school, and that cause gets $100. Practice: if 10 families name the school, how much does the school get? ($1,000.) What about 25?

Materials

The fundraiser steps on /kids/, greyswancapital.ai/membership, greyswancapital.ai/founding-membership

Discussion questions

- What would our school do with the money?
- How can we share our idea kindly and safely?
- What did we learn about AI that we want our families to know?

Take-home

A family letter (from the teacher) explaining the class project, the parent permission form, and how to support the school.

Teacher note: Participation in the fundraiser is always optional for families. Check your school's fundraising policy first.

FOR TEACHERS

Safety and privacy guidance

- **First names only.** Never share a student's last name, home address, or other identifying details.
- **Parent permission first.** Get a signed parent permission form before sending us any student's name or idea credit.
- **No student photos** without written consent from a parent or guardian. Drawings and class names work great.
- **Teacher-led AI use.** Students don't need accounts. If you use an AI tool live, use a teacher account and follow your school and district technology policies.
- **Check facts together.** Model checking AI answers against trusted sources.

USE OUR EVERYTHING

Our site, our materials, our fundraiser, for your school

- **The site:** home.greyswancapital.ai, including the lake, the Battle of the Songs, Prize Winners, and Plans & Press.
- **Videos and songs:** both versions of "O From the Mouth of Babes" on Annie's Kids Page, and the songs on Bots vs. Heart.
- **Explainers:** short videos that explain ideas simply, like the bot vote explainer on Bots vs. Heart.
- **The fundraiser:** anyone can join free. Founding Members pay $200 a year and name a cause, such as your school, and that cause gets $100 right away. https://www.greyswancapital.ai/founding-membership
- **Help from us:** email Steve at steve@greyswancapital.ai or the Chief at steve-8ct8b8+chief@mail.grokbot.com.

> **Who's next?** Annie is the first child we've honored, and she won't be the last. If your class has an idea that teaches us something, your students could be featured next (first names only, with parent permission).

Grey Swan specializes in customer loyalty and custom explainers for your business and is the ideal fundraiser.

Free to use with attribution

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Thank you.