

PIP'S BIG FUTURE

EPISODES 1 & 2 ACTIVITY PACK



5 YOUTUBE COMPANION ACTIVITIES

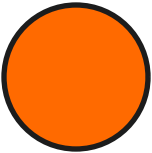
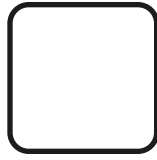
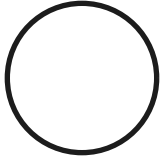
Patterns - prompts - sorting - instructions - checking

Designed for ages 0-3 with grown-up guidance

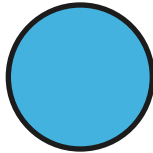
PIP BUILDS A PROMPT

EPISODE 2 COMPANION - Can AI Be Creative?

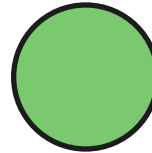
1. CHOOSE A SHAPE



ORANGE

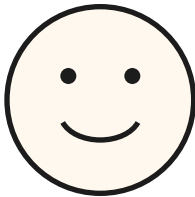


BLUE

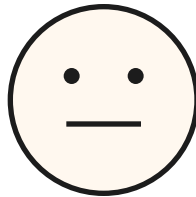


GREEN

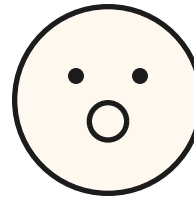
3. CHOOSE A FEELING



HAPPY



CALM



SURPRISED

OUR PROMPT:

Make a _____ !

GROWN-UP PROMPT

Say each choice aloud. These choices are clues - the beginning of a prompt.

GROWN-UP GUIDE

EPISODE 2 - Pip Builds a Prompt

THE BIG IDEA

A prompt tells an AI what kind of help or result a person wants. Toddlers can practice the basic idea by making clear choices.

After watching Can AI Be Creative?, let your child point instead of speaking. Repeat the three choices together, then draw or act out the silly creation.



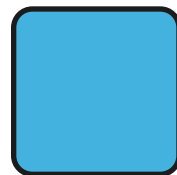
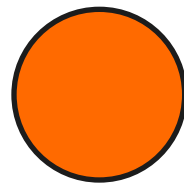
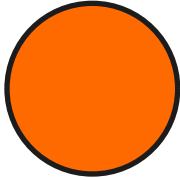
SAY IT SIMPLY

"People choose. AI follows clues."

Keep it playful. Pointing, naming and noticing all count as learning.

PIP MATCHES THE SAME

EPISODE 1 COMPANION - How AI Notices Patterns



GROWN-UP PROMPT

Ask: "What looks the same?" Matching features is a first step toward recognizing patterns.

GROWN-UP GUIDE

EPISODE 1 - Pip Matches the Same

THE BIG IDEA

AI systems often compare features and patterns. Matching games build the observation skills children use long before technical learning begins.

After Episode 1, name one feature at a time: shape, color or size. If your child is not ready to draw lines, let them point.



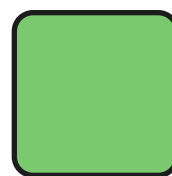
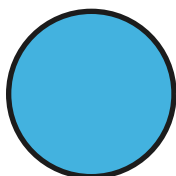
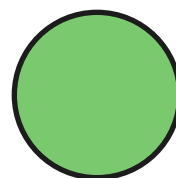
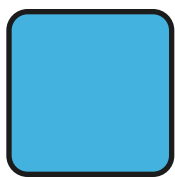
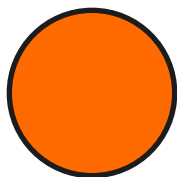
SAY IT SIMPLY

"Same shape. Same color. Match!"

Keep it playful. Pointing, naming and noticing all count as learning.

PIP SORTS BY COLOR

EPISODE 1 COMPANION - How AI Notices Patterns



GROWN-UP PROMPT

Sorting tells us which things belong together. Ask your child how they decided.

GROWN-UP GUIDE

EPISODE 1 - Pip Sorts by Color

THE BIG IDEA

Sorting puts things into groups using a shared feature. Computers can sort information too, but people decide which feature matters.

After Episode 1, do one color at a time. Then try sorting the same page by shape to show that the rule can change.



SAY IT SIMPLY

"We choose the sorting rule."

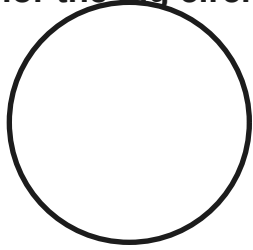
Keep it playful. Pointing, naming and noticing all count as learning.

PIP FOLLOWS INSTRUCTIONS

EPISODE 2 COMPANION - Can AI Be Creative?

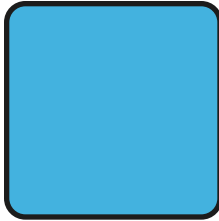
1

Color the big circle orange.



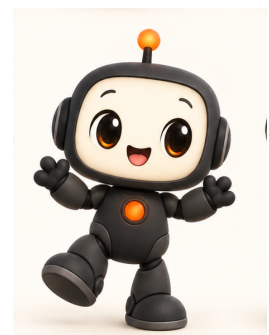
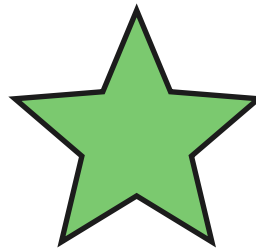
2

Draw a line under the blue square.



3

Put a dot inside the green star.



GROWN-UP PROMPT

Read each instruction slowly. Clear steps work better for people - and for AI prompts.

GROWN-UP GUIDE

EPISODE 2 - Pip Follows Instructions

THE BIG IDEA

AI follows instructions literally. Clear, specific steps help children understand that the person giving directions stays responsible for the goal.

After watching Can AI Be Creative?, pause after every step and celebrate effort. If the result is different, describe what happened instead of calling it wrong.



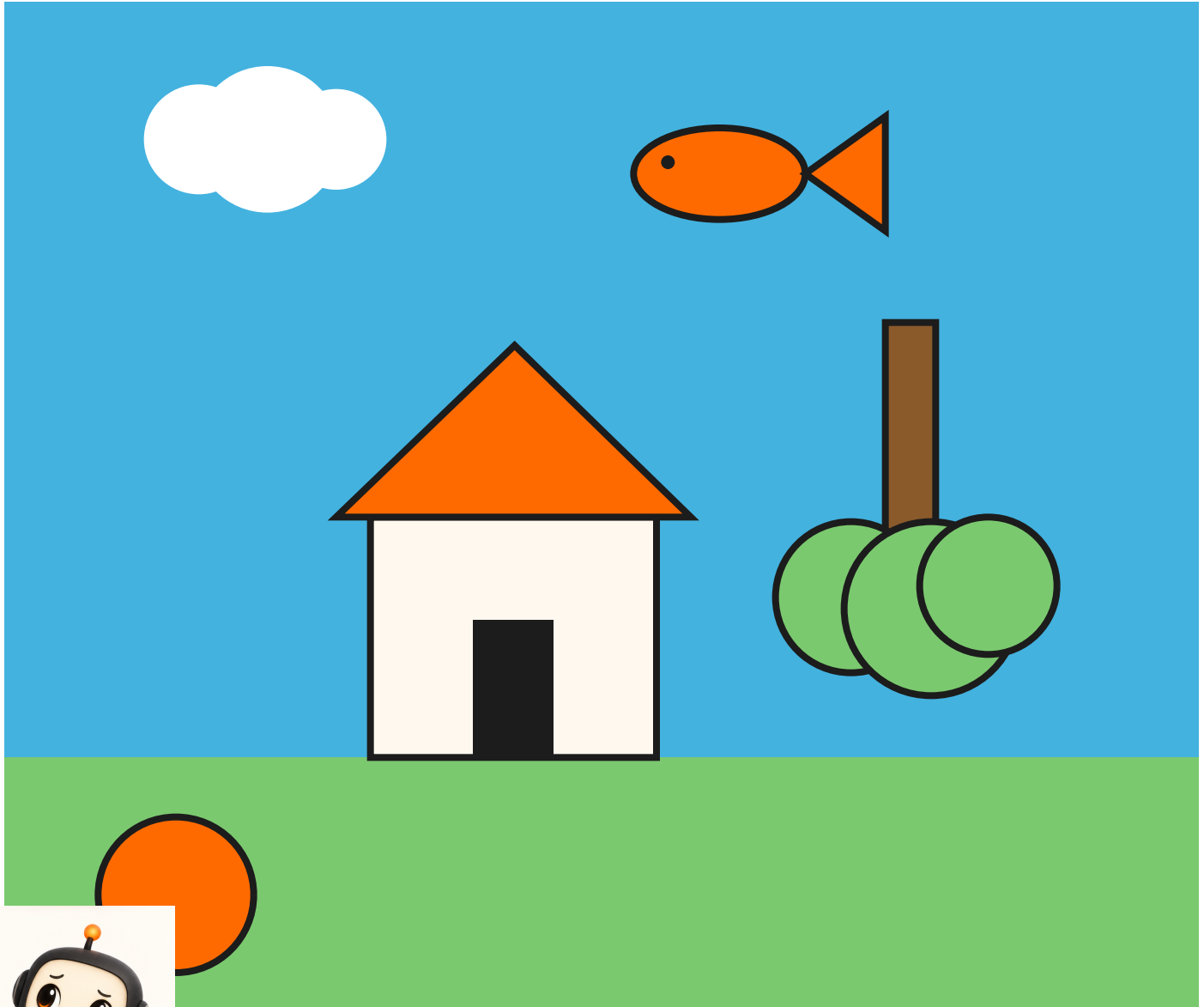
SAY IT SIMPLY

"Clear clues help us work together."

Keep it playful. Pointing, naming and noticing all count as learning.

PEOPLE CHECK AI

EPISODE 2 COMPANION - People Bring the Imagination



GROWN-UP PROMPT

Ask: "Does this make sense?" AI can create surprising mistakes, so people always check.

GROWN-UP GUIDE

EPISODE 2 - People Check AI

THE BIG IDEA

AI can produce something that looks polished but is still incorrect or strange. Children can learn early that a person should pause, notice and decide.

After Episode 2, find three silly clues: a fish in the sky, a sun under the ground and an upside-down tree. Welcome other observations too.



SAY IT SIMPLY

"AI can help. People check."

Keep it playful. Pointing, naming and noticing all count as learning.