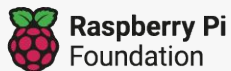


Experience AI

experience-ai.org

What We've Learned About Teaching AI Literacy

Google DeepMind



Thank you for being here!



Laura Gray

Senior Learning Manager



Jason Hurd

Learning Manager



Jeremy Beck

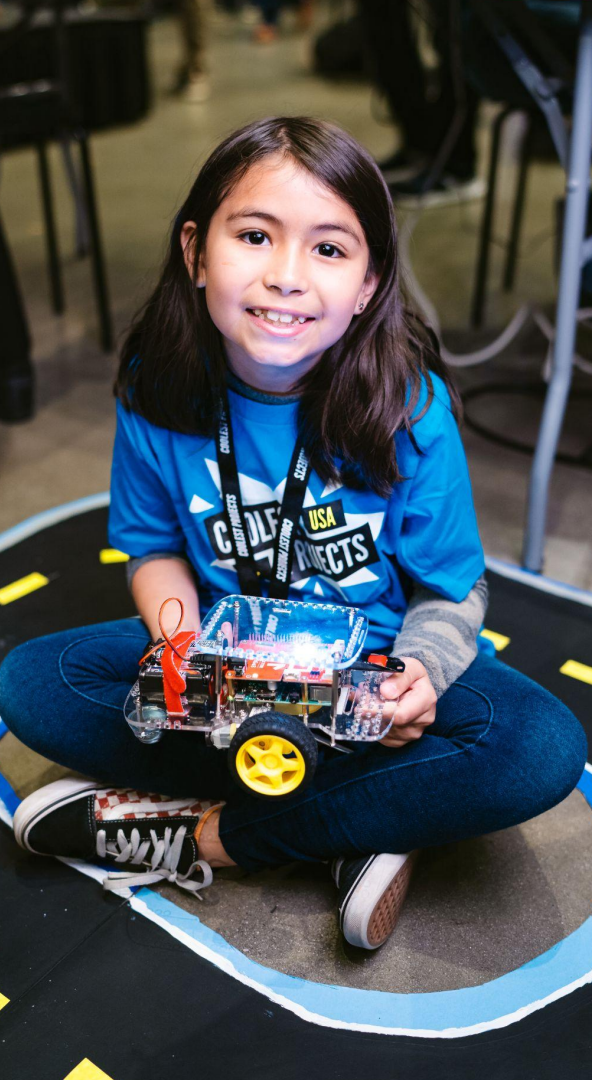
Learning Manager

Agenda

- Welcome (5 min)
- What is Experience AI? (15 min)
- What does AI literacy mean to you? (5 min)
- What we've learned (15 min)
- Patterns in data (10 min)
- Training a model (25 min)
- The future (15 min)
- Social media (20 min)
- Reflections and resources (10 min)

Our mission

Enabling all young people to realize their potential through the power of computing and AI.



Our **vision** is that every young person develops

- The **knowledge and skills** to use computers and advanced technologies like AI effectively in their work, community and personal lives; to solve problems and express themselves creatively.
- The ability to critically evaluate digital technologies and their application; to design and use **technology for good**.
- The **mindsets** to confidently engage with technological change and make decisions about the role they want technology to play in their lives.



What we stand for

Democratizing access to computing

We believe that every young person — whatever their background or access to resources — should have the opportunity to learn how to create with technology.

Digital makers not consumers

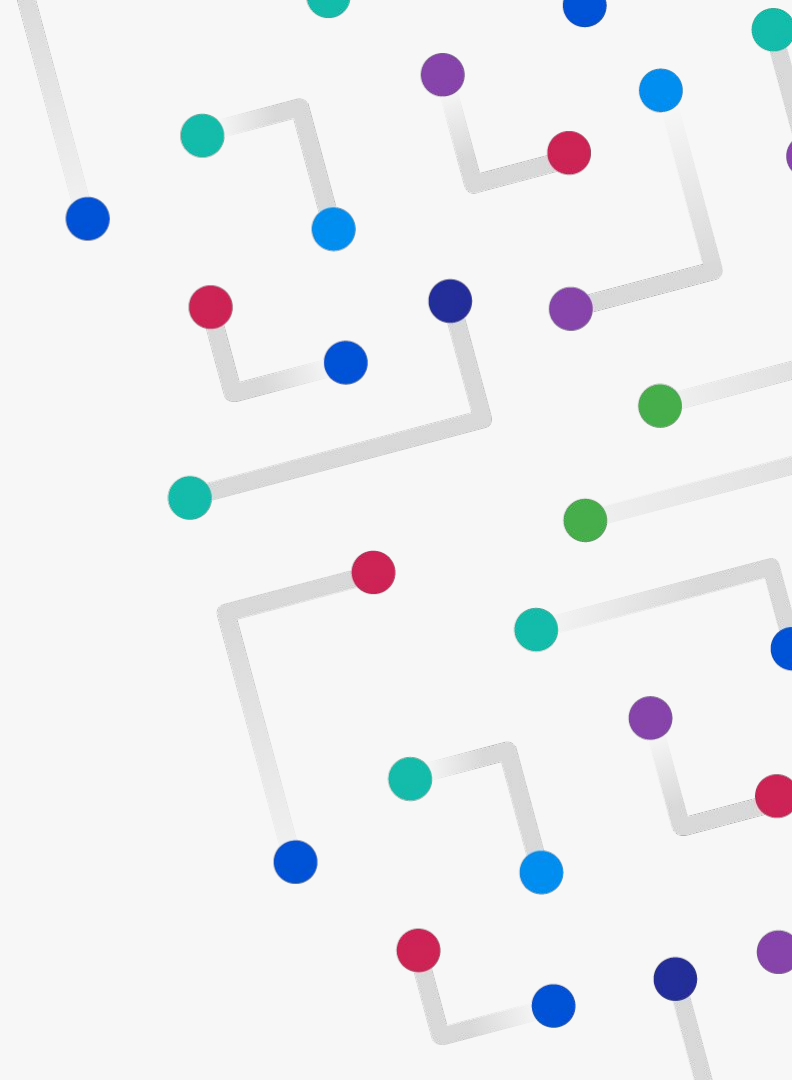
We want young people to feel empowered to change their world and solve the problems that they care about through the power of computing and digital technologies.

What is Experience AI?

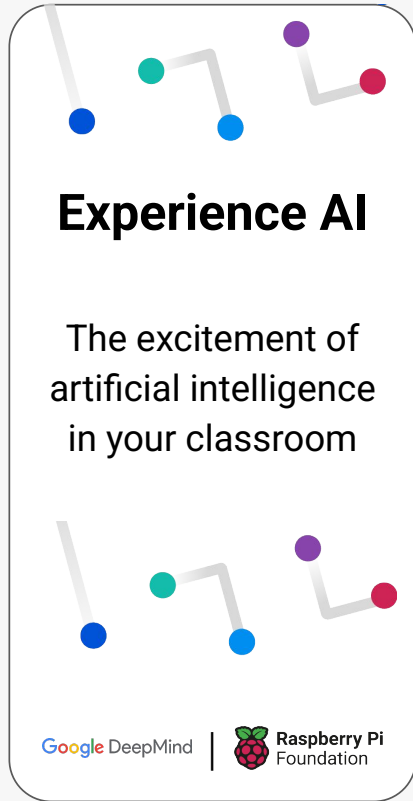
Google DeepMind



Raspberry Pi
Foundation

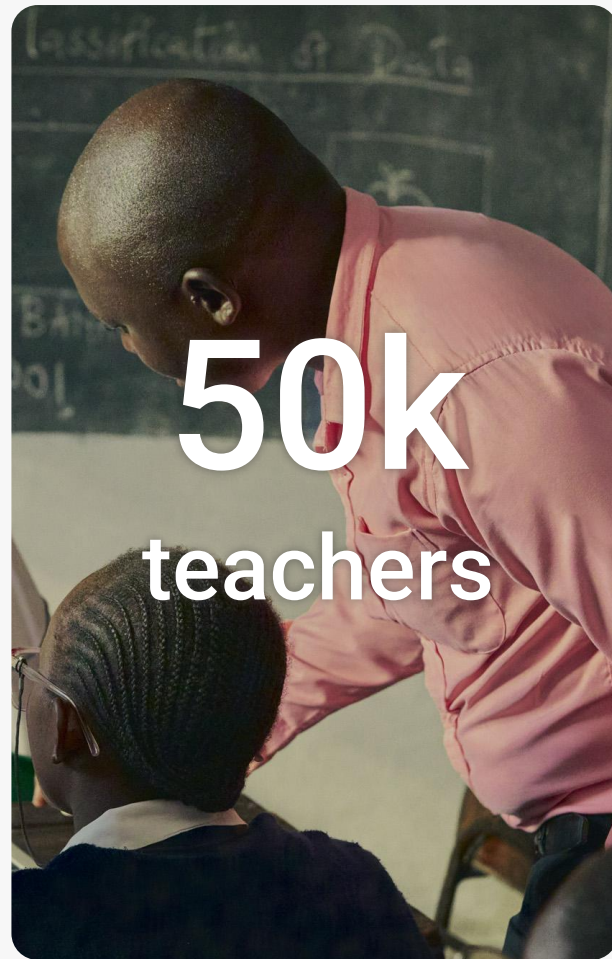
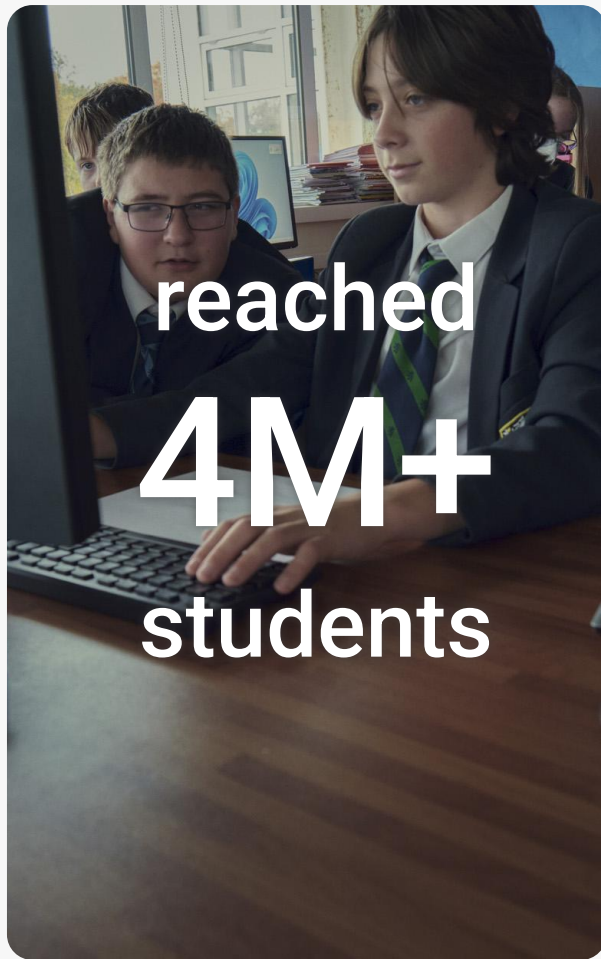
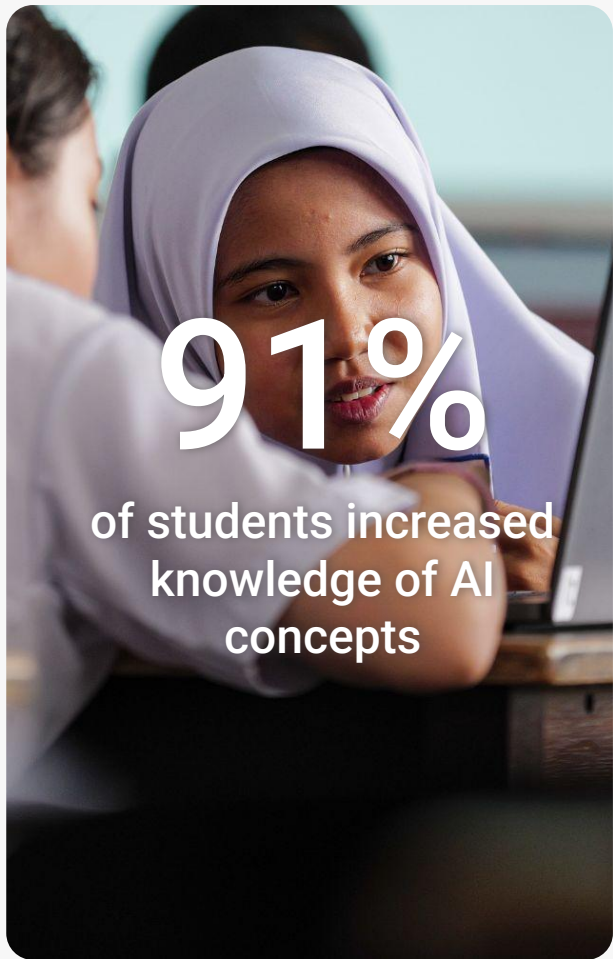


What is Experience AI?



- Designed for grades 6 to 8
- Co-developed by the Raspberry Pi Foundation and Google DeepMind
- **Free** and open-source material
- Aligned with UNESCO's AI competency framework
- Learning materials, educator resources, and professional development
- Localized resources in 19 languages
- No prior AI knowledge required



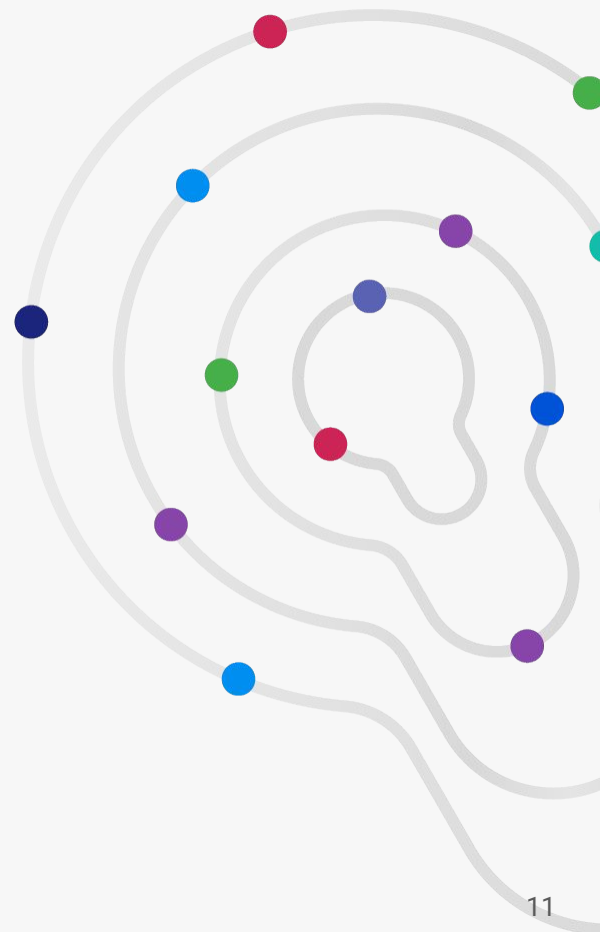


Our approach

Research-informed: Resources are a joint effort between learning and research teams at RPF.

Collaborative: We work in partnership with Google DeepMind and our network of global partners.

Inclusive: We place emphasis on including people from different backgrounds and cultures to tackle under-representation, and we work with local experts to provide localized resources for students across the globe.



Our approach

Free and safe tools

All of the tools we use within our resources are free, age appropriate and safe to use. No student logins are required and no personal data is shared with any third parties.

Hands-on experiences

Students build their own ML models to solve real-world problems using “no-code” tools. Applying knowledge, developing problem-solving skills and preparing them for future technology roles.

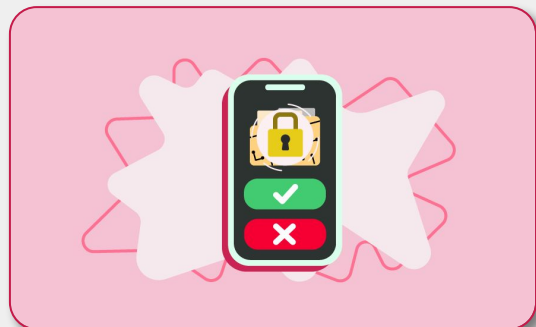


Unit resources



Foundations of AI

Two hands-on modules allowing learners to explore what AI is, how ML models are developed and trained, and how these technologies are shaping the world around them.



AI safety

Equip learners with the knowledge and skills to responsibly and safely navigate the challenges associated with AI from data privacy, misinformation, and fact-checking to deepfakes and generative AI.



Foundations of AI

Module 1: Understanding AI

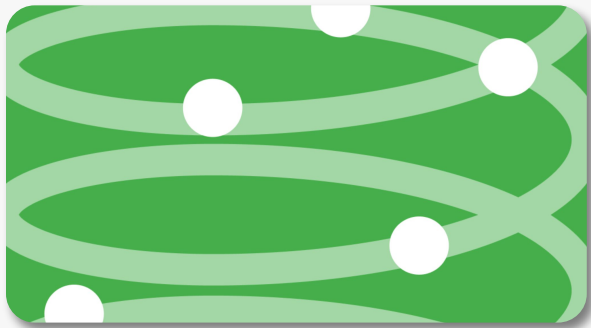
Introduce students aged 11 to 14 to AI and machine learning in a clear and responsible way through this engaging 4-lesson module.

Lesson 1:
What is AI?

Lesson 2:
Machine learning

Lesson 3:
Classification

Lesson 4:
Bias in, bias out



Foundations of AI

Module 2: Solving problems with AI

This module builds on the learning from Understanding AI and helps young people begin to solve real-world problems using AI tools.

Lesson 1:

AI around you

Lesson 2:

Creating AI projects

Lesson 3:

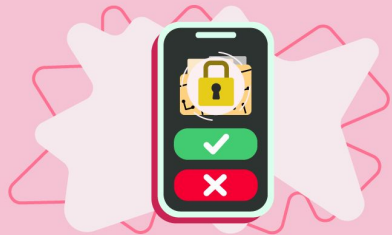
Solving problems with ML models - part 1

Lesson 4:

Solving problems with ML models - part 2

Lesson 5:

Model cards and careers



AI safety

This unit has been created to support educators, club leaders, parents, and carers with resources to educate 11- to 14-year-olds about AI safety.

Lesson 1:

Your data and AI

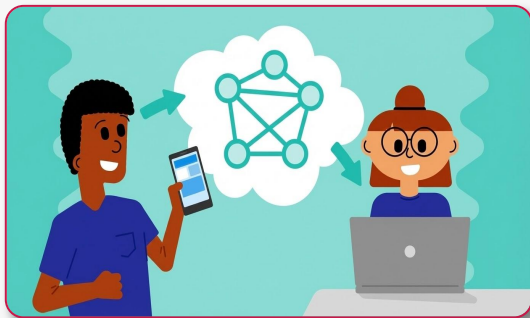
Lesson 2:

Media literacy in
the age of AI

Lesson 3:

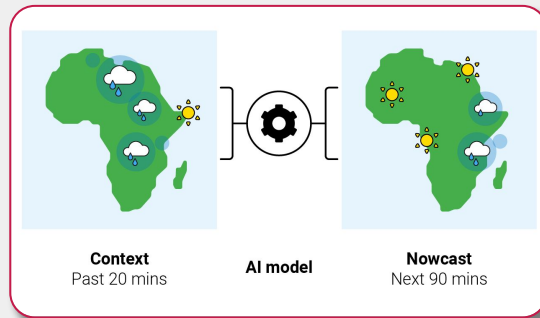
Using AI tools
responsibly

Lesson resources



Large Language Models

Activities designed to educate students about the development of large language models (LLMs) while exploring the purpose and functionality of LLMs and examining the critical aspect of trustworthiness in their output.

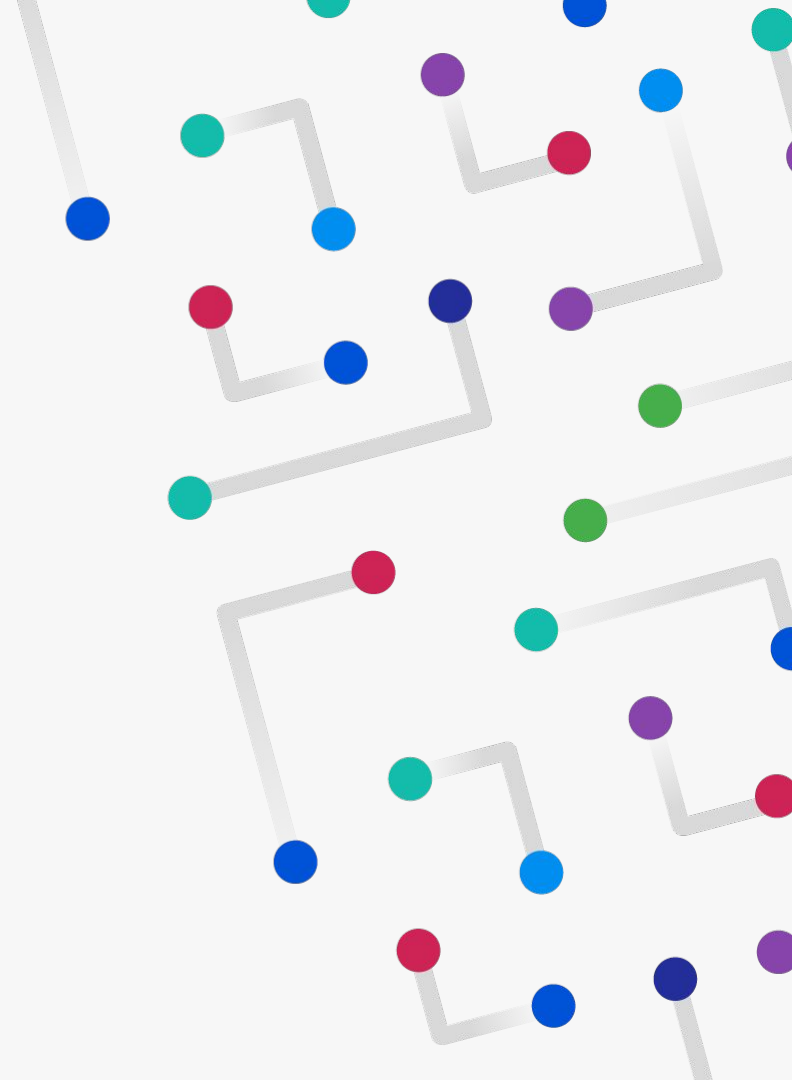
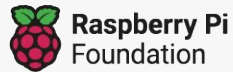


Ecosystems and AI

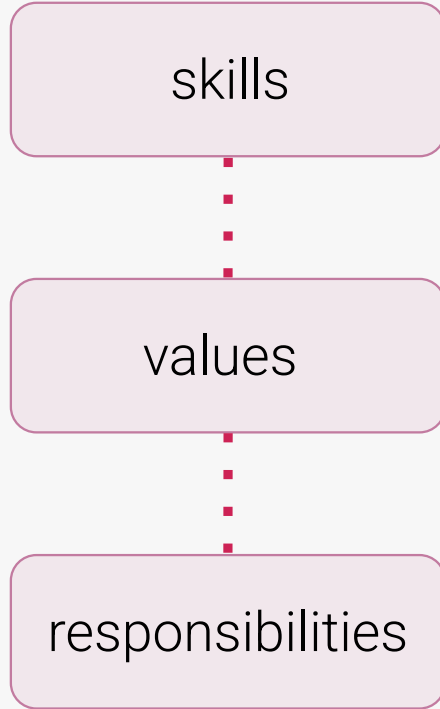
AI literacy skills delivered through specific subject domains (Geography and Biology). Students learn about how classification is used in the Serengeti to protect animals.

What does AI literacy mean to you?

Google DeepMind



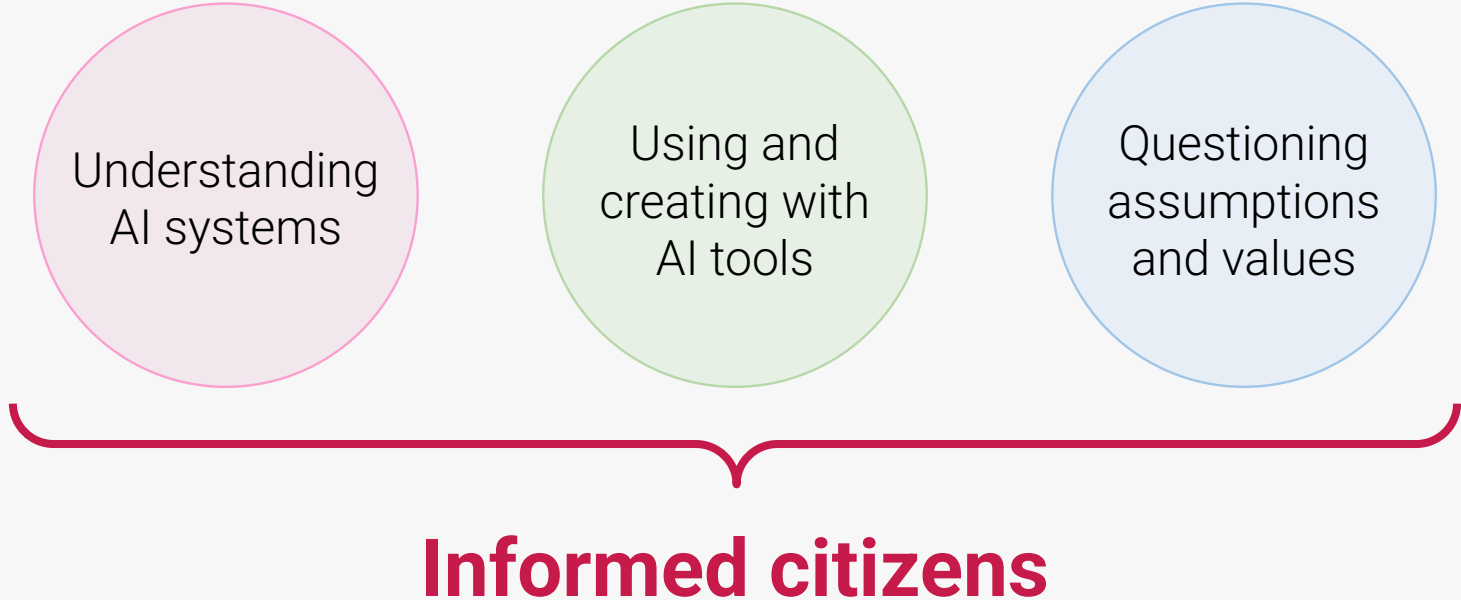
What does AI literacy mean to you?



A student who is
AI literate can...

What is AI literacy?

AI literacy is a set of competencies and ways of thinking that enable people to engage with AI meaningfully, critically, and creatively as empowered users.



Understanding
AI systems

Using and
creating with
AI tools

Questioning
assumptions
and values

Informed citizens

Why is AI literacy important?

Rapidly advancing technology: AI is transforming how we live, learn, and work.

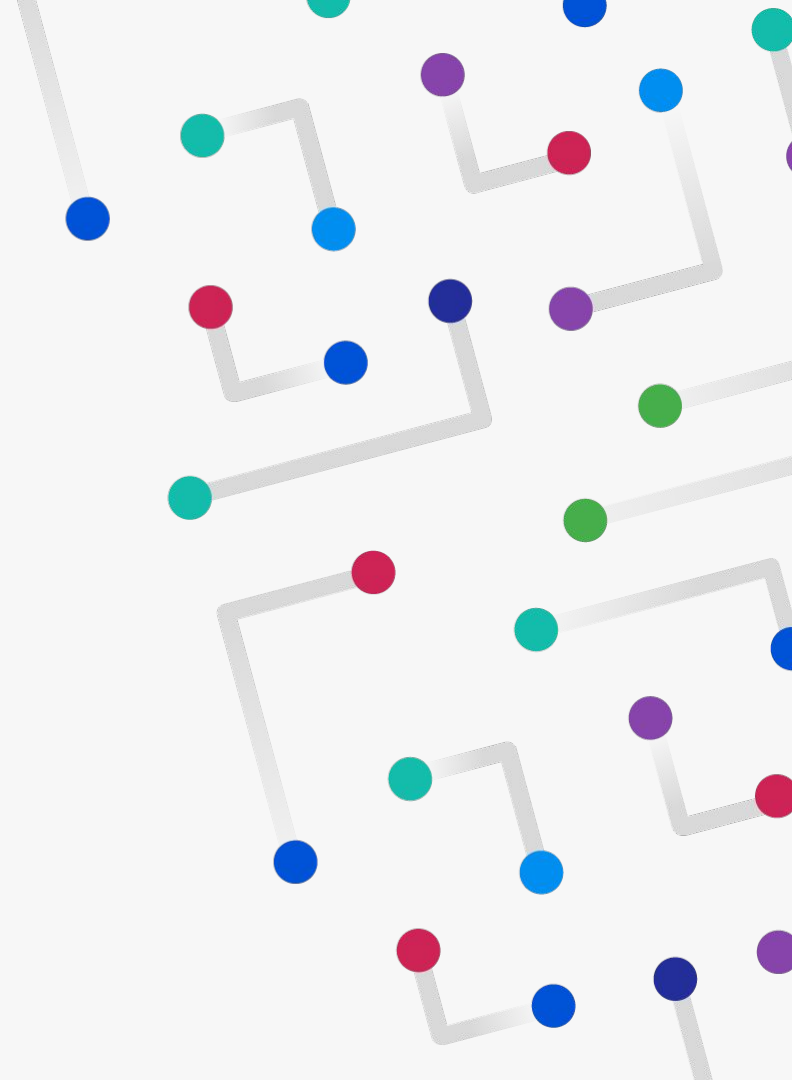
Confidence and agency: Understanding AI helps young people feel confident engaging with technologies that shape their lives.

Problem-solving, creativity, innovation: AI literacy fosters critical thinking, allowing students to leverage AI as a tool to address challenges they are passionate about.

Informed, inclusive decision-making: AI literacy helps individuals to critically evaluate AI applications and shape how AI technology is used.

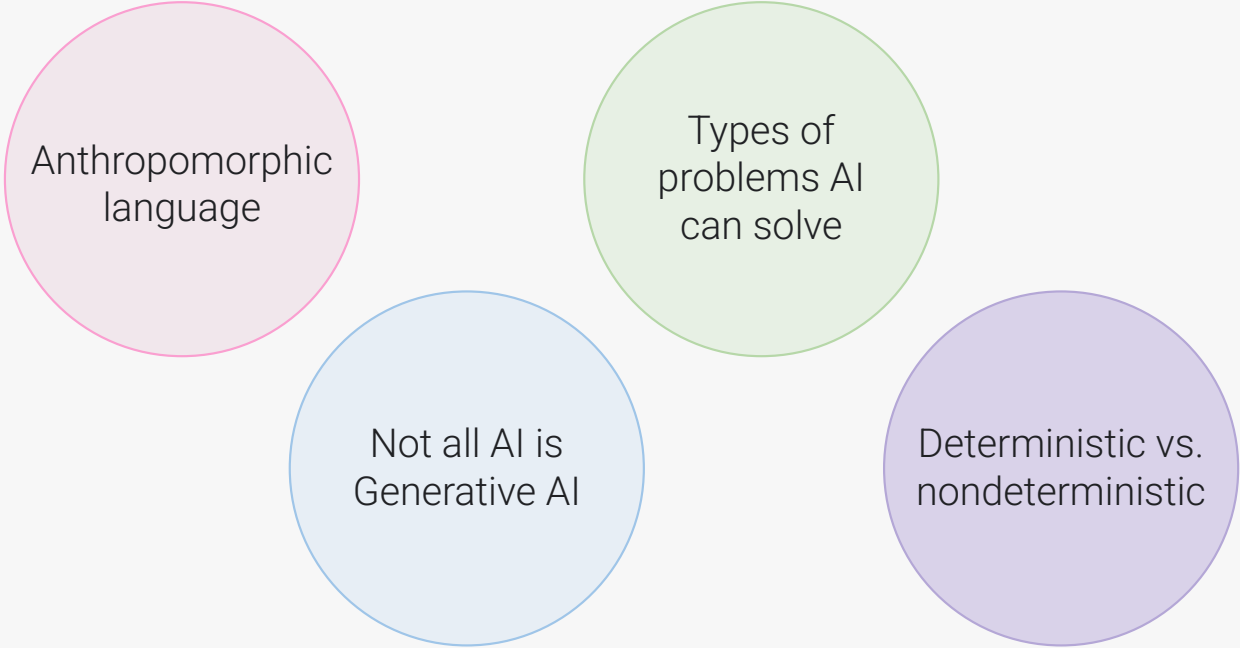


What we've learned



What we've learned

Through experience and academic research, we've started to collect a list of potential **misconceptions**.



Anthropomorphic language

Types of problems AI can solve

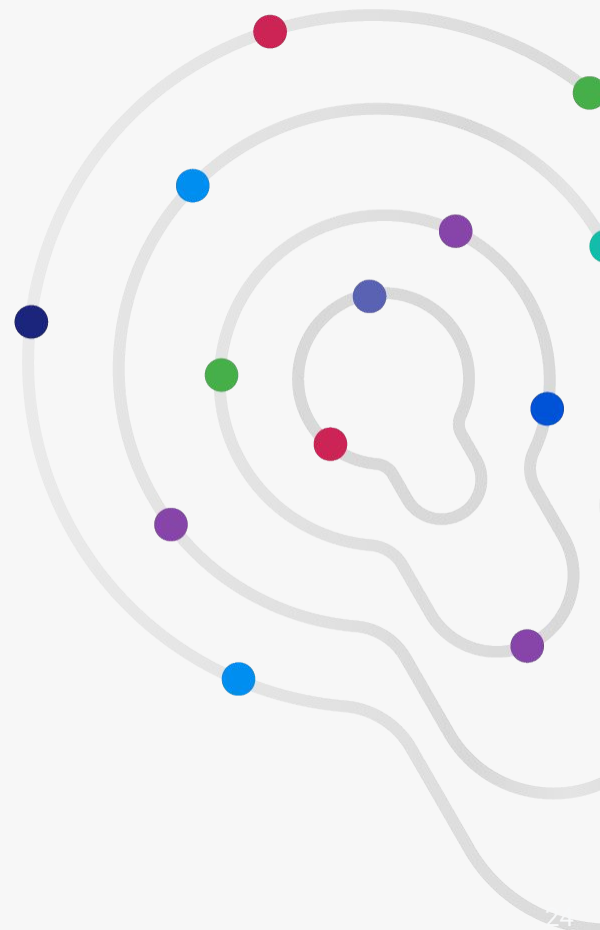
Not all AI is Generative AI

Deterministic vs. nondeterministic



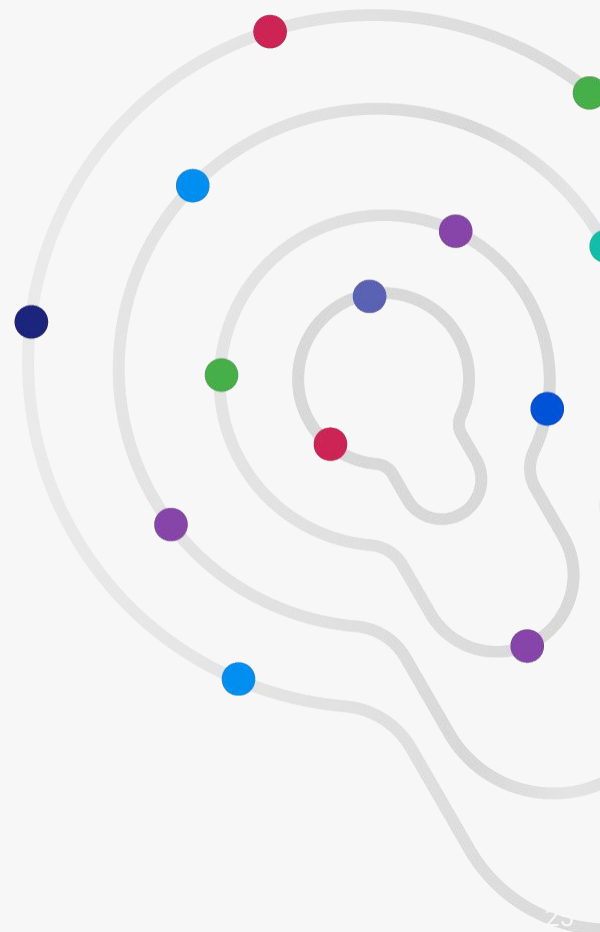
What we've learned

- Rule-based vs data-driven
- Avoiding anthropomorphism
- Machine learning (ML)
- Bias in AI



What we've learned

- **Rule-based vs data-driven**
- Avoiding anthropomorphism
- Machine learning (ML)
- Bias in AI



What we've learned

- Rule-based vs data-driven
- **Avoiding anthropomorphism**
- Machine learning (ML)
- Bias in AI



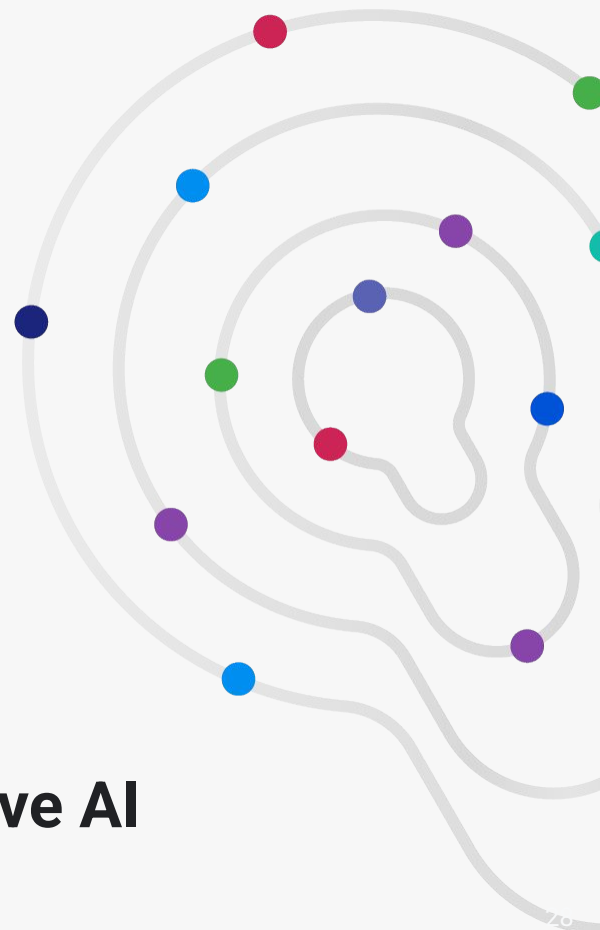
What we've learned

- Rule-based vs data-driven
- Avoiding anthropomorphism
- Machine learning (ML)
- Bias in AI
- **Fairness, Accountability, Transparency, Privacy, and Security (FATPS)**



What we've learned

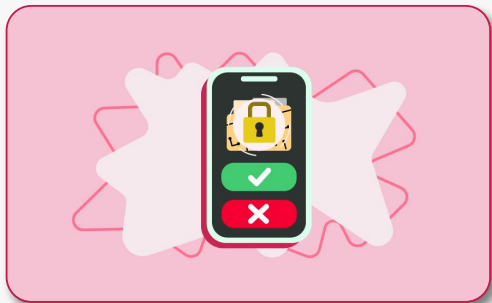
- Rule-based vs data-driven
- Avoiding anthropomorphism
- Machine learning (ML)
- Bias in AI
- Fairness, Accountability, Transparency, Privacy, and Security (FATPS)
- **Expanding knowledge beyond generative AI**



What we've learned



Foundations of AI



AI safety

AI literacy is difficult to place across global curricula.

Most lessons taught during CS class

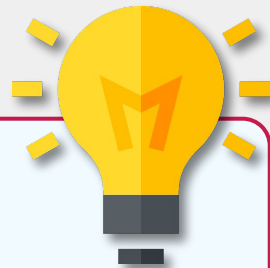
AI literacy standards are still emerging

Teachers are adapting content across multiple subject areas.

What we've learned

Key insight

Teachers would like flexibility in how they teach AI literacy to their students.

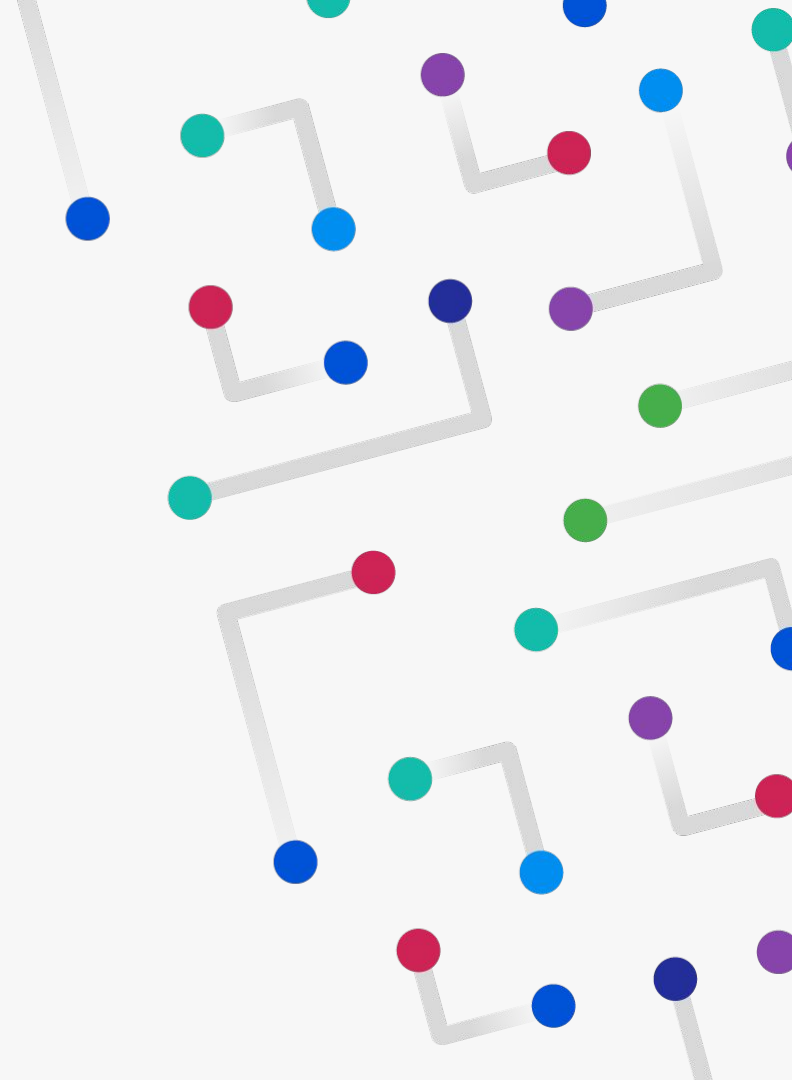


Let's explore

Google DeepMind

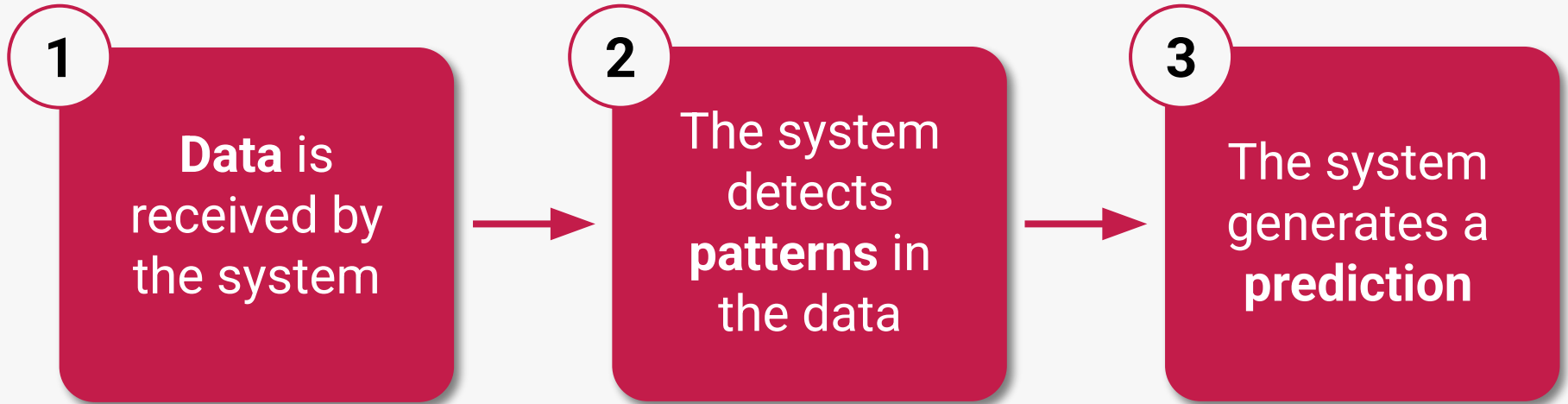


Raspberry Pi
Foundation



Predictions using AI systems

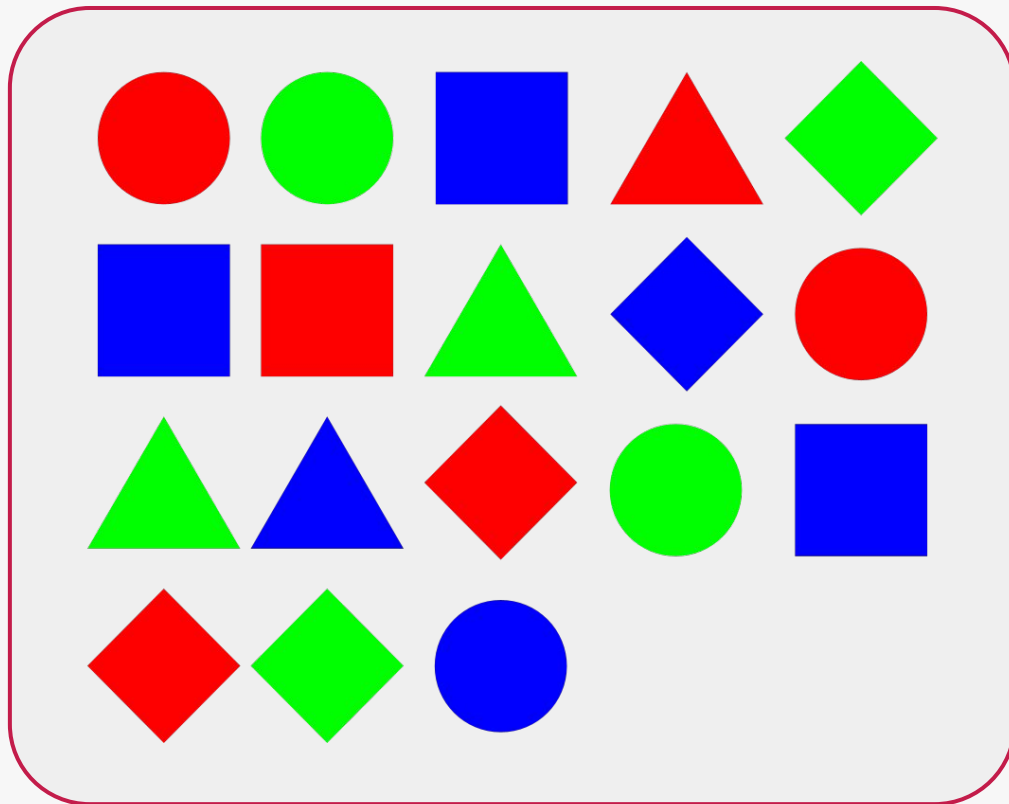
Humans make AI systems to detect **patterns** in **data** and generate **predictions** based on those patterns.



Patterns in data

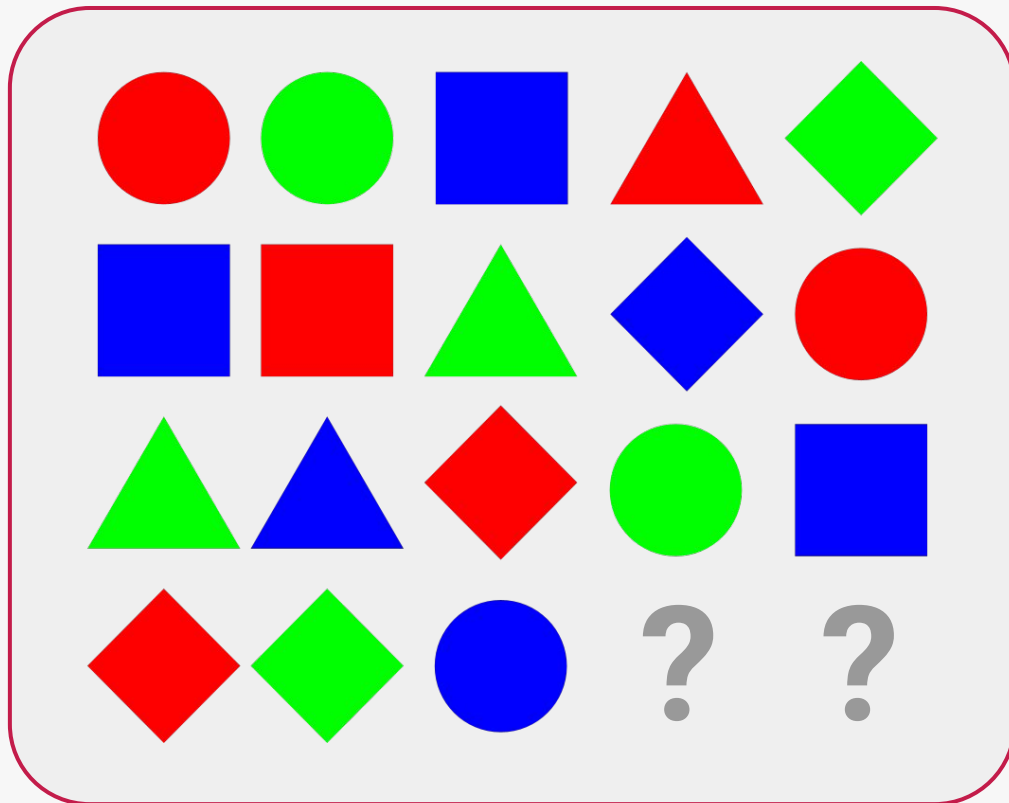
What **data** is represented
in this image?

Shape, color



Think, pair, share

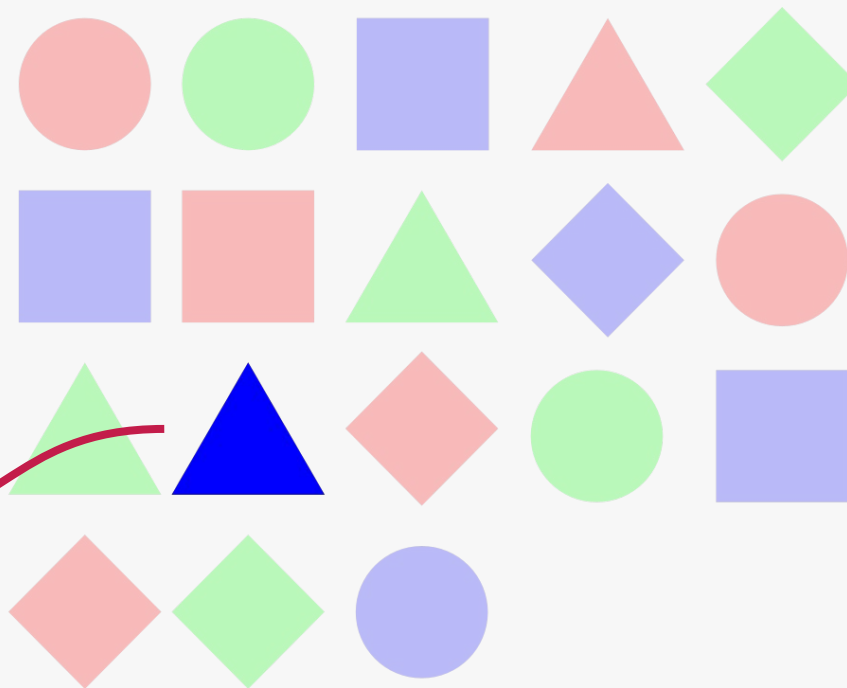
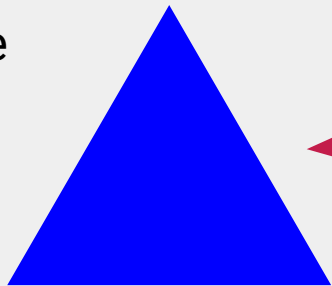
How can we use the **data**
in the image to **predict**
the missing shapes?



Predictions using AI systems

Data is received by the system.

shape = triangle
colour = blue
row = 3
column = 2



Predictions using AI systems

The system is designed to detect **patterns** in the **data**.

shape = circle colour = red row = 1 column = 1	shape = circle colour = green row = 1 column = 2	shape = square colour = blue row = 1 column = 3	shape = triangle colour = red row = 1 column = 4	shape = diamond colour = green row = 1 column = 5
shape = square colour = blue row = 2 column = 1	shape = square colour = blue row = 2 column = 2	shape = triangle colour = green row = 2 column = 3	shape = diamond colour = blue row = 2 column = 4	shape = circle colour = red row = 2 column = 5
shape = triangle colour = green row = 3 column = 1	shape = triangle colour = blue row = 3 column = 2	shape = diamond colour = red row = 3 column = 3	shape = circle colour = green row = 3 column = 4	shape = square colour = blue row = 3 column = 5
shape = diamond colour = red row = 4 column = 1	shape = diamond colour = green row = 4 column = 2	shape = circle colour = blue row = 4 column = 3	?	?

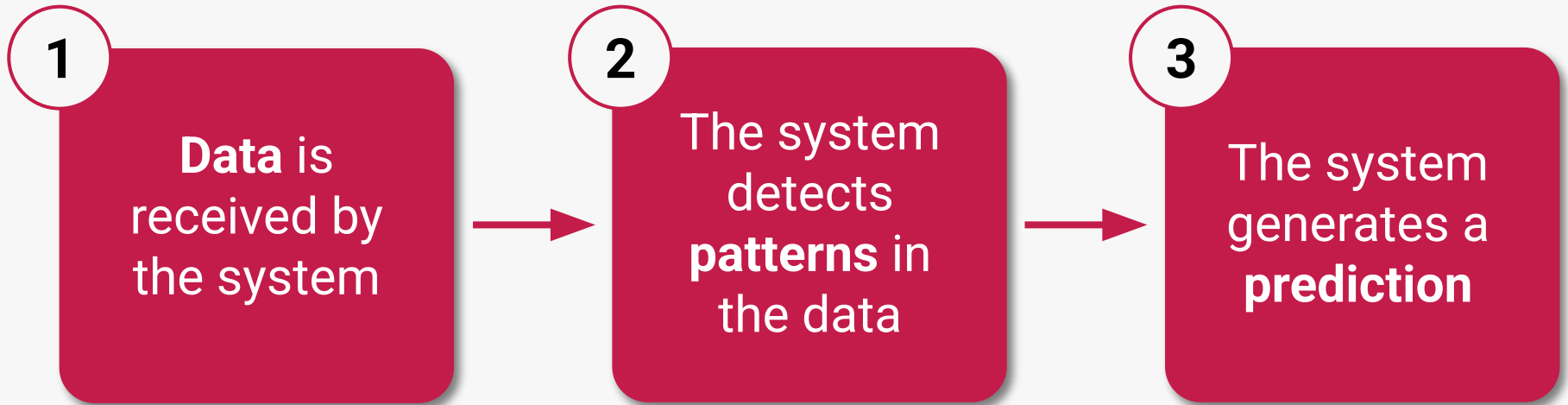
Predictions using AI systems

Then, the system
generates a **prediction**.

shape = circle colour = red row = 1 column = 1	shape = circle colour = green row = 1 column = 2	shape = square colour = blue row = 1 column = 3	shape = triangle colour = red row = 1 column = 4	shape = diamond colour = green row = 1 column = 5
shape = square colour = blue row = 2 column = 1	shape = square colour = blue row = 2 column = 2	shape = triangle colour = green row = 2 column = 3	shape = diamond colour = blue row = 2 column = 4	shape = circle colour = red row = 2 column = 5
shape = triangle colour = green row = 3 column = 1	shape = triangle colour = blue row = 3 column = 2	shape = diamond colour = red row = 3 column = 3	shape = circle colour = green row = 3 column = 4	shape = square colour = blue row = 3 column = 5
shape = diamond colour = red row = 4 column = 1	shape = diamond colour = green row = 4 column = 2	shape = circle colour = blue row = 4 column = 3	shape = square colour = red row = 4 column = 4	shape = triangle colour = green row = 4 column = 5

Predictions using AI systems

Humans make AI systems to detect **patterns** in **data** and generate **predictions** based on those patterns.



What is machine learning (ML)?

Rule-based

Move 1:
Place an X in a corner.

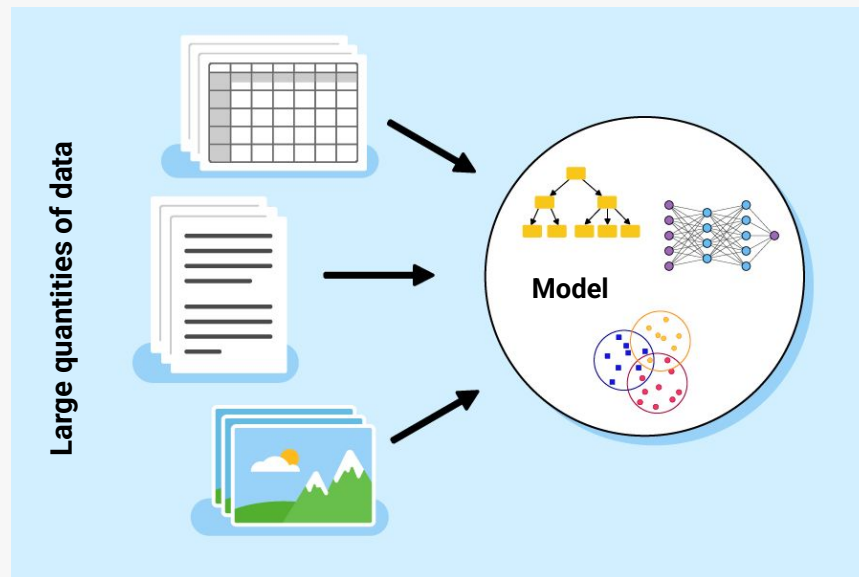
Move 2:
IF the other player did not place an O in the opposite corner
THEN place an X in the opposite corner to move 1.
ELSE place an X in a free corner.

Move 3:
IF there are 2 Xs and a space in a line
THEN place an X in the free space on that line.
ELSE IF there are 2 Os and a space in a line
THEN place an X in that space.
ELSE place an X in a free corner.

Move 4:
IF there are 2 Xs and a space in a line
THEN place an X in the free space on that line.
ELSE IF there are 2 Os and a space in a line
THEN place an X in that space.
ELSE place an X in a free corner.

Move 5:
Place an X in the free space.

Data-driven



Solving problems with ML

If you wanted to create a model to generate images of a variety of hands, what would you need?

Data

Images of many different hands



Generated with Google Gemini

Generating hands

What do you notice about the hands?

How would you make the **data-driven model** generate images that more accurately represent a range of hands?



Generated with Google Gemini

Generating hands

Adjust the **data**.

A **data-driven model** isn't based on rules
Increasing the **quality** and **quantity** of the
data used to create a model is a way to try
to reduce errors



Different types of machine learning (ML)

Supervised learning

Uses training data labelled by humans.

Example

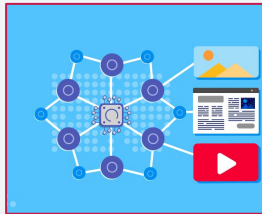


Predicting outcomes

Unsupervised Learning

Groups similar unlabelled data together.

Example



Recommending content

Reinforcement learning

Trained through trial and error.

Example

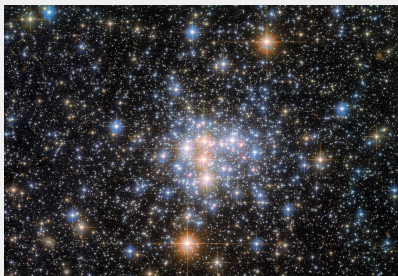


Robotic movement

What is classification?

Supervised learning can be used to create a **classification model**.

A classification model can predict what group a particular piece of data belongs to. For example:



Type of star

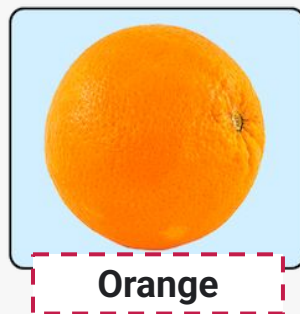
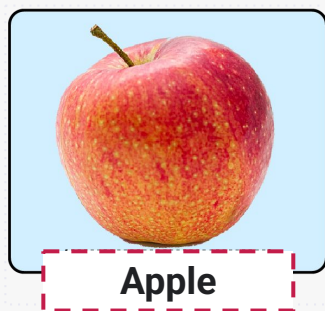
Group 1: Red dwarf

Group 2: White dwarf

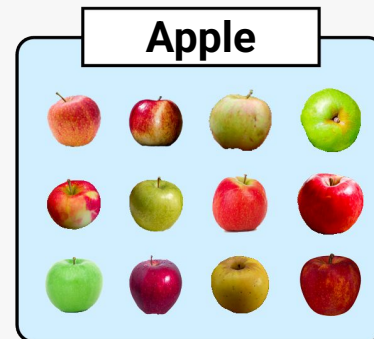
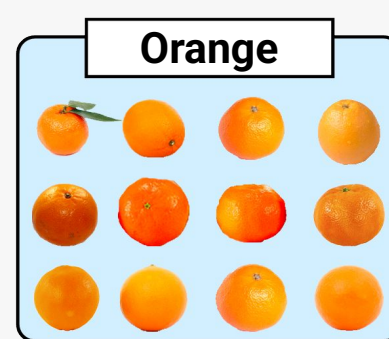
Group 3: Supergiant

What is classification?

A **classification model** is trained on a large set of data that has been **labelled** by humans.



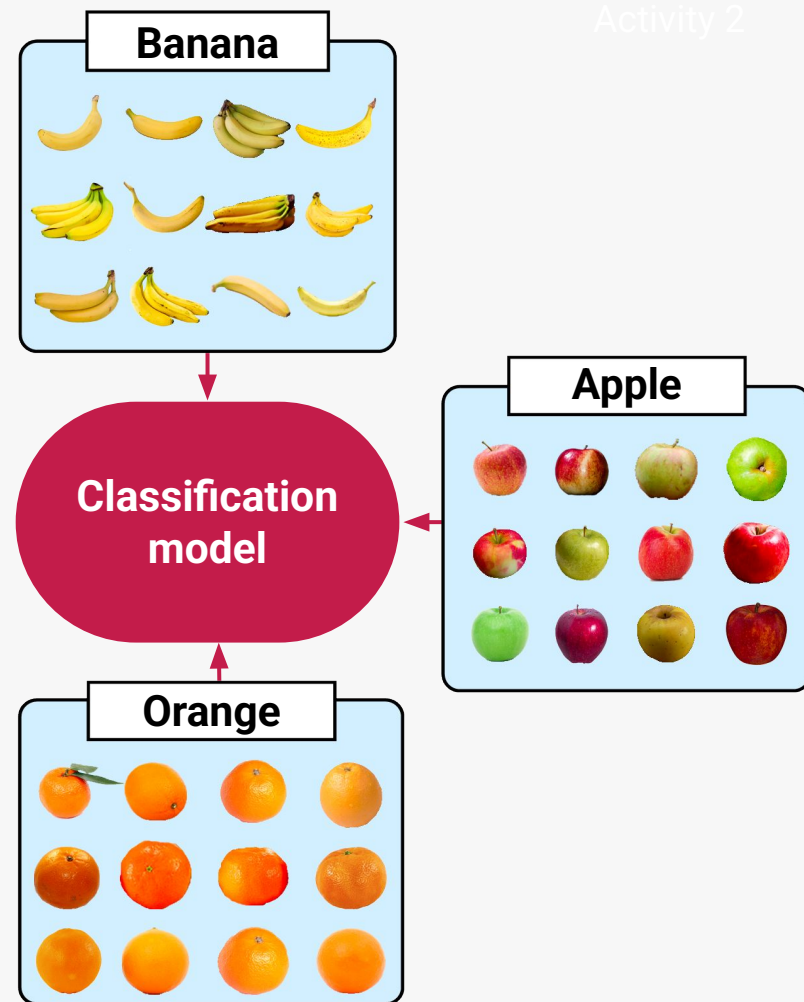
Human developers group labelled data into **classes**.



What is classification?

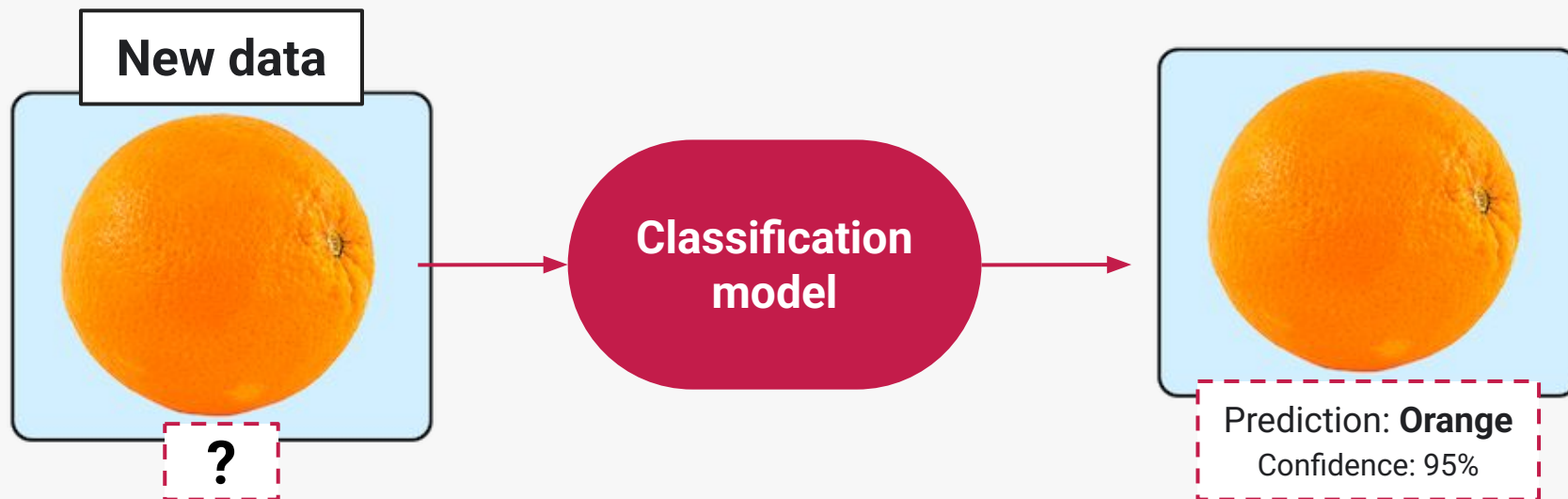
The training identifies patterns in each class.

The **more training data** you use for each class, the **more accurate** the model's predictions will be.



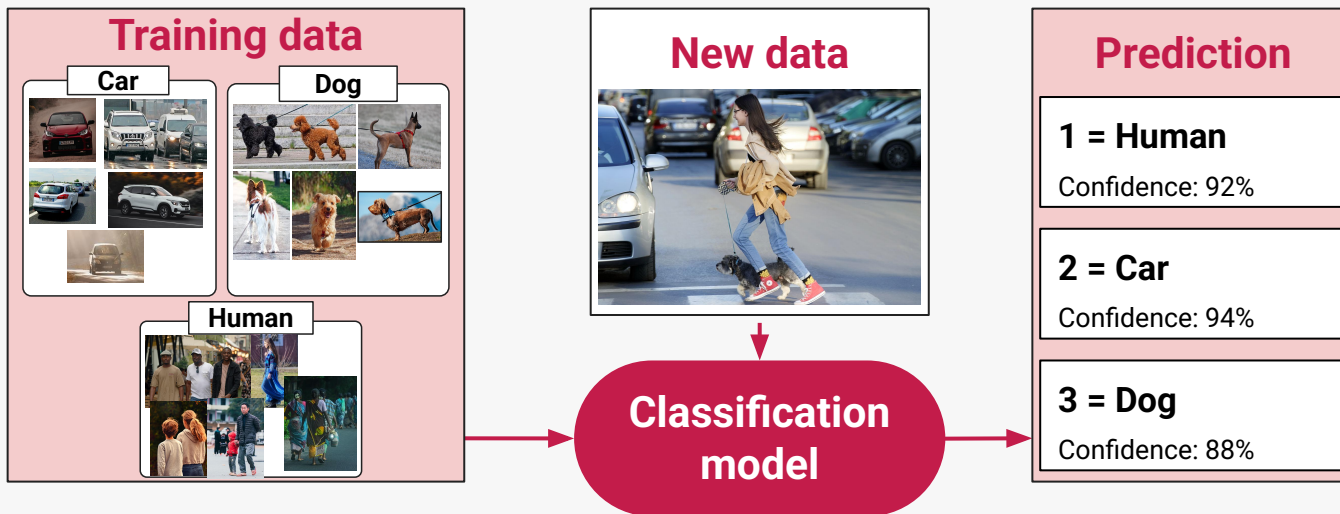
What is classification?

Once the model is trained, new data can be given to the model.
The model will produce a **prediction** of which class the data belongs to.



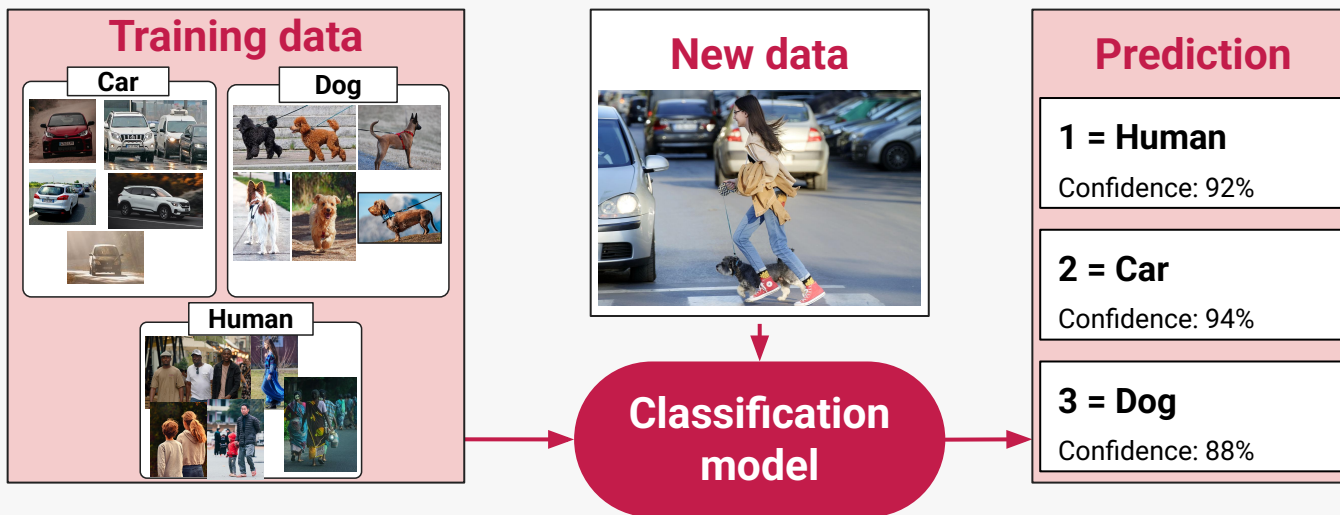
Confidence score

A confidence score shows how likely it is that a predicted label is correct. The more closely new data matches data patterns identified in training data, the higher the score.

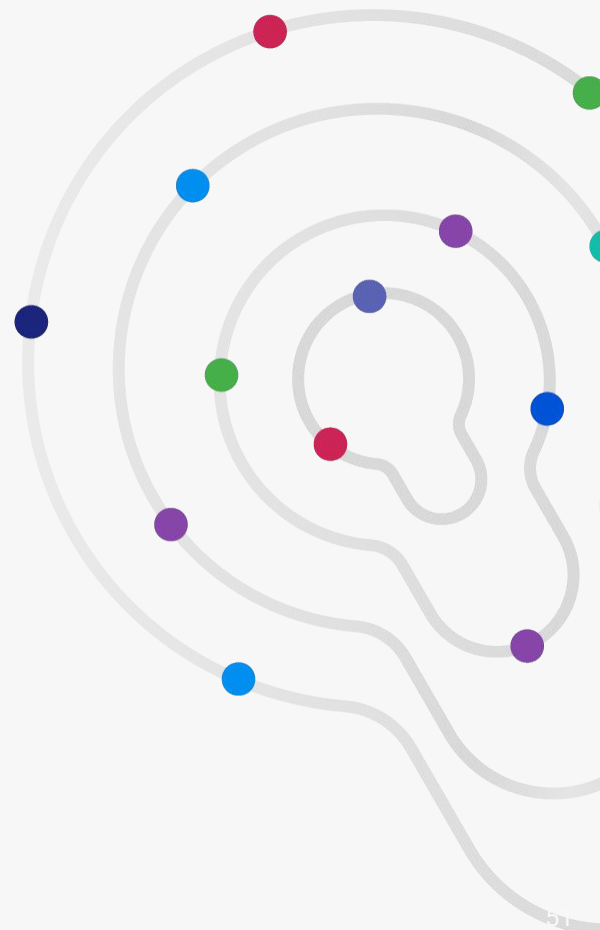


Confidence score

A **high confidence score** means that there is a **strong match** between the patterns identified in the new data and the patterns identified in the training data.



Training a model



Supermarket AI application

A national supermarket wants to save shoppers time at the checkout.

They believe that an AI application can help them achieve this.

They want to use the **cameras** around their stores to identify the items customers have taken from the shelves and placed in their shopping baskets.



Supermarket AI application

The supermarket has asked you to create a model that will only identify **apples** and **tomatoes**, to see if the idea will work.

What training data will be needed to train the model?

Images of apples and tomatoes



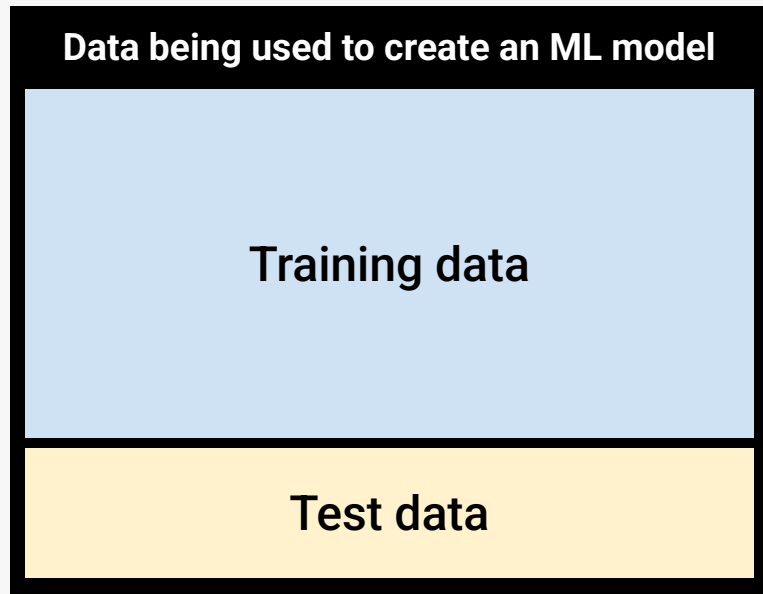
Data and machine learning models

Data is used to create a machine learning (ML) model.

The model is **trained** with some of the data.

The model is then **tested** with the remaining data.

Once the ML model has been trained and tested, it is ready to use in the real world.



It's your turn!

In breakout rooms, you and your team will follow the instructions on the worksheet to complete the Supermarket AI application activity.

You will need:

Access to machinelearningforkids.co.uk

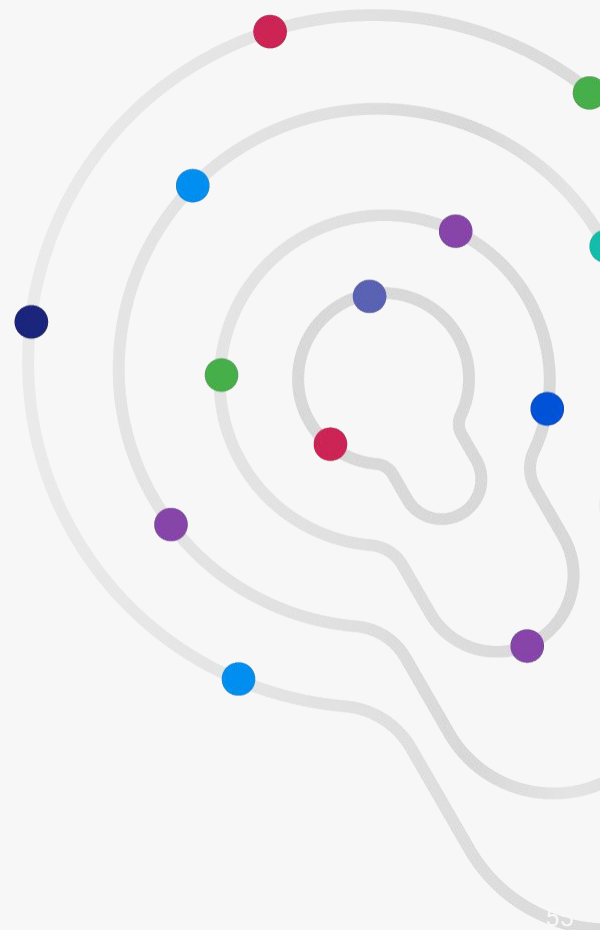
The worksheet

rpf.io/supermarket-ws

Training data

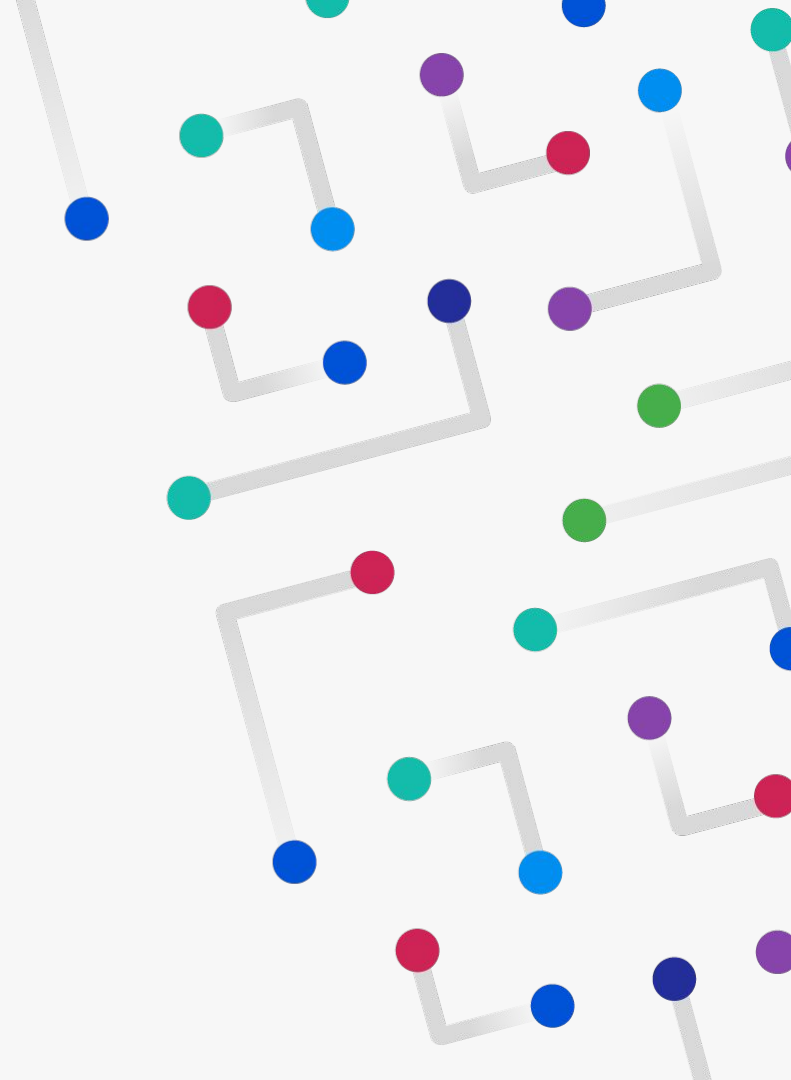
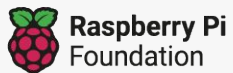
rpf.io/supermarket

Tip: One person per team shares their screen



The future

Google DeepMind



What's next?

- Moving from isolated AI lessons to a thematic, cross-curricular approach
- Using real-world themes that teachers can adapt across different subjects and contexts
- Helping students see AI as relevant beyond computing and connected to everyday life
- Designing accessible, engaging learning experiences for ages 8–16

AI and environment



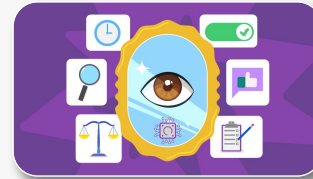
Generated using AI tools

AI and creativity



Generated using AI tools

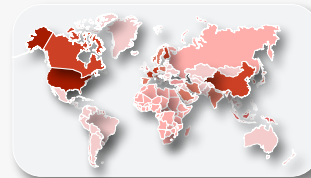
AI and ethics



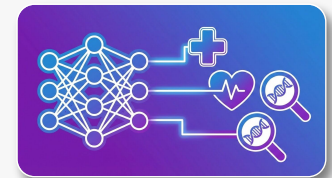
AI and critical thinking



AI and culture



AI and science



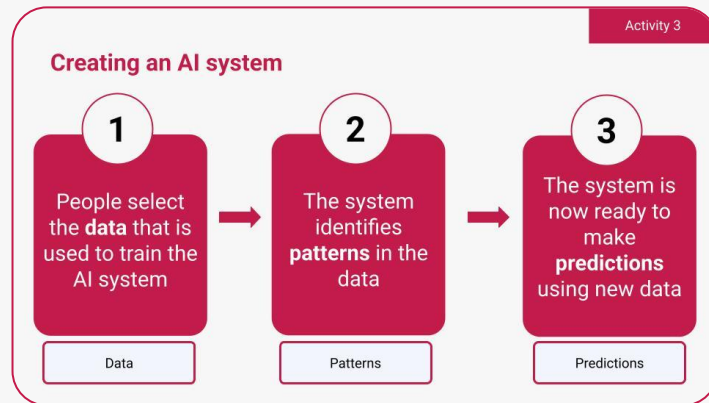
Generated using AI tools

Resource	Age group	Format	Theme
Discovering AI	8-12	Single lesson	N/A
Discovering AI	13-16	Single lesson	N/A
LLMs	13-16	4 lesson unit	AI and critical thinking
AI safety manager challenge	13-16	Lesson/Workshop	AI and ethics
AI and social media	8-12	3 lesson unit	AI and culture
AI and flood forecasting	8-12	4 lesson unit	AI and the environment & AI and Science
Design thinking and AI assisted coding	13-16	Workshop	AI and creativity
AI and art	13-16	3 lesson unit	AI and creativity



Discovering AI

- **Audience:** Ages 8–12
- **Format:** Single lesson
- Introduces students to AI systems that exist in the world around them.
- Uses unplugged, discussion-based activities



Experience AI
Lesson 0: Discovering AI

Raspberry Pi Foundation

The prediction pathway

Draw a line between the **data** needed for the AI system and the **prediction** produced.

Data	AI system	Prediction
What you and people with the same interests as you have liked and watched before	 Chatbot	If an area will flood and how high the water will rise
Lots of images of a person's face	 A video recommendation system	Whose face it is — the phone's owner or someone else
Text data, such as online chats, websites, and online books	 A flood prediction system	The next word or phrase to respond to the question entered by a human
Weather data such as temperature and rainfall	 Unlocking a phone with your face	Videos you would like to watch

Page 1

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Discovering AI

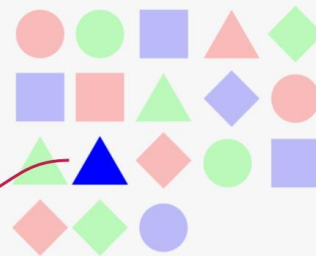
- **Audience:** Ages 13-16
- **Format:** Single lesson
- Introduces students to AI systems that exist in the world around them.
- Uses unplugged, discussion-based activities

Activity 3

Predictions using AI systems

Data is received by the system.

shape = triangle
colour = blue
row = 3
column = 2



Activity 2

Would you rather...

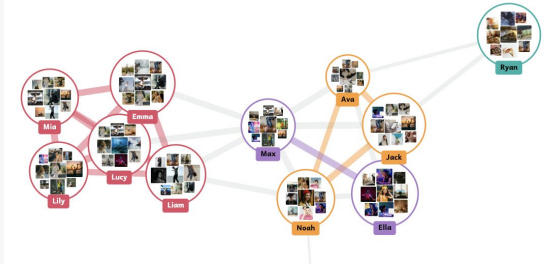
Class	have an extra hour for lunch?	finish school an hour early?
Class A	9	21
Class B	7	23
Class C	4	26
Your class	?	?

How do you **predict** your class will respond?

How did you use the **data** in the table to make your prediction?

AI & Social Media

- **Audience:** Ages 8–12
- **Format:** 3-lesson unit
- Explores how AI recommendation systems respond to user interactions.
- Examines how social media systems respond to user interactions using a safe classroom simulation.



Activity 3

Types of engagement bait

Common types of engagement bait used on social media include:

Rage bait

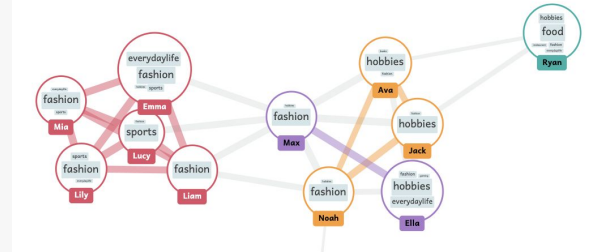
Curiosity bait

Challenge bait

Chain bait

Authority bait

Emotion bait



AI & Flood Forecasting

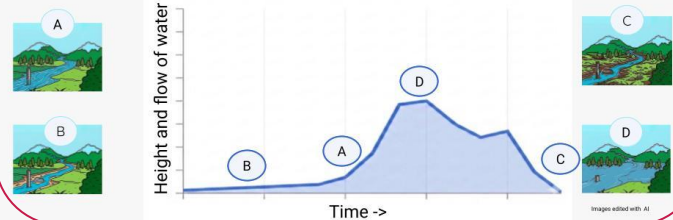
- **Audience:** Ages 8–12
- **Format:** 4-lesson unit
- Explores how AI systems can be used to predict flooding and help governments and aid agencies respond proactively
- Investigates what floods are, including different types of floods and their causes
- Examines how data is collected, patterns are identified, and predictions are made to support flood forecasting

Hydrograph

Activity 4

A hydrograph is a way to show how the height and the flow of the water at a river gauge changes over time.

Match the pictures to the position they relate to on the hydrograph?



Problematic predictions

Exit ticket

Your team realises that the data patterns that predict when the River Nile will flood can't be used to predict when the Amazon River will flood.

Why would the patterns identified for each place be different?



AI Detectives

- **Audience:** Ages 8–12
- **Format:** Flexible activity series
- Uses inquiry-based activities to introduce responsible AI concepts such as fairness, accountability, transparency, privacy, security (FATPS), and avoiding anthropomorphism
- **Example:** Students identify anthropomorphic language in AI marketing claims for transparency



AI investigations: The case of the clever claim
Product marketing claim cards

Product marketing claim cards

Educator instructions: Cut out and distribute one claim card for each group of students.

Case #001

Meet FriendBot, your new robot friend! FriendBot uses sensors to follow objects, avoid obstacles, explore new places, and reacts with lights and sounds when you get close. He is always excited to play and show you how happy he is!

FriendBot loves spending time with you. He learns your favourite games, remembers how you like to play, and understands when you want a new challenge. The more you play together, the more FriendBot gets to know you. He can be curious, playful, surprised, or even shy, just like a real pet. FriendBot is more than a robot. He's a clever, caring friend who is always ready to join the fun.

Case #002

Say hello to Home Helper, the smart speaker who is always ready to help! Home Helper records your voice commands after you speak to it, then uses a smart computer system to find answers, play your favourite song, or even set a timer. Home Helper listens when you need anything. It understands what you need and knows how to find the answer.

Best of all, Home Helper learns what you and your family like. She remembers your favourite music, your morning routine, and the little things that make your day easier. With her friendly voice and helpful ideas, Home Helper quickly becomes part of your family.



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AI investigations: The case of the clever claim
Detective case report

Detective case report

PRODUCT

Detective team: _____

Product name: _____

CASE FINDINGS

We found the top 3 misleading words to be:

1. _____
2. _____
3. _____

These words could make people think:

1. _____
2. _____
3. _____

OUR RECOMMENDATION

We believe the company should use clearer words because...

1. _____
2. _____
3. _____

This will help people understand that...

1. _____
2. _____
3. _____

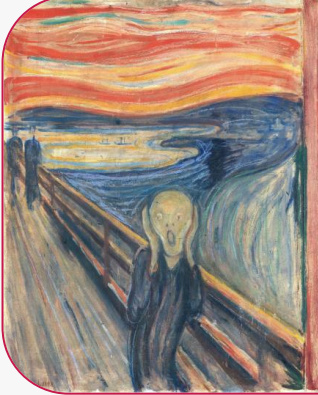


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AI and art

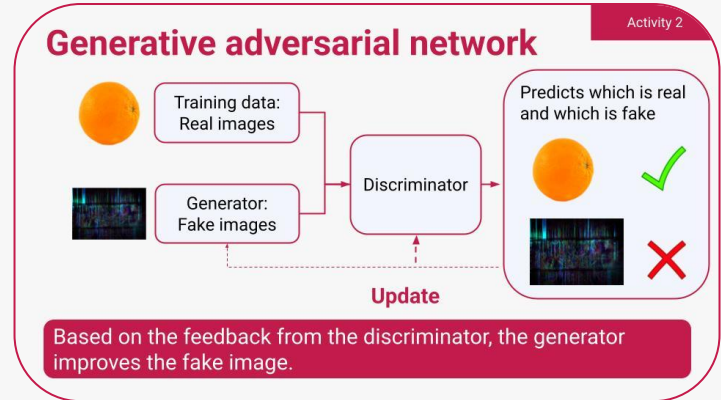
- **Audience:** Ages 13-16
- **Format:** 3-lesson unit
- Compares how artists communicate intention and how AI systems generate images from data patterns.
- Introduces generative adversarial networks (GANs) through an unplugged activity.
- Considers ethical issues surrounding AI generated art such as ownership and bias.

Activity 1



How do you think the painter used the following to communicate their intention?

- **Color:** Intense reds, oranges, and blues create anxiety and unease
- **Distortion:** The figure's exaggerated face and body express fear
- **Line and movement:** Swirling lines make the world feel unstable
- **Focal point:** The isolated figure creates loneliness and panic



AI safety manager challenge

- **Audience:** Ages 13-16
- **Format:** Workshop
- Explores the role of AI safety managers through a collaborative decision-making challenge
- Evaluates whether proposed AI applications should be approved for use
- Encourages students to justify decisions using an AI ethical framework

Activity 1

What do you wonder?

As a **safety manager**, your job is to ask questions.

What questions do you need to ask the developer about the app before it is released?

- Are there any concerns?
- Data privacy?
- Who does it benefit?
- Is it ethical?



Image generated by AI technologies

Think - Pair - Share

Activity 4

AI ethical framework

When developers design AI systems, they often use key principles to guide their decisions.

One suggested framework is FATPS.

Fairness – Does the system treat people equally?

Accountability – Who is responsible for the system outputs?

Transparency – Can we understand how the system works?

Privacy – Is people's data protected?

Security – Is the system safe from misuse or attacks?

Design thinking & AI assisted coding

- **Audience:** Ages 13-16
- **Format:** Workshop
- Explores the design thinking process through the development of a real-world solution
- Uses an LLM to generate code for a working prototype
- Connects creative problem-solving, design, and AI-assisted coding

Start ideating!

Activity 4



Generate **as many possible solutions** to your problem as you can. Use sticky notes or your workbook and follow the **ideation rules**:

Write down as many ideas as you can
One sticky note per idea

Encourage wild ideas
You can be as creative as you like

Build on the ideas of others
Use "Yes, and..." to improve ideas

Avoid judging ideas
Judgement (both positive and negative) can reduce creativity

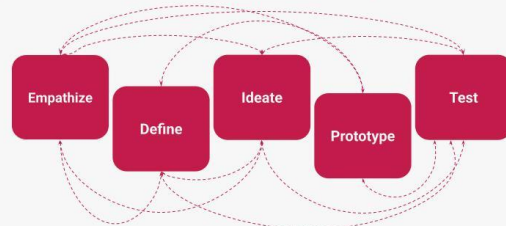
Be visual
You can use words or draw pictures to convey your idea

Stay focused on the topic
Keep your ideas connected to your challenge

The Design Thinking framework

Activity 1

In this workshop, you will move between different stages, even if the **Design Thinking** framework looks like a sequence of **linear steps**.



Large Language Models (LLMs)

- **Audience:** Ages 13-16
- **Format:** 4-lesson unit
- Explores large language models (LLMs) and prompt engineering through a research-informed, concept-first approach
- Responds to concerns about uncritical AI use, cognitive offloading, and potential weakening of higher-order thinking skills
- Helps students remain actively engaged in their own thinking and learning when using LLMs

Activity 2

Building your future skills



Use your worksheet and discuss how each example of LLM use could positively or negatively impact your future skills.

Example:

You use an LLM to solve math problems
→ undermines my **problem-solving skills** because I'm not practising the steps. When I don't learn how to work through the problem myself, I won't be able to progress to harder maths.

You prompt an LLM to generate ideas for a project before brainstorming on your own

You use an LLM to quiz you on key ideas

You ask an LLM to rewrite your paragraph before improving it yourself

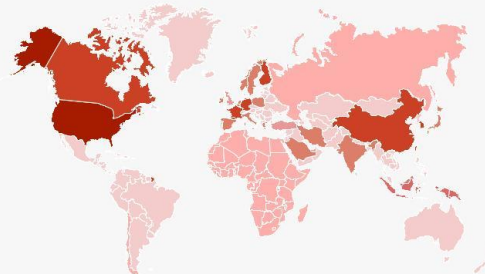
You ask an LLM to check your explanation and point out gaps

Activity 3

Where does the data come from?

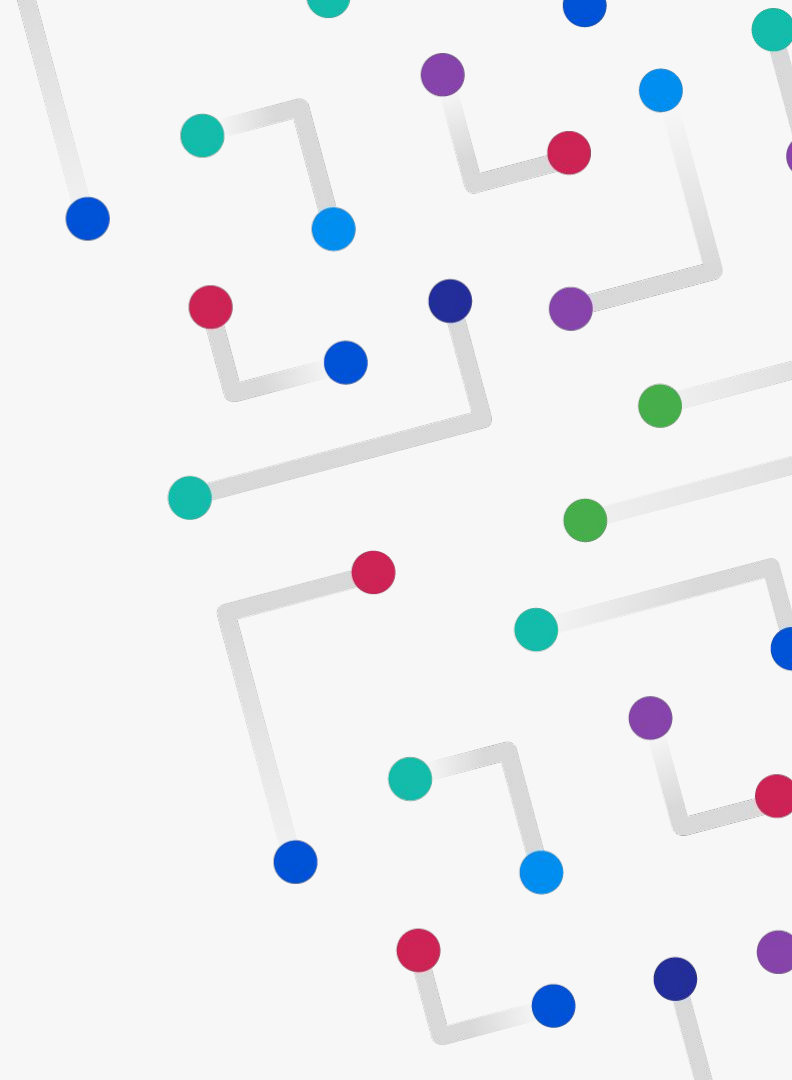
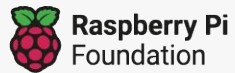
This map shows where **most of the data** comes from that is used to **train LLMs**.

Why do you think that certain countries are **dark red** and some are **light red**?



Let's explore

Google DeepMind



In this lesson, you will explore a
social media feed.

Log in to the system

1 In your browser, go to **rpf.io/sk**.

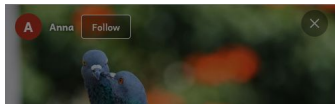
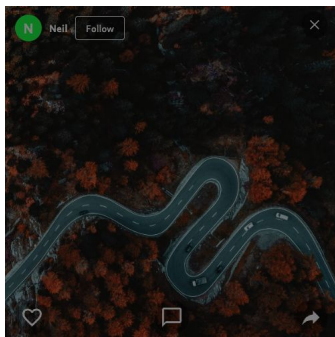
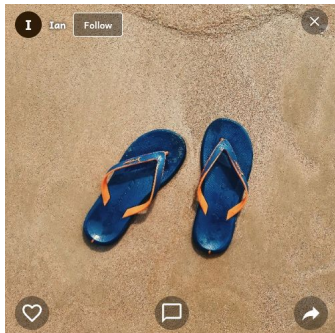
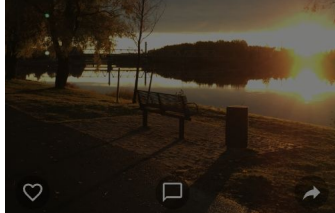
2 Enter your session PIN number.

3 Click the 'Go' button.

4 Enter your first name and the first letter of your last name as the username.



[Watch the video on YouTube](#)



Explore each post in the feed.

Click on the reaction icons to respond to different posts.



Like



Share



Comment



Follow



Hide

Actions become data



Social media systems are designed to record data from the **actions** of the users.

Actions become data

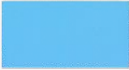
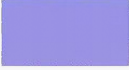
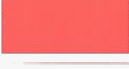
What **data** do you think the system used to change what you saw in your feed?

Actions become data

Each **action** you take within the feed is recorded by the system.

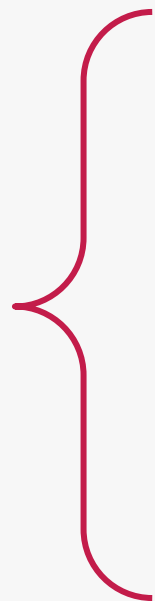
This includes your reactions and the time you spend viewing each post.

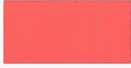
ACTIVITY

	LIKE	18
	COMMENT	6
	SHARE	4
	FOLLOW	2
	HIDE	3
	TIME (s)	742

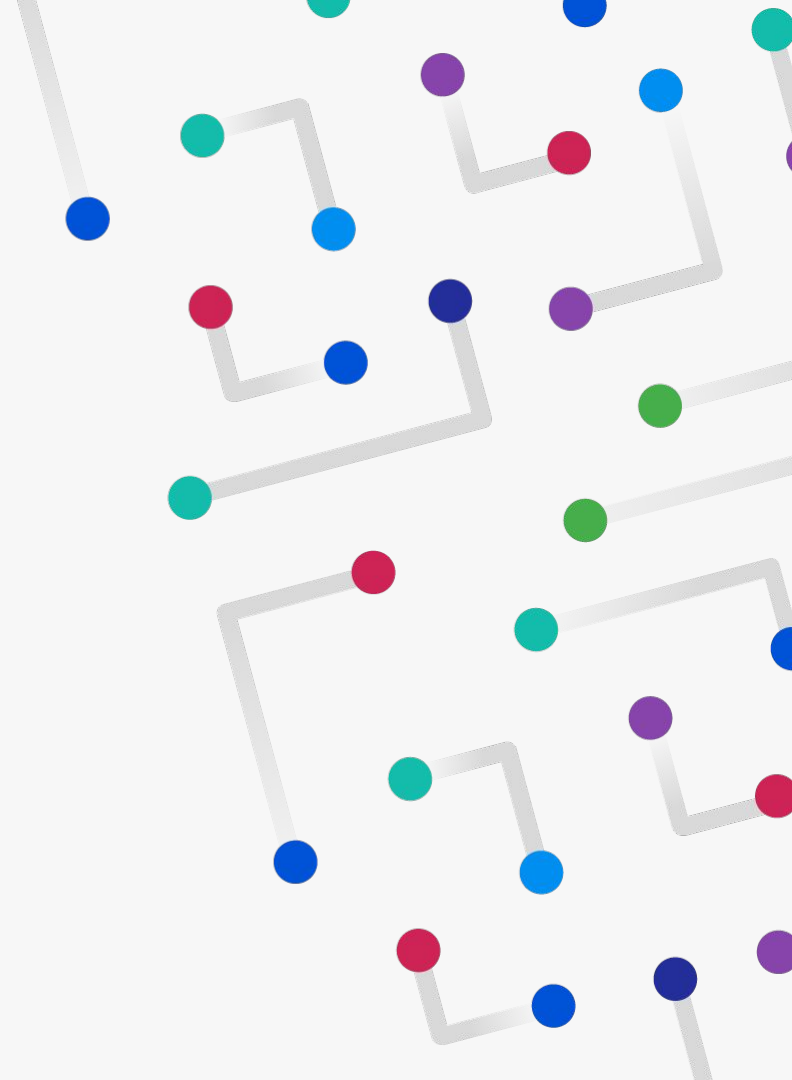
Actions become data

How might a system use this **data** from its users?



	LIKE	18
	COMMENT	6
	SHARE	4
	FOLLOW	2
	HIDE	3
	TIME (s)	742

Reflections and resources



How might we shape future AI literacy content?

AI and environment



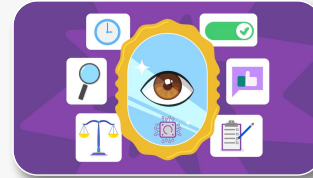
Generated using AI tools

AI and creativity



Generated using AI tools

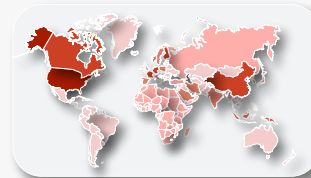
AI and ethics



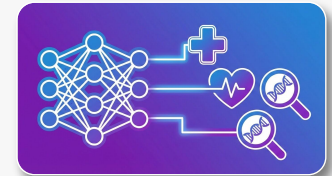
AI and critical thinking



AI and culture



AI and science



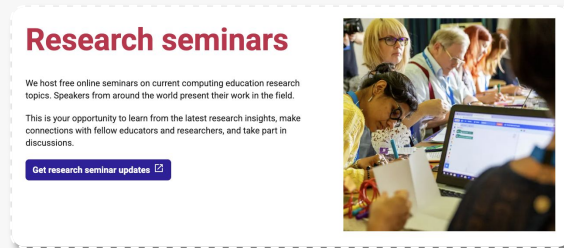
Generated using AI tools

Learn more about our research



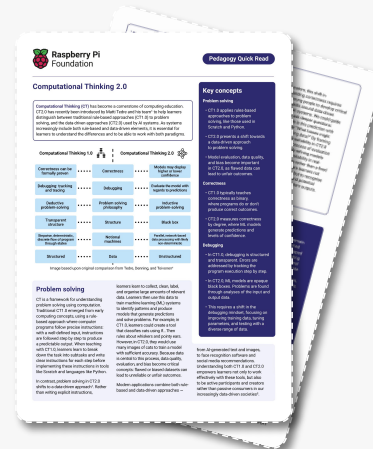
Why kids still need to learn
to code in the age of AI

rpf.io/position



Research seminars

rpf.io/seminars



Pedagogy quick reads

rpf.io/quickreads

Thank you

experience-ai.org

training-hub.raspberrypi.org

