



學習 AI 3步驟

小栗方 AI 學習機



學習 AI 3步驟

1 程式設計



2 AI應用



3 教學互動



學 AI
第 1 步

程式設計



0基礎 輕鬆進入程式的世界

程式語言

```
1 from ideali import *
2
3 # begin of XiaoLi
4 @sprite('XiaoLi', 'input_whenstartclicked')
5 def task_XiaoLi_0(s):
6     s.imageRecognition_recognizeAndWait('normal', 'age')
7     s.led_show_numbers(10000)
8     if (s.imageRecognition_getRecognitionResult('age') > 18):
9         s.led_select_symbol('開心')
10        s.tts_speakAndWait('翅膀硬了')
11    else:
12        s.led_select_symbol('哭泣')
13        s.tts_speakAndWait('未成年喔')
14
15 # end of XiaoLi
```

翻譯
蒟蒻



圖像程式



創造栗平台 提供程式轉換學習

The screenshot displays the Creatio platform interface, which is designed for learning programming through a visual block-based environment and a code editor. The top navigation bar includes the Creatio logo, a '作品' (Works) dropdown, a '年齡辨識' (Age Recognition) project title, and utility icons for '未連接' (Not Connected), 'IOT設置' (IOT Settings), a globe, and a lock.

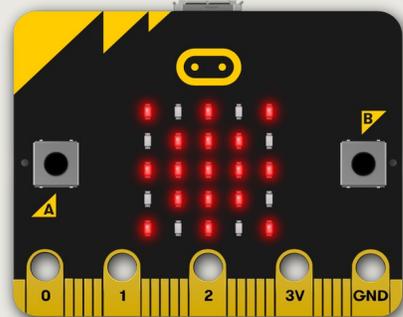
The main workspace is divided into three sections:

- Hardware Panel (Left):** Shows a physical device (likely a Raspberry Pi) with various components like an LED, input, and foot, along with control buttons for play, volume, and refresh.
- Block-based Programming (Center):** A grid-based workspace where users assemble code blocks. The current program starts with a '當被點擊' (When clicked) trigger, followed by an '自動拍攝' (Auto capture) block, an '圖像識別' (Image recognition) block set to '年齡' (Age) and '並等待 3 秒' (Wait 3 seconds), and a '顯示數位' (Show number) block displaying '年齡 識別結果' (Age recognition result). An '如果' (If) conditional block checks if '年齡 識別結果 > 18' (Age recognition result > 18). If true, it triggers a '朗讀' (Read) block with the text '你一定是成熟穩重的人吧' (You must be a mature and steady person). If false, it triggers another '朗讀' block with the text '你真的很年輕' (You are really young).
- Code Editor (Right):** A Python code editor showing the equivalent code for the block-based program:

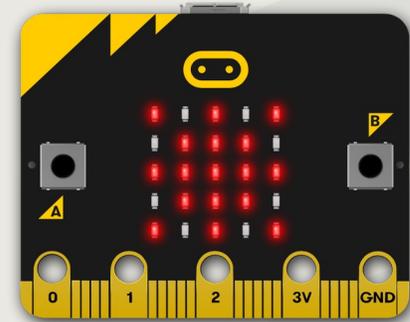
```
1 from ideali import *
2
3 # begin of XiaoLi
4 @sprite('XiaoLi', 'input_whenstartclicked')
5 def task_XiaoLi_0(s):
6     s.imageRecognition_autoRecognizeAndWait('normal', 'age', '3')
7     s.lcd_show_numbers(s.imageRecognition_getRecognitionResult('age'))
8     if (s.imageRecognition_getRecognitionResult('age') > 18):
9         s.tts_speakAndWait('你一定是成熟穩重的人吧')
10    else:
11        s.tts_speakAndWait('你真的很年輕')
12
13 # end of XiaoLi
14
```

教學現場常見 圖像程式

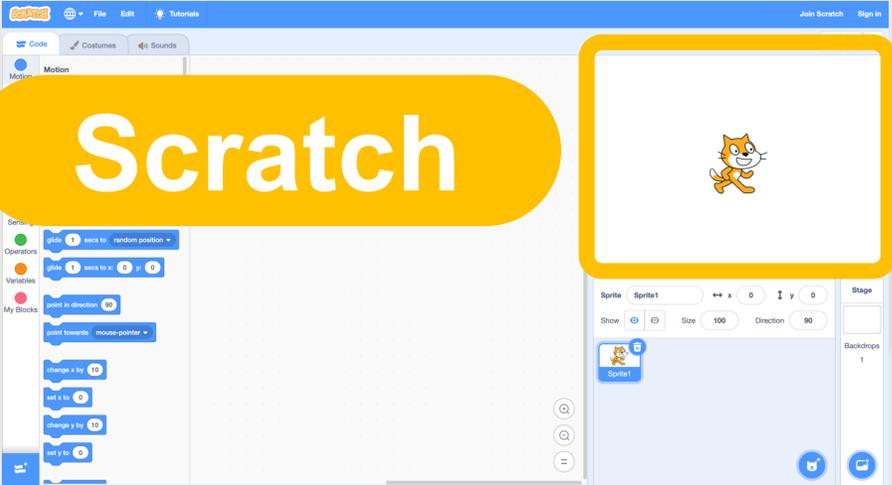
Scratch



Makecode

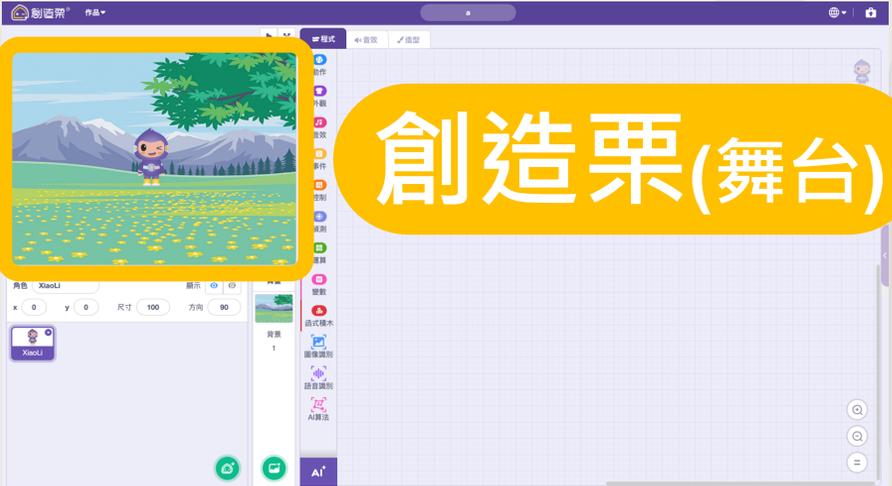


創造栗平台 即時互動、模擬器 都有



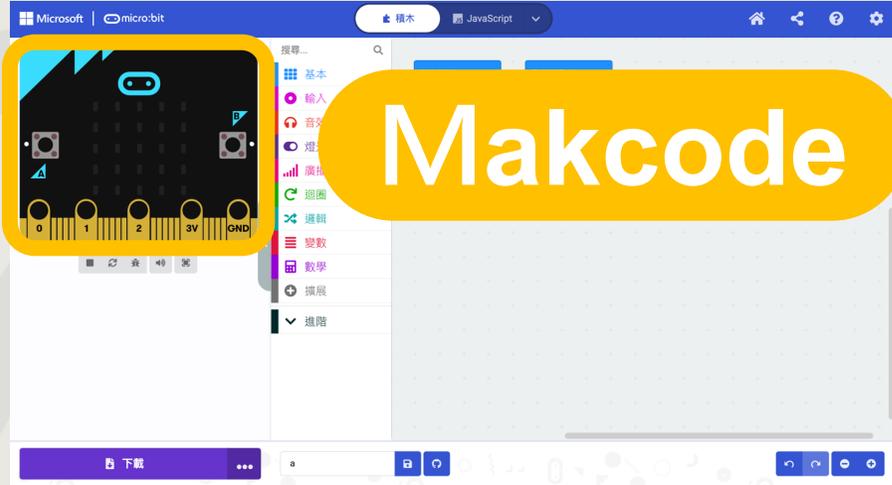
The image shows the Scratch web interface. On the left, there are panels for 'Motion', 'Operators', 'Variables', and 'My Blocks'. The main stage area contains a cat sprite. A yellow rounded rectangle highlights the Scratch logo in the top left corner.

Scratch



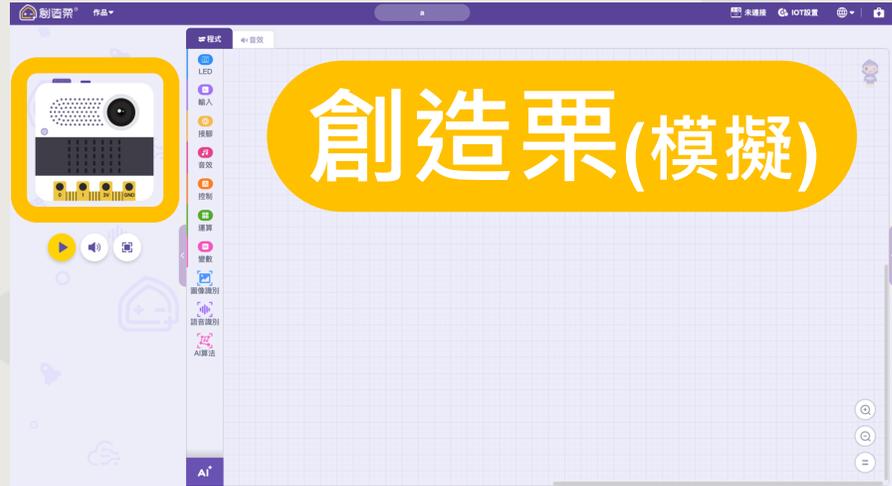
The image shows the Creative Commons (創造栗) interface in Chinese. The stage area features a landscape background with a character. A yellow rounded rectangle highlights the character on the stage. The interface includes a '程式' (Code) panel on the right and a '背景' (Background) panel at the bottom.

創造栗(舞台)



The image shows the Makcode web interface. The top left features a micro:bit hardware image. The main area is a code editor with a search bar and a sidebar menu. A yellow rounded rectangle highlights the 'Makcode' text in the top right corner.

Makcode



The image shows the Creative Commons (創造栗) interface in Chinese, specifically for simulation. The stage area features a micro:bit hardware image. A yellow rounded rectangle highlights the '創造栗(模擬)' text in the top right corner. The interface includes a '程式' (Code) panel on the right and a '背景' (Background) panel at the bottom.

創造栗(模擬)

讓學習程式更有趣

寫程式

```
1 from ideali import *
2
3 # begin of XiaoLi
4 @sprite('XiaoLi', 'input_whenstartclicked')
5 def task_XiaoLi_0(s):
6     s.imageRecognition_recognizeAndWait('normal', 'age')
7     s.led_show_numbers(10000)
8     if (s.imageRecognition_getRecognitionResult('age') > 18):
9         s.led_select_symbol('開心')
10        s.tts_speakAndWait('翅膀硬了')
11    else:
12        s.led_select_symbol('哭泣')
13        s.tts_speakAndWait('未成年囉')
```

當 被點擊

拍攝 圖像識別 年齡 並等待

顯示數位 10000

如果 年齡 識別結果 > 18 那麼

選擇圖標

朗讀 翅膀硬了

否則

選擇圖標

朗讀 未成年囉



展現成果



小栗方豐富的內涵

學 AI 最方便的教具

內建感測器



攝影機



麥克風



揚聲器



LED點陣



陀螺儀



光線感測器



旋鈕



按鈕

還能再擴展...



學 AI
第 2 步

AI 應用



AI 人工智慧 運作架構



小栗方 AI 應用

輸入



AI 運算



輸出

麥克風 (語音辨識)

鏡頭 (影像辨識)

WiFi (雲端運算)

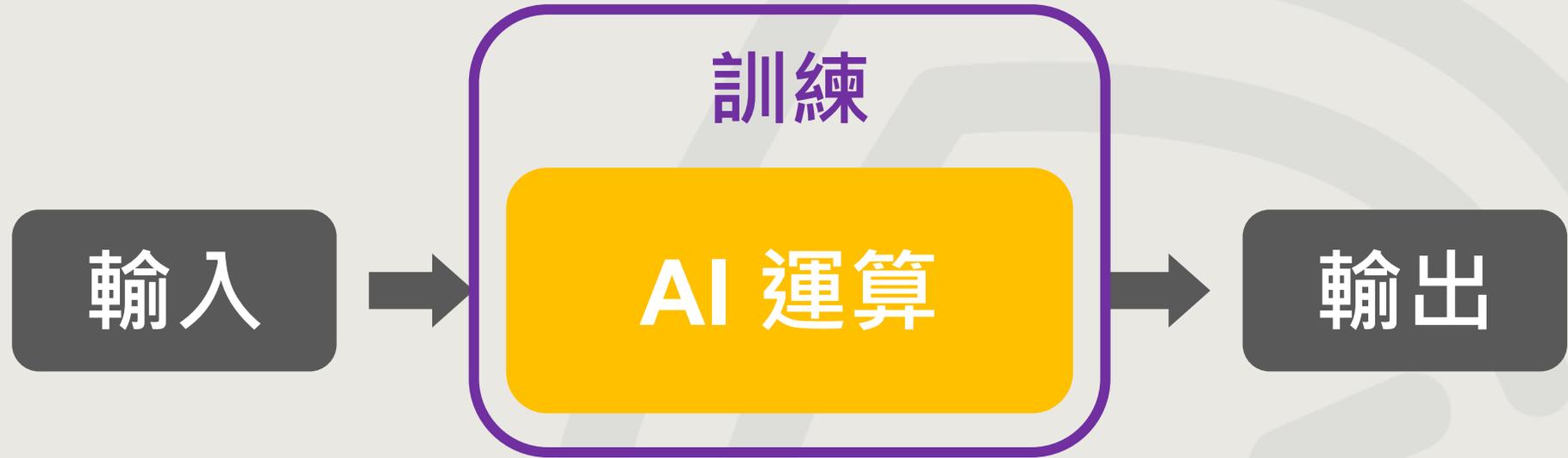


喇叭 (聲音展示)

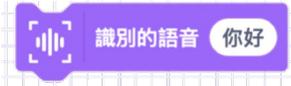
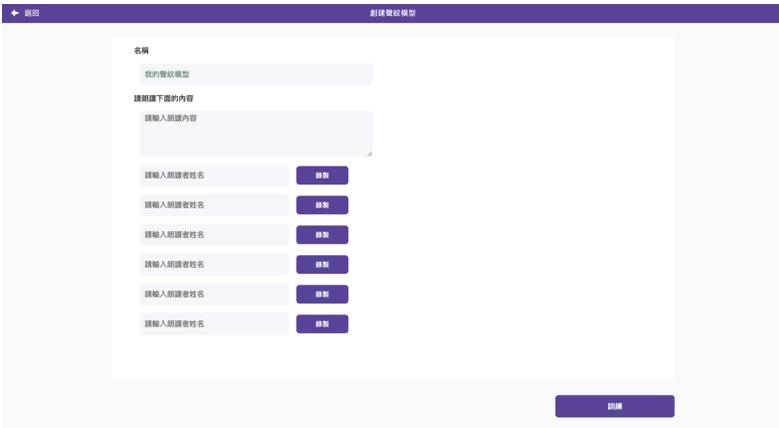
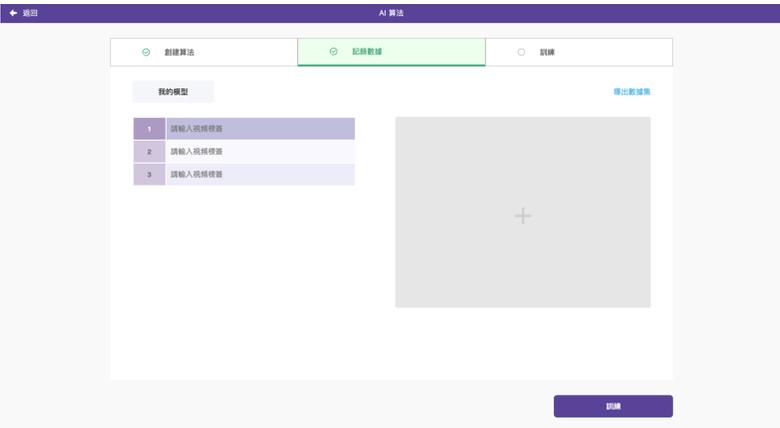
LED (圖案展示)

畫面 (動畫展示)

AI 人工智慧 機器學習



小栗方 AI 雲端運算、機器學習

	語音辨識	影像辨識
雲端運算		
機器學習		

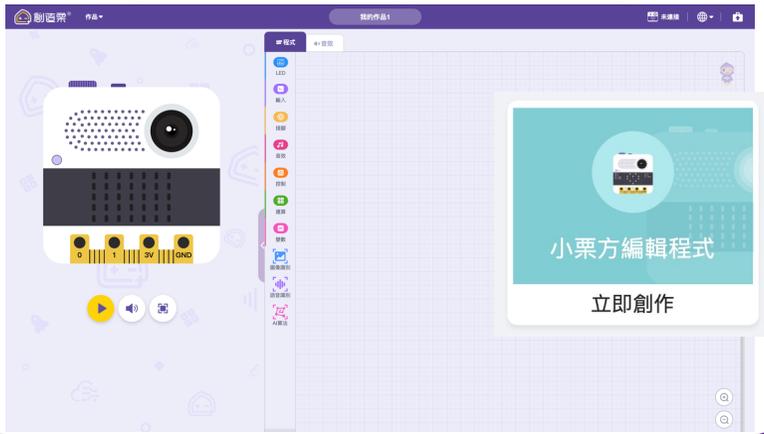
學 AI
第 3 步

教學互動

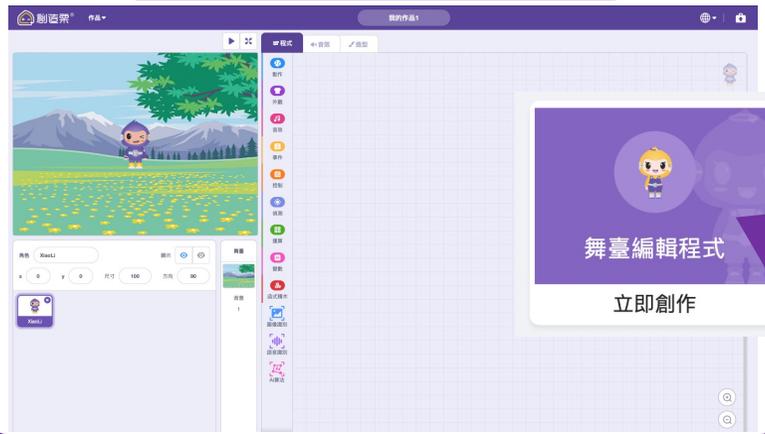


創造栗平臺 程式學習超方便

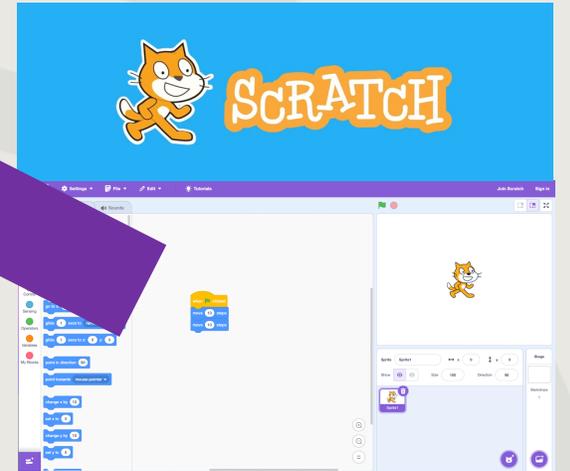
模擬器顯示平板也能用



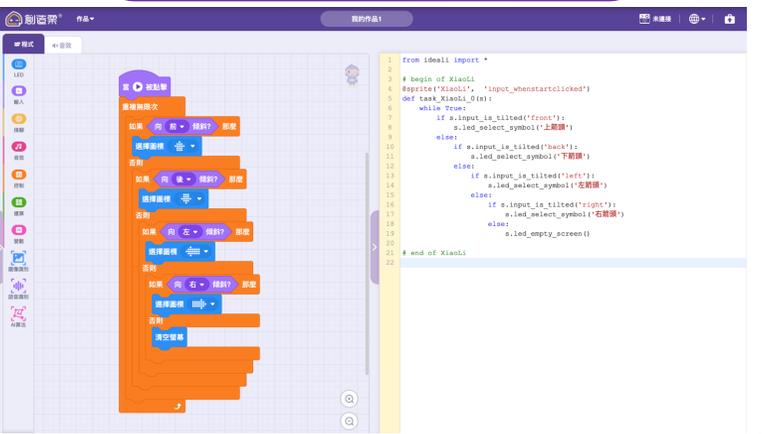
舞臺互動模式



Scratch程式可直接匯入使用



程式語言即時轉譯



豐富 AI 應用功能



創造栗平台 豐富課程內容

AI 課程以科學原理與實踐應用並重的課程特色，依據年齡分成 3 個階段課程，通過人工智慧案例的解析學習，提升問題解決能力，鼓勵學生在「做中學」、「用中學」、「創中學」。

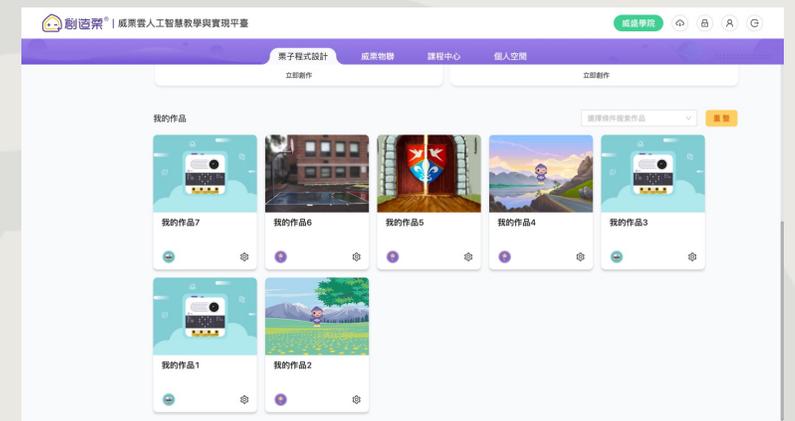


創造栗平臺 教學互動

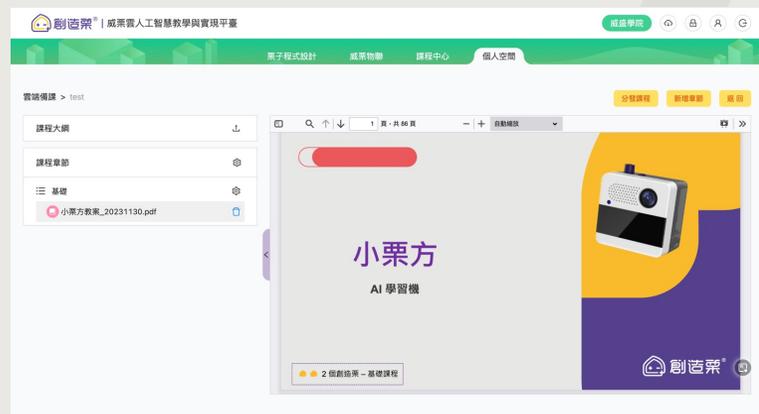
教育帳號：可用教育雲端帳號登入平臺



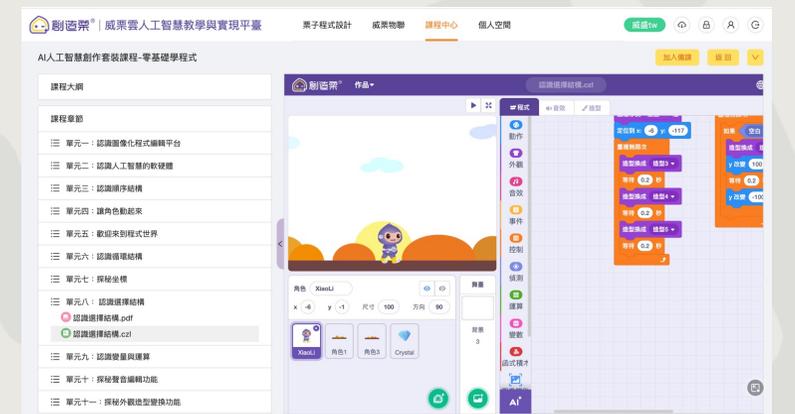
平臺存檔：程式可存在平臺不怕電腦還原



雲端備課：老師可存自己教案並派發給學生



智慧課堂控班：可派發指定程式給學生寫



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1 程式設計



2 AI應用



3 教學互動



Thank You

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讓人工智慧教育更容易



FB 社群平台



IG社群平台



客服技術支援

學得會，做得出



易學 - Easy - Interesting 體驗 - Experiential 佳績 - Excellent

Contact us 聯繫我們

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