

Learning Scenario Template

Title	Interviewing Famous Sports People with AI
Subject	English as a Foreign Language (EFL)
Grade Level	10-year-old students (Elementary/Primary Level)
Duration	90 minutes (2 sessions)
Objective(s)	<ul style="list-style-type: none"> • Develop conversational and questioning skills using AI-powered tools. • Practice structuring questions, past tense usage, and sports-related vocabulary. • Enhance confidence in English through simulated interactions with virtual “famous sportspeople.”
Pedagogical Methods	<ul style="list-style-type: none"> • Technology-enhanced learning: Using AI tools to interact with virtual personalities. • Role-play and simulation: Engaging with AI as if it were a famous sports personality. • Collaborative and independent learning: Students work in pairs or individually, alternating roles between “interviewer” and “audience.”
Structure	<ul style="list-style-type: none"> • Warm-up (10 minutes) • Review of Research (10 minutes) • Introduction to AI Interviewing (10 minutes) • AI Interview Practice (30 minutes) • Reflection and Class Discussion (10 minutes) • Wrap-up and Homework (10 minutes)
Materials/Resources	<ul style="list-style-type: none"> • Devices (tablets, laptops) with internet access to use Character.AI or ChatGPT. • List of famous athlete profiles available on the chosen AI platform or prompt ideas for creating athlete personas on ChatGPT.
Pre-requisites	<ul style="list-style-type: none"> • Research on selected sports figures. • Familiarity with basic question formation, past tense structures, and sports vocabulary.



Activities & Procedures

1. Warm-up (10 minutes):

- **Objective:** Introduce the concept of AI and prepare students to interview AI "athletes."
- **Activity:**
 - Discuss the idea of AI tools like Character.AI or ChatGPT that simulate personalities and how they'll use these to "interview" famous athletes.
 - Show a demo of the AI tool (e.g., Character.AI) on the projector, explaining how to interact by typing questions.

2. Review of Research (10 minutes):

- **Objective:** Recall key facts about famous athletes for interview questions.
- **Activity:**
 - Students pair up to discuss the athletes they've researched.
 - Each student summarizes their research on a chosen athlete and identifies potential interview questions they'd like to ask.

3. Introduction to AI Interviewing (10 minutes):

- **Objective:** Teach students how to interact with AI tools and formulate questions effectively.
- **Activity:**
 - Demonstrate interacting with the AI using an example question (e.g., "What inspired you to start your sports career?").
 - Emphasize open-ended questions and show how to follow up with additional questions based on AI responses.

4. AI Interview Practice (30 minutes):

- **Objective:** Students practice interviewing virtual famous sportspeople.
- **Activity:**
 - Students take turns interacting with the AI individually or in pairs.
 - **Setup:** Each student logs into a device (e.g., tablets, laptops) and chooses a famous athlete character in Character.AI or prompts ChatGPT with a famous athlete personality.
 - They ask questions and respond naturally to the AI's answers, building a back-and-forth conversation.

	<ul style="list-style-type: none"> ○ While one student conducts the interview, the partner listens, takes notes, and provides positive feedback afterward. <p>5. Reflection and Class Discussion (10 minutes):</p> <ul style="list-style-type: none"> • Objective: Reflect on the experience and share insights. • Activity: <ul style="list-style-type: none"> ○ Bring students back together and discuss what they learned. Questions could include: <ul style="list-style-type: none"> ▪ “What was your favorite question and answer?” ▪ “Did the AI respond how you expected?” ▪ “What did you find easy or challenging about using AI for the interview?” ○ Highlight the ways students adapted their language to create engaging questions. <p>6. Wrap-up and Homework (10 minutes):</p> <ul style="list-style-type: none"> • Objective: Summarize the lesson and assign a follow-up activity. • Activity: <ul style="list-style-type: none"> ○ Summarize key takeaways: question formation, adapting follow-up questions, sports vocabulary. ○ Homework: Write a brief report on the AI interview experience or create a list of new questions they would ask in a future interview.
Assessment/Evaluation	<ul style="list-style-type: none"> • Formative assessment: Monitor student interactions with AI for language use. • Peer feedback: Partners give feedback on clarity and creativity in questioning. • Written assessment: Students’ reports or reflection papers are evaluated for accuracy and insight.
Extensions/Modifications	<ul style="list-style-type: none"> • Extensions: More advanced students can ask complex, reflective questions (e.g., “How would you advise young athletes?”). • Modifications: Beginners can use simpler prompts or teacher-provided question starters.
Additional Notes	<ul style="list-style-type: none"> • Consider a brief training session on using the AI interface for younger students to ensure smooth interaction. • Emphasize respectful and appropriate language use with AI, as it mimics real-world communication skills.



Attachments/Links	
	www.character.ai www.chatgpt.com