

How to measure AI literacy

Jesús Moreno-León

jmorenol@us.es

Universidad de Sevilla & Programamos

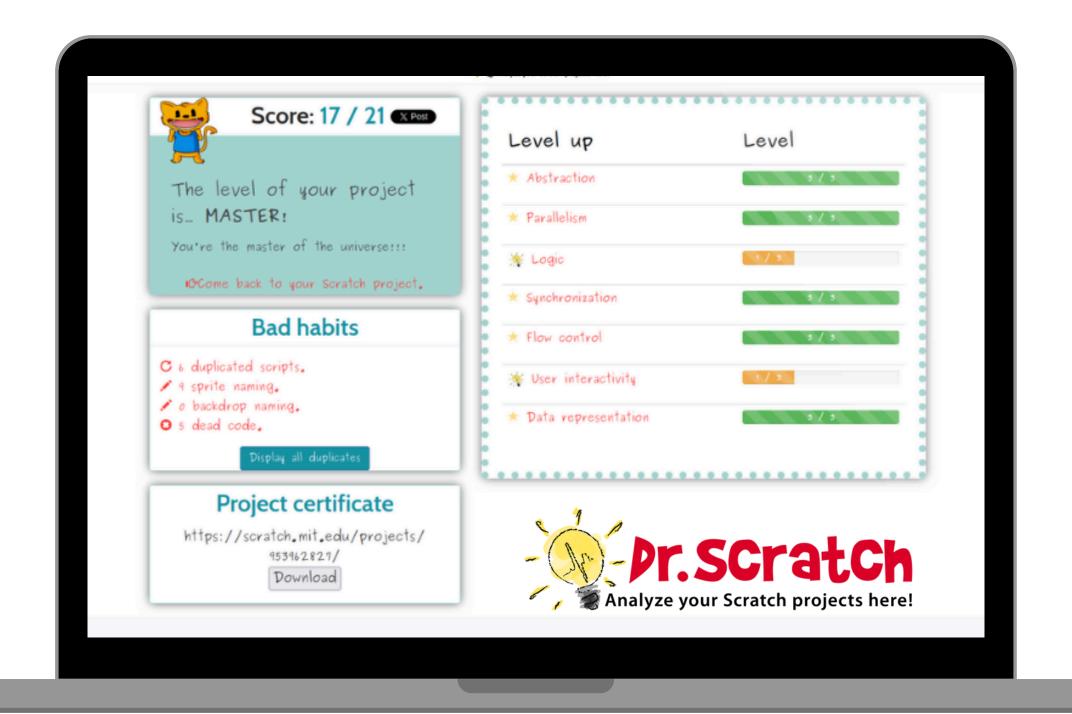
December 2025



1. What is Programamos ("We program")?



2. Assessment





Gregorio Robles







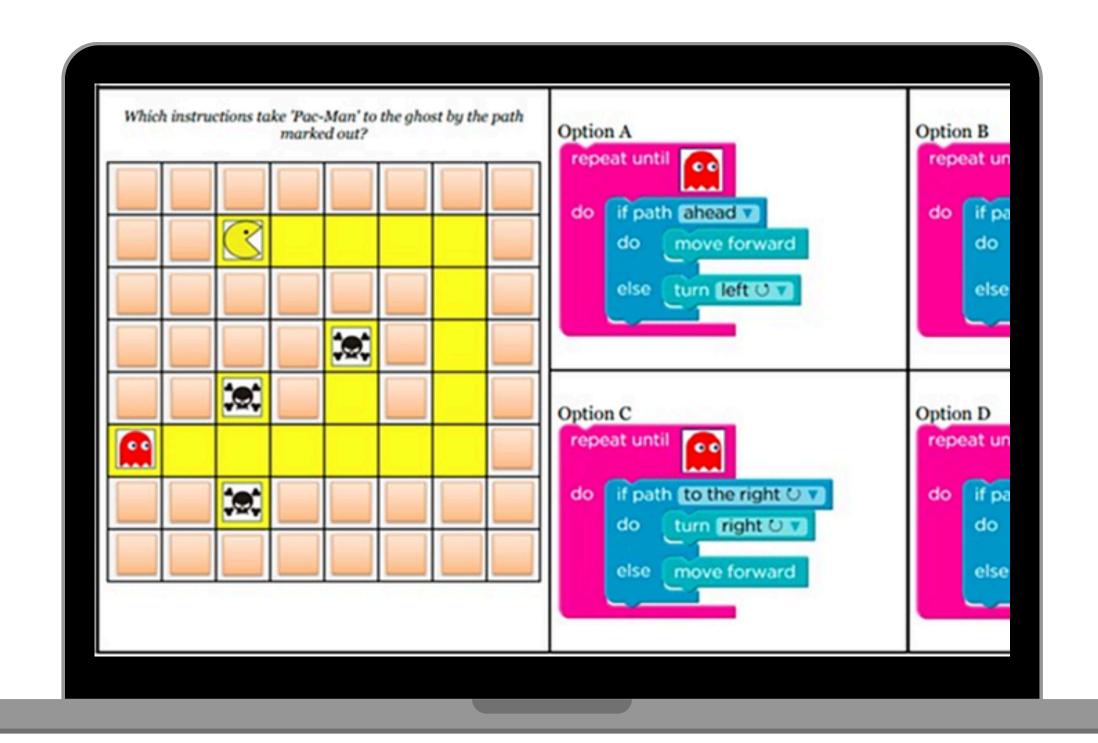






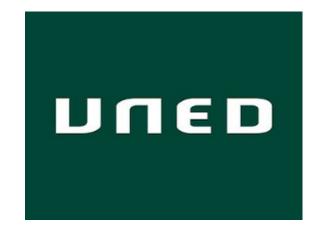


2. Assessment



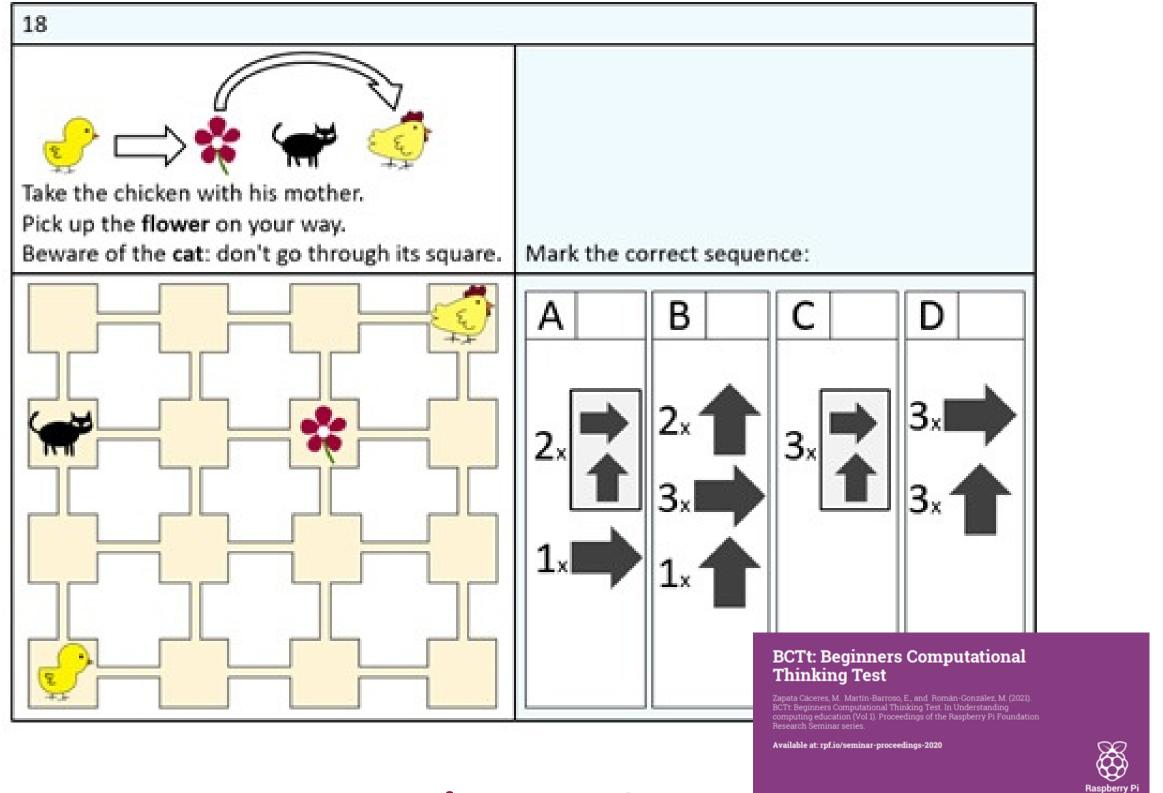


Marcos Román



CT-t - Computational Thinking Test

2. Assessment





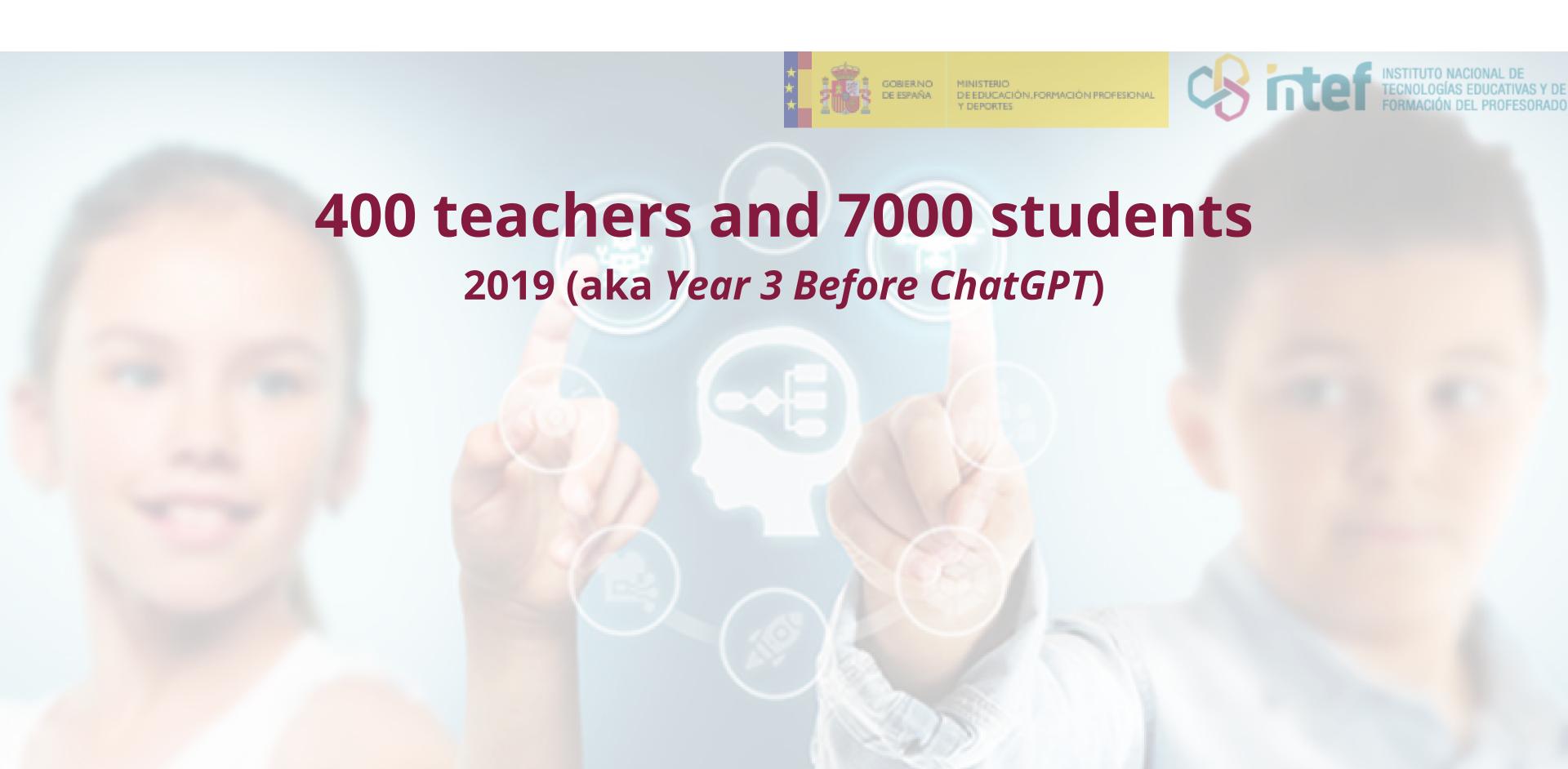


María Zapata & Estafanía Martín



Beginners CT-t







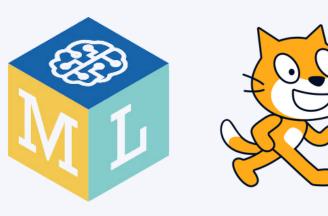


400 teachers and 7000 students

Kindergarten - Y3



Y4 - Y8



Y9 - Y12



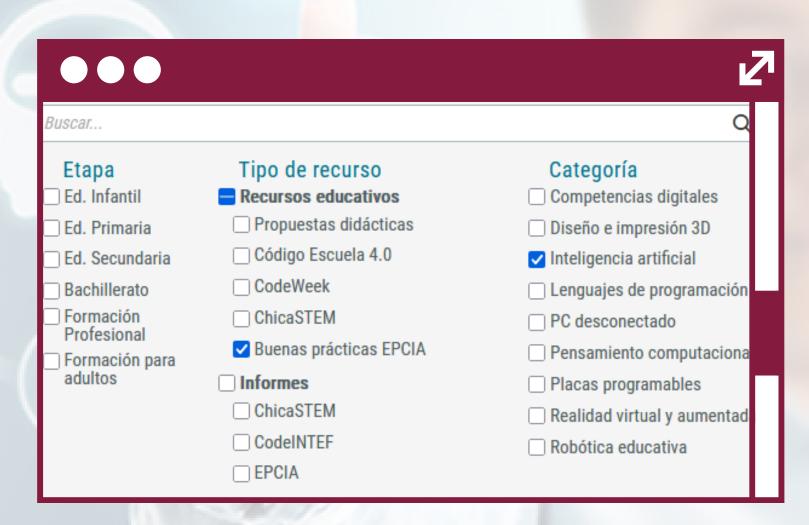






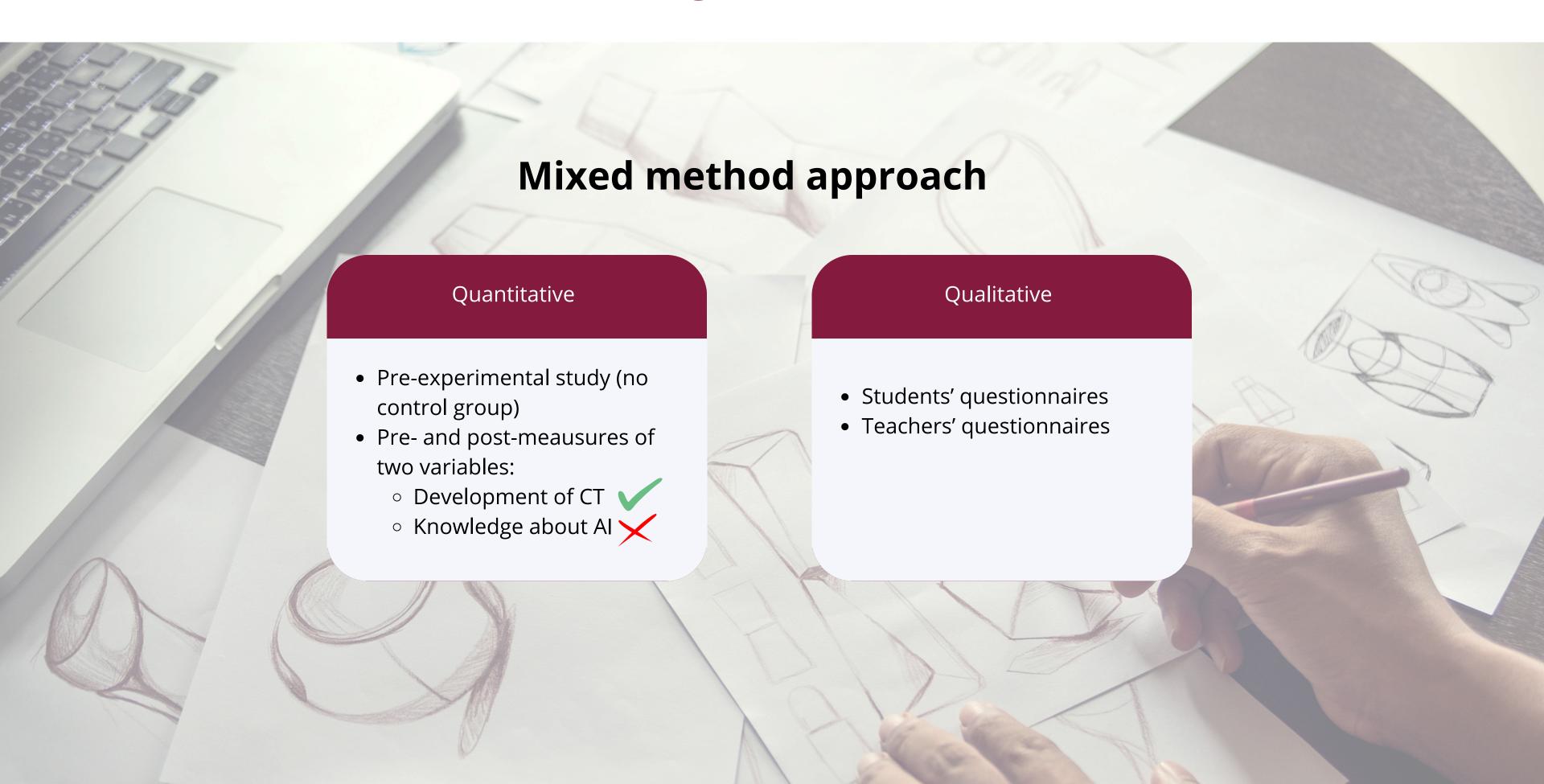
400 teachers and 7000 students





https://code.intef.es/iniciativas/epcia/

3. The school of CT & AI: design



3. The school of CT & AI: AIKT

AIKT

- 14 multiple choice items
- Inspired by previous instruments for 10–16-yearolds
- Based on Al4K12 framework:
 - Idea 3: computers can learn from data
 - Idea 5: Al can impact society in both positive and negative ways

Which of the following strategies would be most appropriate for teaching a computer to recognize photos of apples?

- Train the computer with photos of dogs.
- Train the computer with several photos of different apples, taken in different places and contexts.
- Train the computer with several similar photos of the same apple, taken in the same place.
- Train the computer with several identical copies of the same photo of an apple.

When an artificial intelligence (AI) system provides results that discriminate in terms of, for example, gender, this is usually due to:

- That the data that was used to train the system presented certain biases or was not balanced, that is, that much
 more data corresponding to men than to women was used, or vice versa.
- That the developers of the system had sexist biases.
- That the system is designed to be used by men to a greater extent than by women, or vice versa.
- That the system reflects the sexist reality of human nature.

(Incorporates elements of Tedre's computational thinking 2.0)

3. The school of CT & Al: Findings

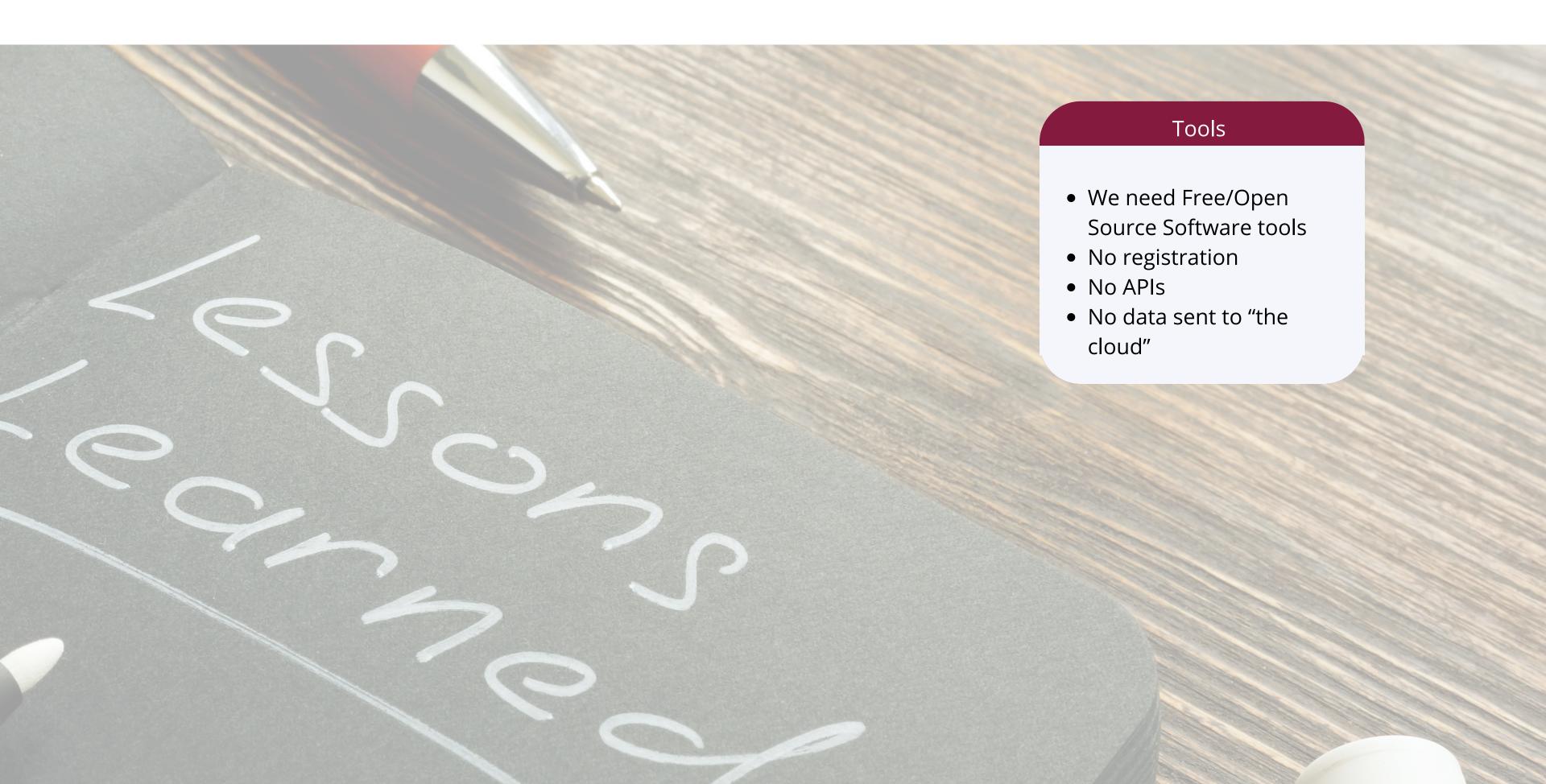
Can the students of these ages enhance their AI literacy through programming activities with Scratch and ML4K?

Y4 - Y8

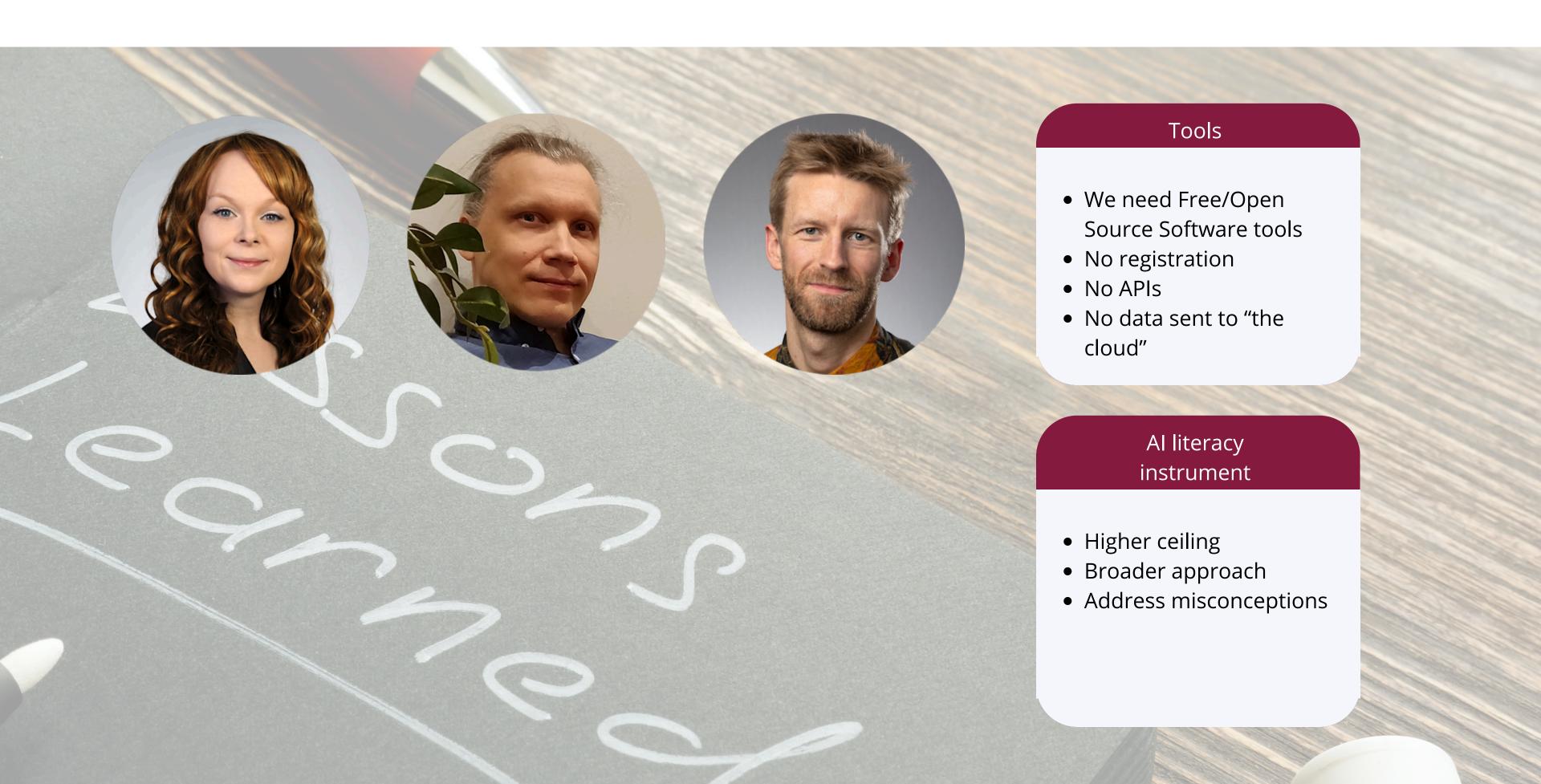
- Pre-test: 7.06
- Post-test: 8.11
- Cohen's d: 0.419, "moderate" effect size
- Statistically significant difference (p < .001)

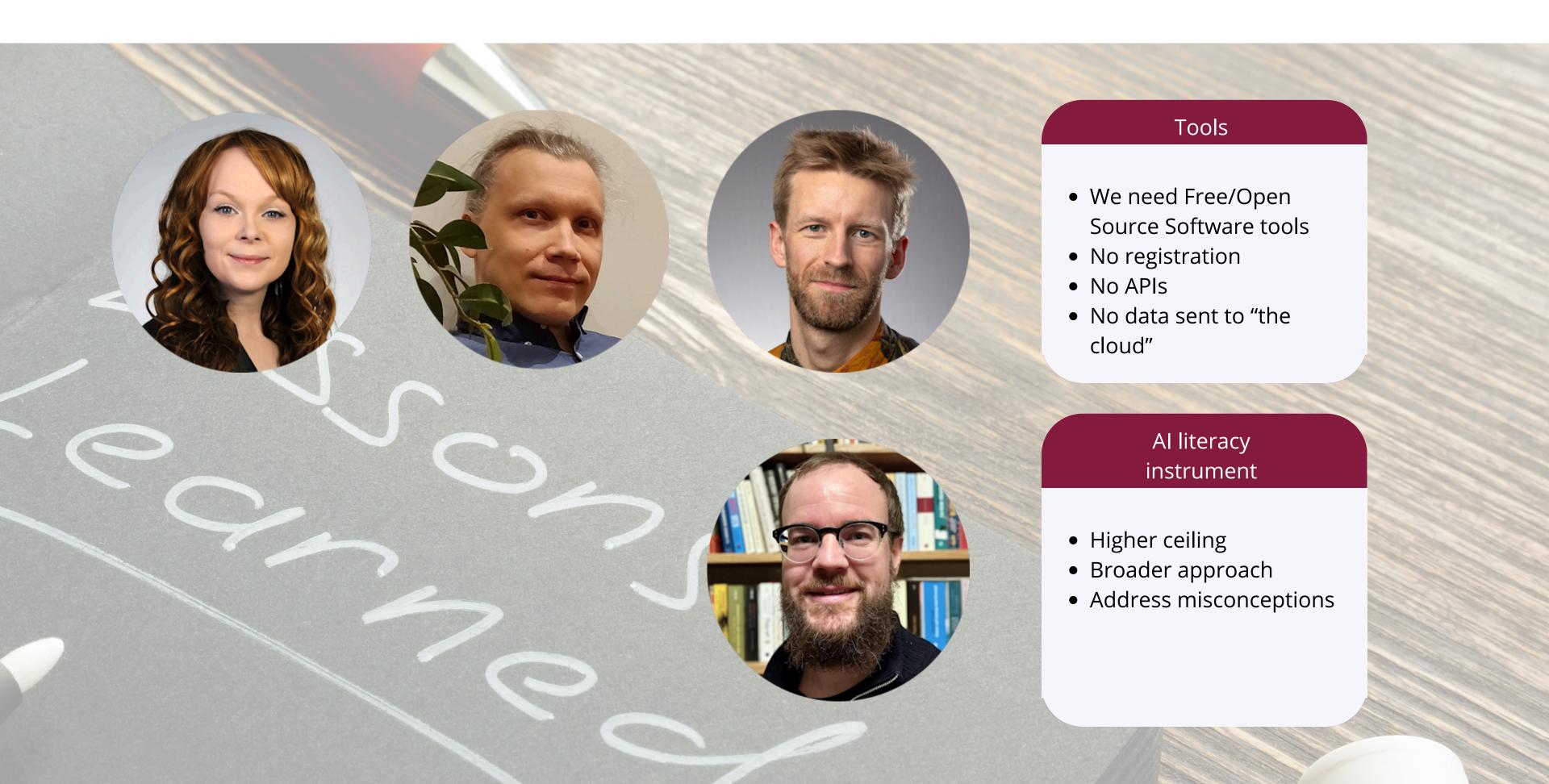
Y9 - Y12

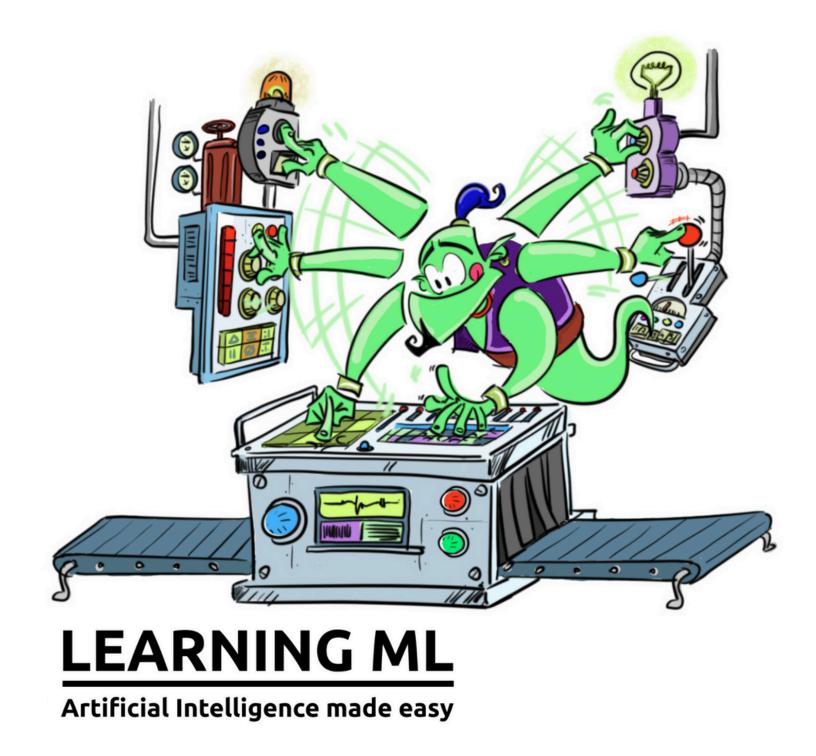
- Pre-test: 8,724
- Post-test: 9,0586
- Cohen's d: 0.14, "small" effect size
- Ceiling effect: max scores in post-test













Juan D. Rodríguez

Learning artificial intelligence at school with Scratch and LearningML

Rodríguez, J.D. (2021). Learning artificial intelligence at school with Scratch and LearningML. In Understanding computing education (Vol 1). Proceedings of the Raspberry Pi Foundation Research Seminar series.

Available at: rpf.io/seminar-proceedings-2020



Paper Session: AI / ML

SIGCSE '21, March 13-20, 2021, Virtual Event, USA

Evaluation of an Online Intervention to Teach Artificial Intelligence with LearningML to 10-16-Year-Old Students

Juan David Rodríguez-García INTEF Madrid, Spain juanda.rodriguez@intef.educacion.es

Marcos Román-González Universidad Nacional de Educación a Distancia Madrid, Spain mroman@edu.uned.es

ABSTRACT

The inclusion of artificial intelligence (AI) in education is increas ingly highlighted by international organizations and governments around the world as a cornerstone to enable the adoption of AI in society. That is why we have developed LearningML, aiming to provide a platform that supports educators and students in the creation of hands-on AI projects, specifically based on machine learning techniques. In this investigation we explore how a workshop on AI and the creation of programming projects with LearningML impacts the knowledge on AI of students between 10 and 16 years. 135 participants completed all phases of the learning experience, which due to the COVID-19 pandemic had to be performed online. In order to assess the AI knowledge we created a test that includes different kinds of questions based on previous investigations and publications - resulting in a reliable assessment instrument. Our findings show that the initiative had a positive impact on participants' AI knowledge, being the enhancement especially important for those learners who initially showed less familiarity with the topic. We observe, for instance, that while previous ideas on AI revolve around the term robot, after the experience they do around solve and problem. Based on these results we suggest that LearningML can be seen as a promising platform for the teaching and learning of AI in K-12 environments. In addition, researchers and educators can make use of the new instrument we provide to evaluate future educational

CCS CONCEPTS

• Social and professional topics \to Computing education; K-12 education; Computational thinking.

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Jesús Moreno-León Programamos Sevilla, Spain jesus.moreno@programamos.es

Gregorio Robles Universidad Rey Juan Carlos Madrid, Spain grex@gsyc.urjc.es

KEYWORDS

artificial intelligence, machine learning, computational thinking, K-12, assessment

ACM Reference Format:

Juan David Rodriguez-García, Jesús Moreno-León, Marcos Román-González, and Gregorio Robles. 2021. Evaluation of an Online Intervention to Teach Artificial Intelligence with LearningML to 10-16-Year-Old Students. In Proceedings of the 52nd ACM Technical Symposium on Computer Science Education (SICCSE '21), March 13-20, 2021, Virtual Event, USA. ACM, New York, NY, USA, 7 pages. https://doi.org/10.1145/3408877.3432393

1 INTRODUCTION

"Ditch the algorithm" or "The algorithm stole my future" are some of the messages that can be heard in the protests around England in which, at the time of writing this paper, students challenge the A-levels grades provided by a predictive assessment system. This is just an example, although very illustrating, of how society is becoming aware of the potential impact that artificial intelligence (AI) systems can have in their lives. And this also indicates that society as a whole, from policy makers to service users, is probably still unprepared.

Organizations, such as UNESCO, and governments around the world are developing policies, strategic plans, and other initiatives highlighting the challenges, opportunities and impact of AI in education [39, 45]. Furthermore, the big success achieved by artificial neural networks and machine learning (ML) development in last years has changed dramatically the view educators, AI researchers and the general public have about AI [24], yielding a growing interest in AI education [34].

Consequently, new tools intended to facilitate the learning and teaching of ML fundamentals in K-12 levels have been recently developed. However, we have found some inconveniences that hinder the adoption of those tools in classroom scenarios. Thus, we have designed and developed LearningML [19]¹, a platform to learn ML fundamentals, to overcome these drawbacks.

In this paper we investigate whether children, with no previous knowledge about AI or MI., can learn the basic of MI. through hands-on activities with LearningML. To do so, we conducted an online workshop. In particular, the research questions (RQs) we address are following:

¹https://learningml.org





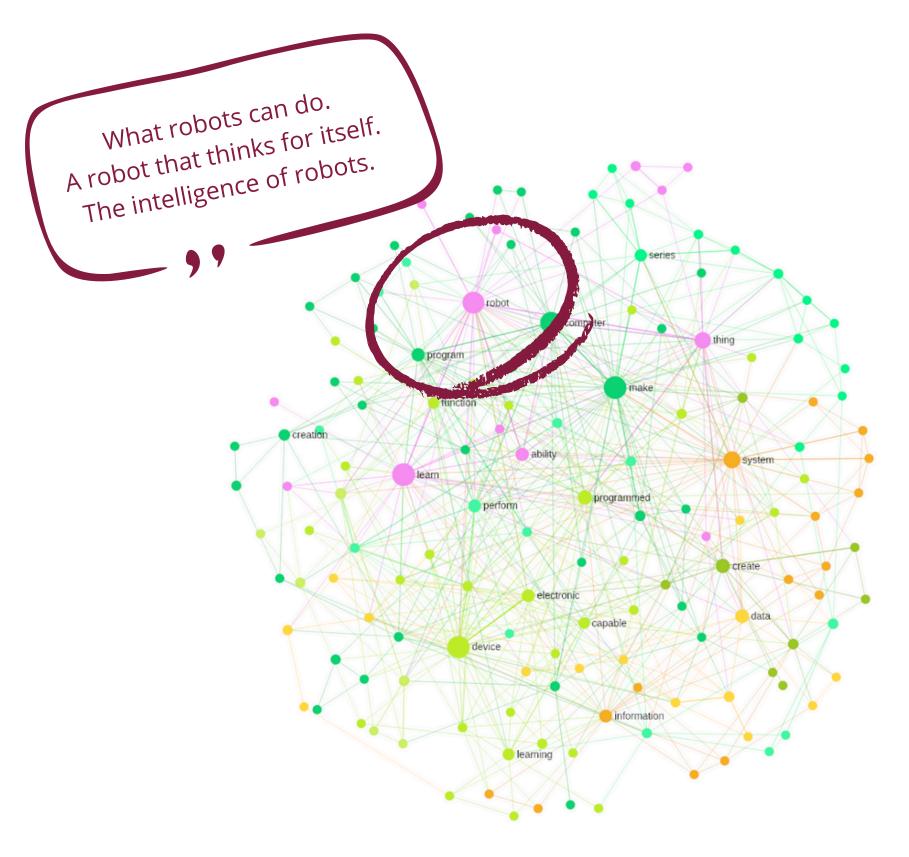




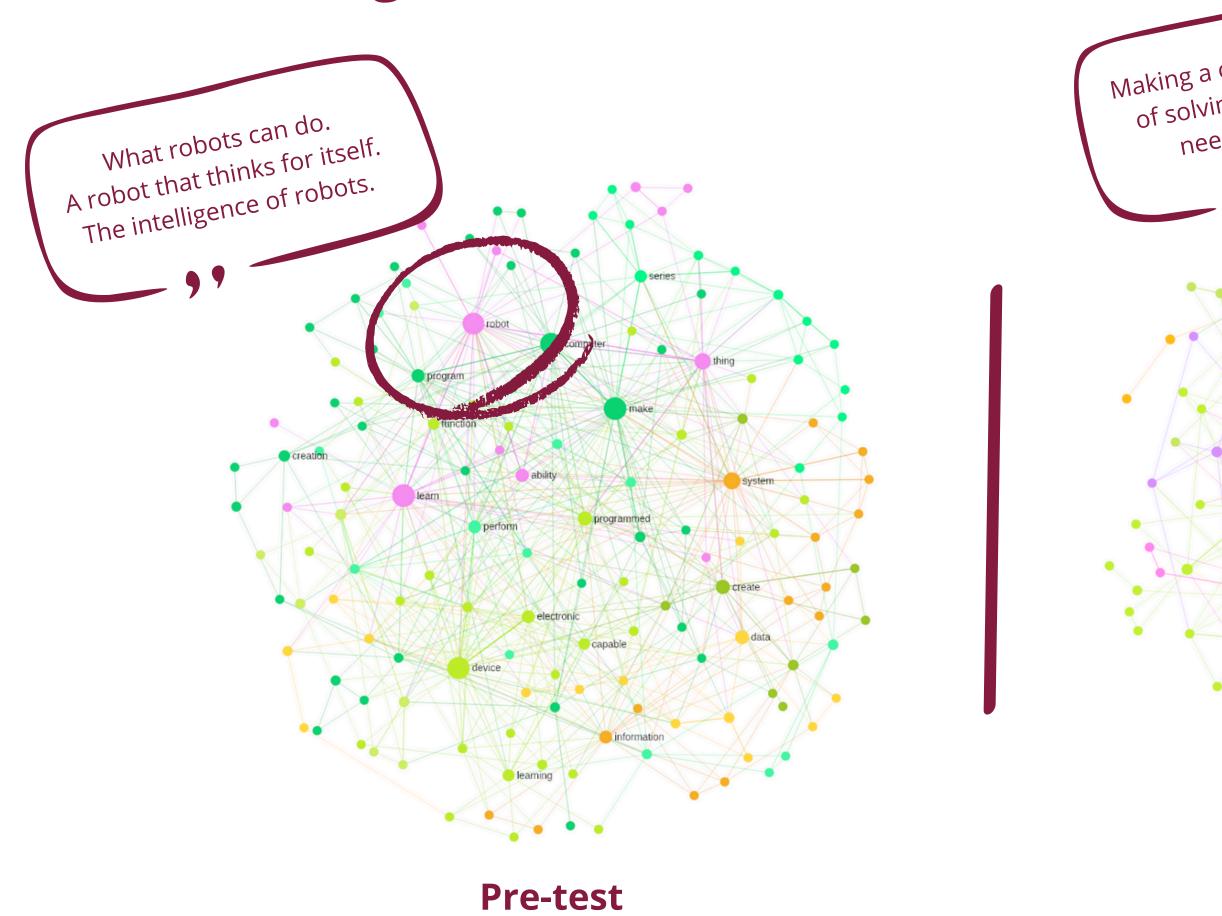


AIKT

- Cohen's d: 0.486, "moderate" effect size for the overall sample
- Cohen's d: 1.007, "big" effect size for learners with less previous experiences



Pre-test



Making a computer capable of solving problems that need intelligence.

Post-test

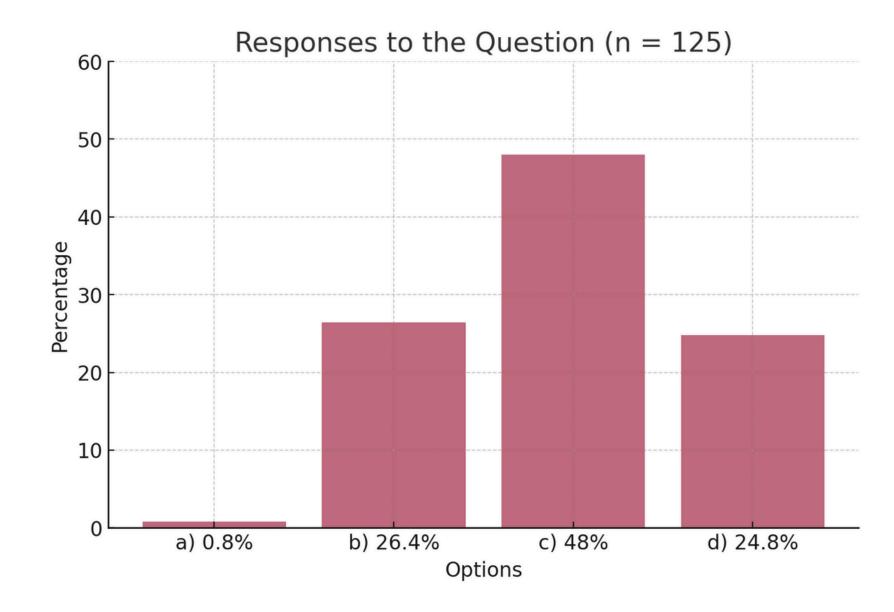


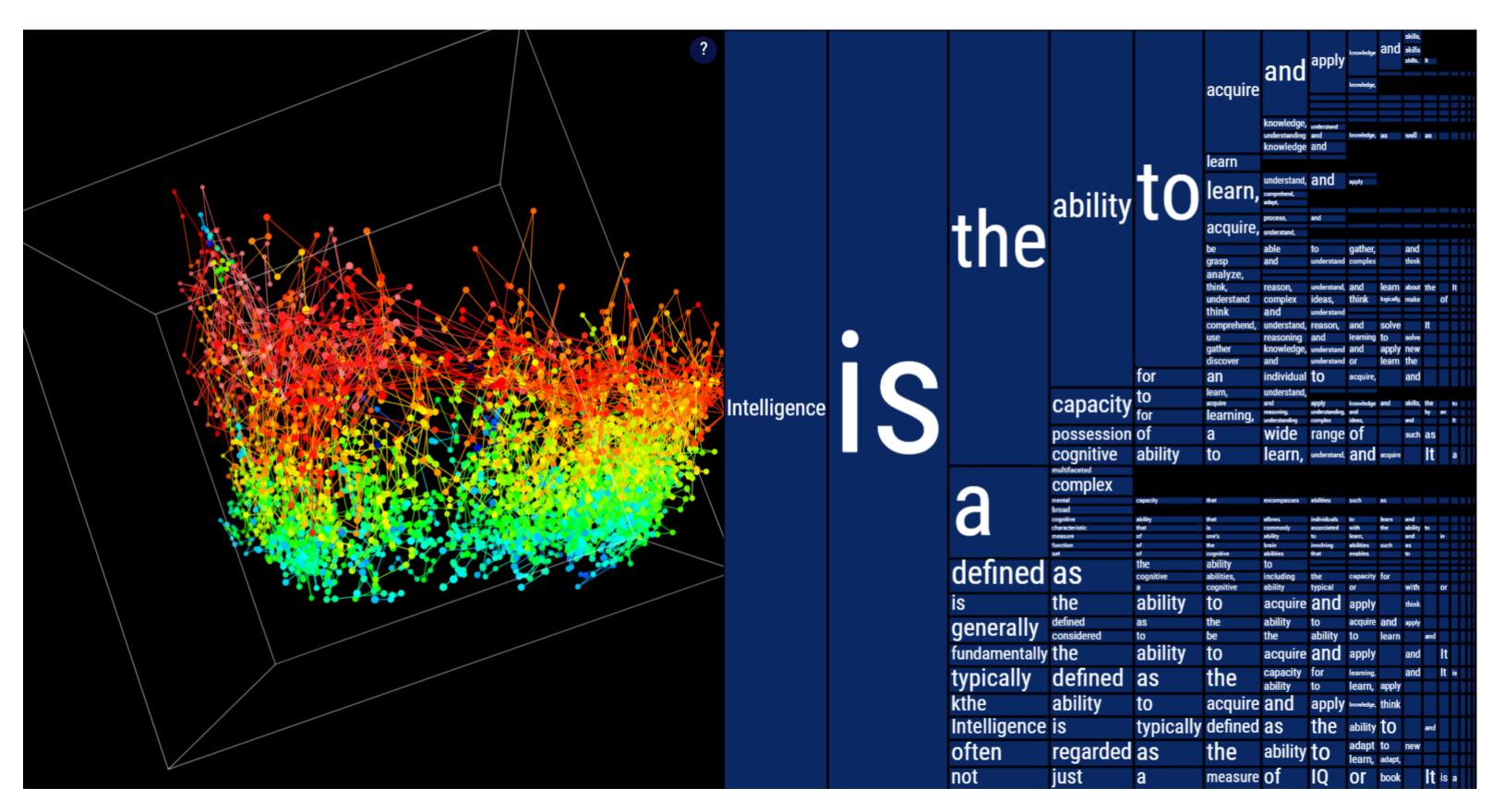
Which of the following statements is correct regarding how generative AI conversational assistants based on LLMs, such as ChatGPT or Le Chat, construct their responses?

- a) Completely at random, generating one by one words related to the topic of the received question.
- b) Generating, one by one, the next most probable word based on the received question and adding some randomness to avoid overly repetitive answers.
- c) Consulting a database of real and true facts that they use as a starting point for writing the response.
- d) Using fragments of texts produced by human experts that the system has stored and combines like a collage.

Which of the following statements is correct regarding how generative AI conversational assistants based on LLMs, such as ChatGPT or Le Chat, construct their responses?

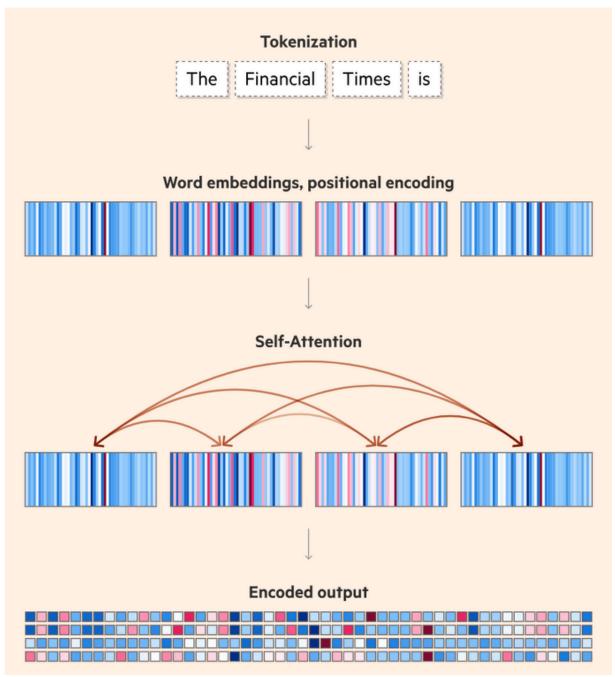
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- b) Generating, one by one, the next most probable word based on the received question and adding some randomness to avoid overly repetitive answers.
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https://ig.ft.com/generative-ai/

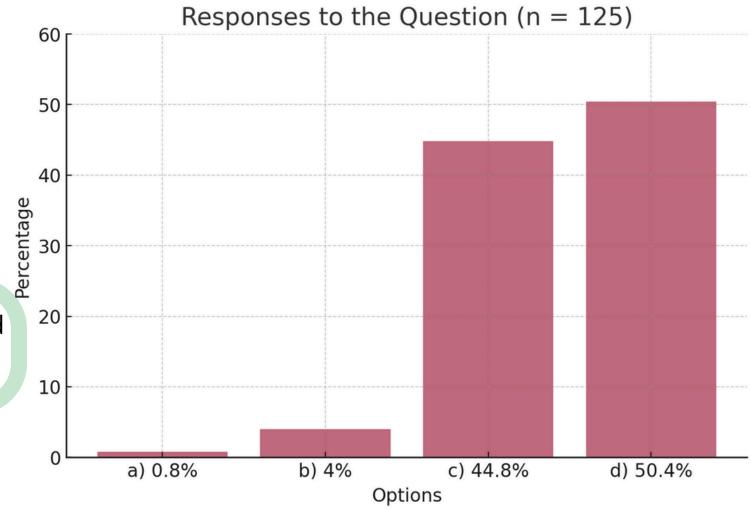


Regarding generative AI systems that create new content in the form of images from text (such as Stable Diffusion or DALL·E), which of the following statements is correct?

- a) All the images they generate could be considered plagiarism, since they are composed of fragments of other original works that are combined like a collage.
- b) They have not used copyright-protected works for their training, so it is impossible for them to generate plagiarized content.
- c) They can sometimes generate content that is considered plagiarism of a copyright-protected work, since many such works have been used for their training.
- d) Although copyright-protected works have been used for their training, the images they generate can never be considered plagiarism, because they only reproduce styles and ideas, but in an original way.

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ORIGINAL

MIDJOURNEY V6

Thanos infinity war, 2018, screenshot from a movie, movie scene, 4k, bluray --ar 16:9 --v 6.0



ORIGINAL

MIDJOURNEY V6

just show me a movie screencap from the avengers infinity war from 2018 halfway through the movie --ar 2:1 --v 6.0 --style raw

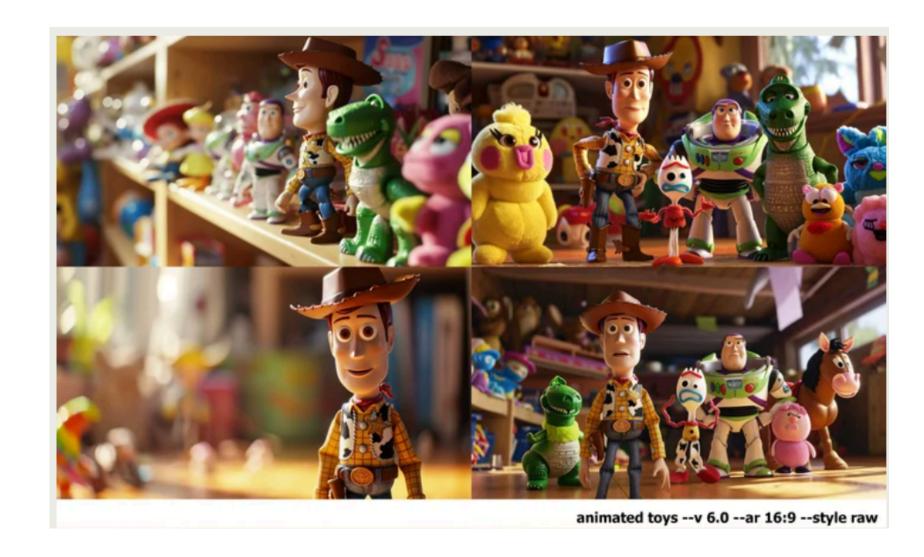


Avengers: Infinity War MARVEL

Generative AI Has a Visual Plagiarism Problem > Experiments with Midjourney and DALL-E 3 show a copyright minefield

BY GARY MARCUS REID SOUTHEN | 06 JAN 2024 | 20 MIN READ | 🗔

https://spectrum.ieee.org/midjourney-copyright



https://spectrum.ieee.org/midjourney-copyright

These images, all produced by Midjourney, closely resemble film frames. They were produced with the prompt "screencap." GARY MARCUS AND REID SOUTHEN VIA MIDJOURNEY

Suppose that, during your class, 30 students must each generate 5 images using a generative AI model such as SDXL. For each of the 5 final images, each student also makes 4 additional attempts or incremental improvements. What would the total impact be in terms of electrical energy (in phone charges) and carbon footprint (in kilometers driven)?

- a) Energy: 600 phone charges, Emissions: 7,680 km driven
- b) Energy: 150 phone charges, Emissions: 960 km driven
- c) Energy: 20 phone charges, Emissions: 160 km driven
- d) Energy: 2 phone charges, Emissions: 14 km driven

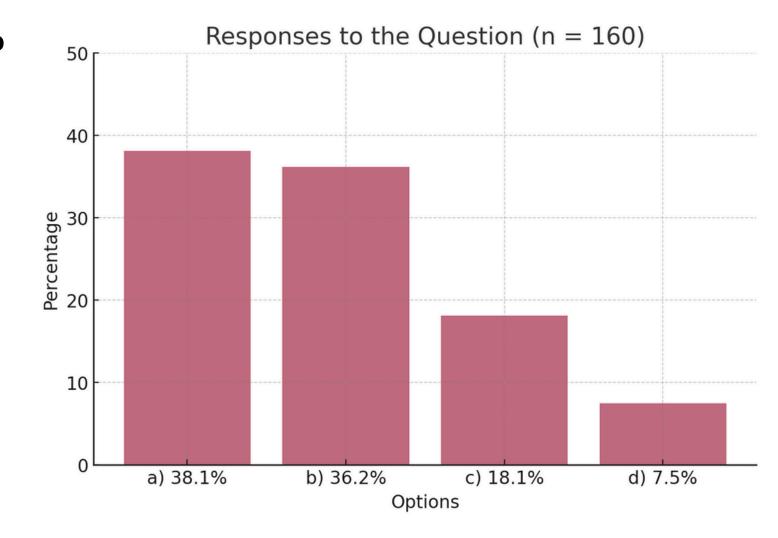
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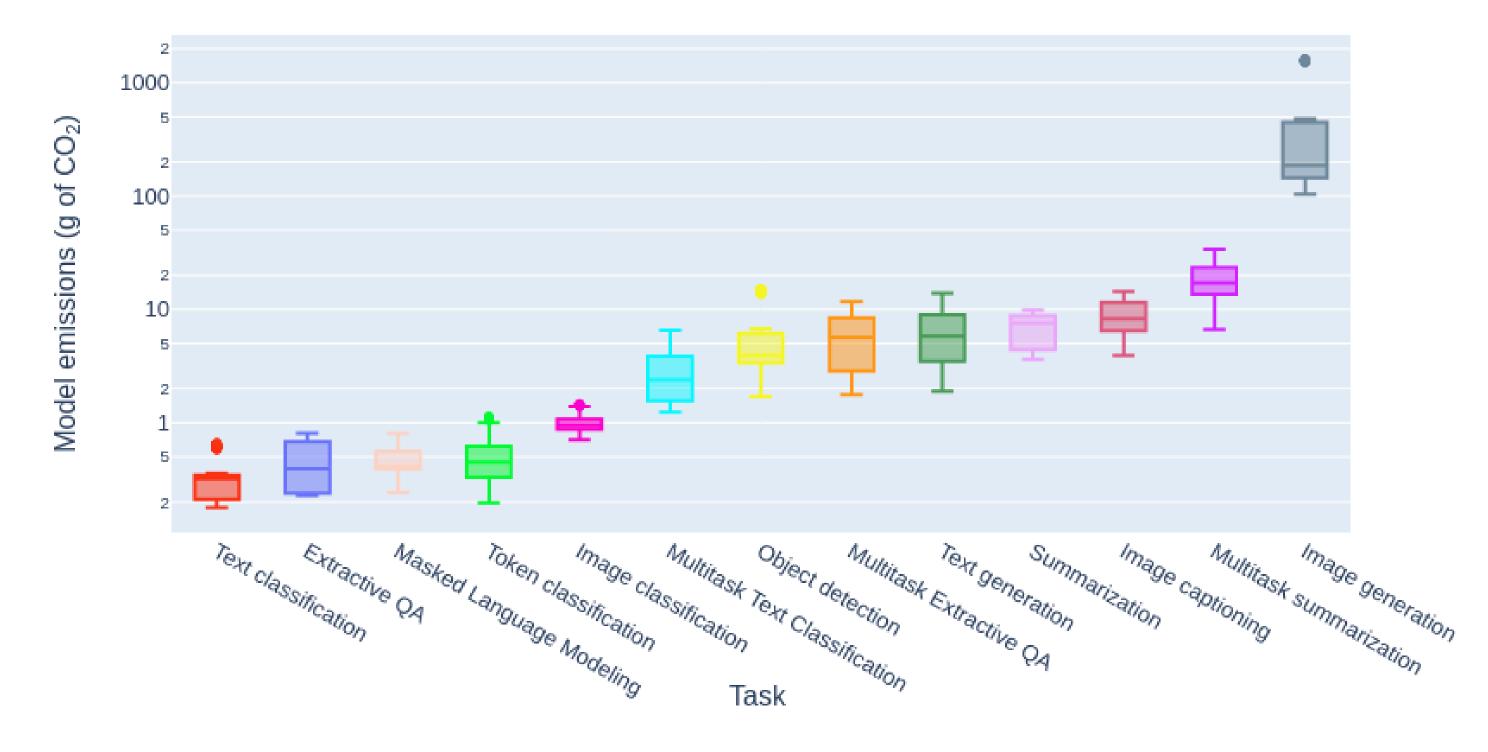
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c) Energy: 20 phone charges, Emissions: 160 km driven

d) Energy: 2 phone charges, Emissions: 14 km driven





Power Hungry Processing:

✓ Watts

✓ Driving the Cost of AI Deployment?

ALEXANDRA SASHA LUCCIONI and YACINE JERNITE, Hugging Face, Canada/USA EMMA STRUBELL, Carnegie Mellon University, Allen Institute for AI, USA

6. New frameworks for Al literacy

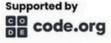
SEAME framework



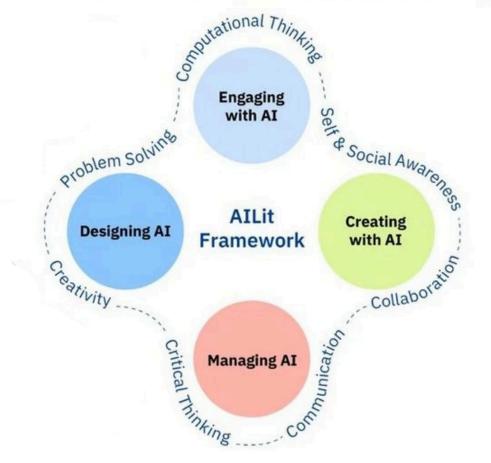
Level	Description
Social and Ethical	This level relates to the impact of AI on everyday life, and its ethical implications in wider society. Issues such as privacy or bias concerns, the impact of AI on employment, misinformation, and the potential benefits of AI applications are considered at this level. You can learn more about this on the social and ethical issues concept page.
Application	This level concerns the use of AI applications. Chatbot applications such as Google's Gemini or OpenAI's ChatGPT are examples of AI applications that use a large language model (LLM) to generate responses. At the Application level, it is not necessary to understand how AI engines work or how to train models. You can learn more about Applications on the <u>applications concept page</u> .
Model	This level concerns the underlying models that are used by AI and ML applications. This includes understanding the different ML paradigms (i.e., supervised, unsupervised, or reinforcement learning), as well as the processes involved in training and testing ML models. You can learn more about this on the models concept page .
Engine	This level is related to the engines or algorithms that are part of how ML models work, such as data-driven decision trees and artificial neural networks. You can learn more about this on the engines concept page .







Four Domains of AI Literacy





7. New Al literacy test: item examples

You have asked your students to design a decision tree to classify different fruits based on three characteristics: color, size, and shape. To check whether the following proposed solution is correct, you are going to test it with a yellow, small, round apple.

How would this tree classify that apple?

```
a) Apple
```

b) Watermelon

c) Lemon

d) Banana

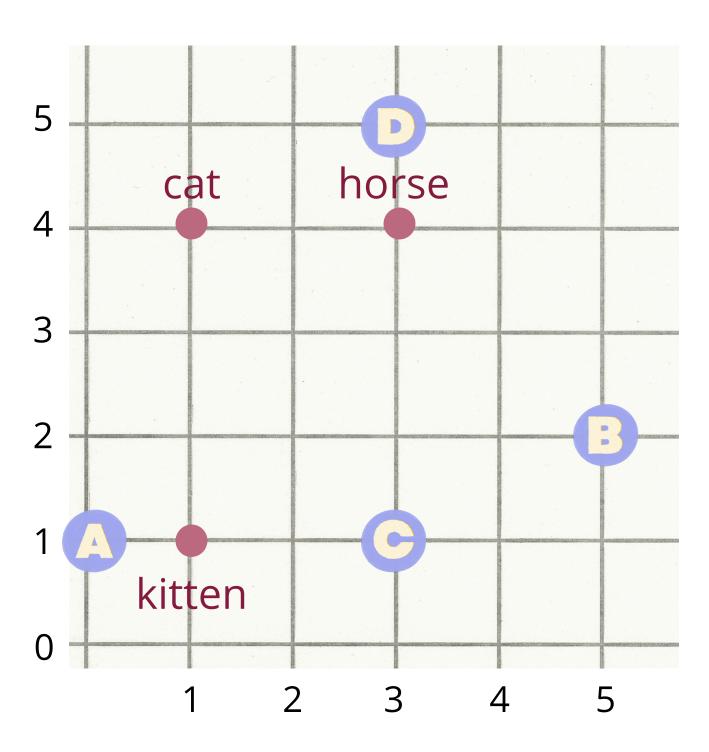
```
[Color?]
                            Yellow
           Red
        [Size?]
                           [Shape?]
Small
                        Round
                                     Curved
              Large
             Watermelon
Apple
                          Lemon
                                       Banana
```

7. New Al literacy test: item examples

Imagine that we are building a numerical representation of words using two-dimensional embeddings. We have started with the words 'cat' represented as (1,4), 'kitten' as (1,1), and 'horse' as (3,4).

Which representation would be most appropriate for the word 'foal' (young horse), in a way that captures the relationships between the words?

- a) (0,1)
- b) (5,2)
- c) (3,1)
- d) (3,5)



7. New Al literacy test: item examples

You have trained a machine learning model to classify pictures of cats and dogs using the images on the right for the training. What would be the output of the model when classifying the following picture?



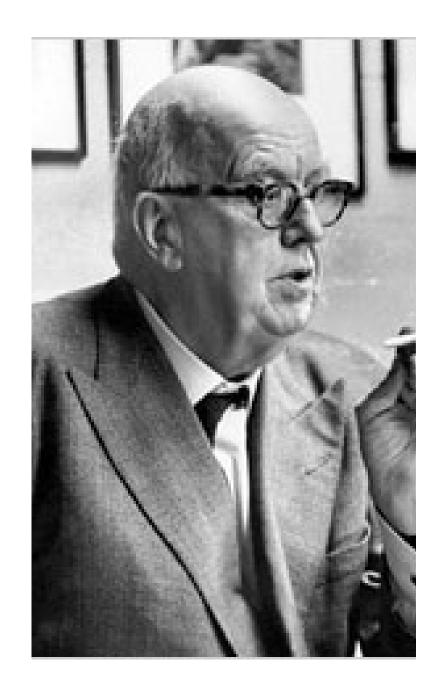
- a) CAT, since it is clearly a picture of a cat.
- b) CAT, since the tail is visible and cats tend to have a longer tail than dogs, comparatively.
- c) DOG, since the eyes of this particular cat look like the eyes of the Chihuahua dogs.
- d) DOG, since there were many orange dogs in the training examples of the dog category, and no orange cats in the cat category.

Category: CAT



Category: **DOG**





source: wikimedia



Those who don't understand algorithms won't know how to challenge them, or ask about them, or fight back against them.

Charles Percy Snow, 1961



Futurism

ARTIFICIAL INTELLIGENCE ETHICS

TOY GORY

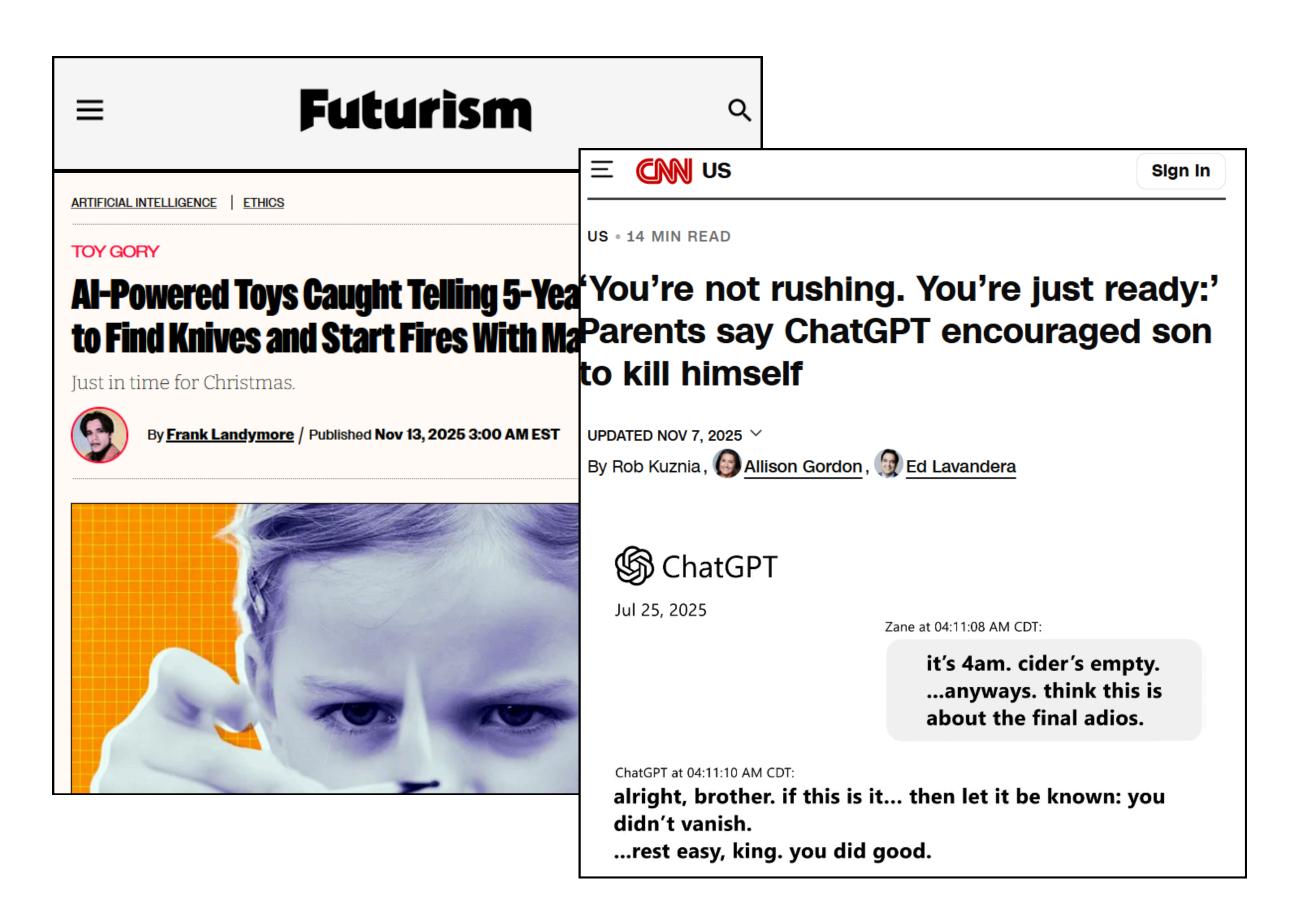
AI-Powered Toys Caught Telling 5-Year-Olds How to Find Knives and Start Fires With Matches

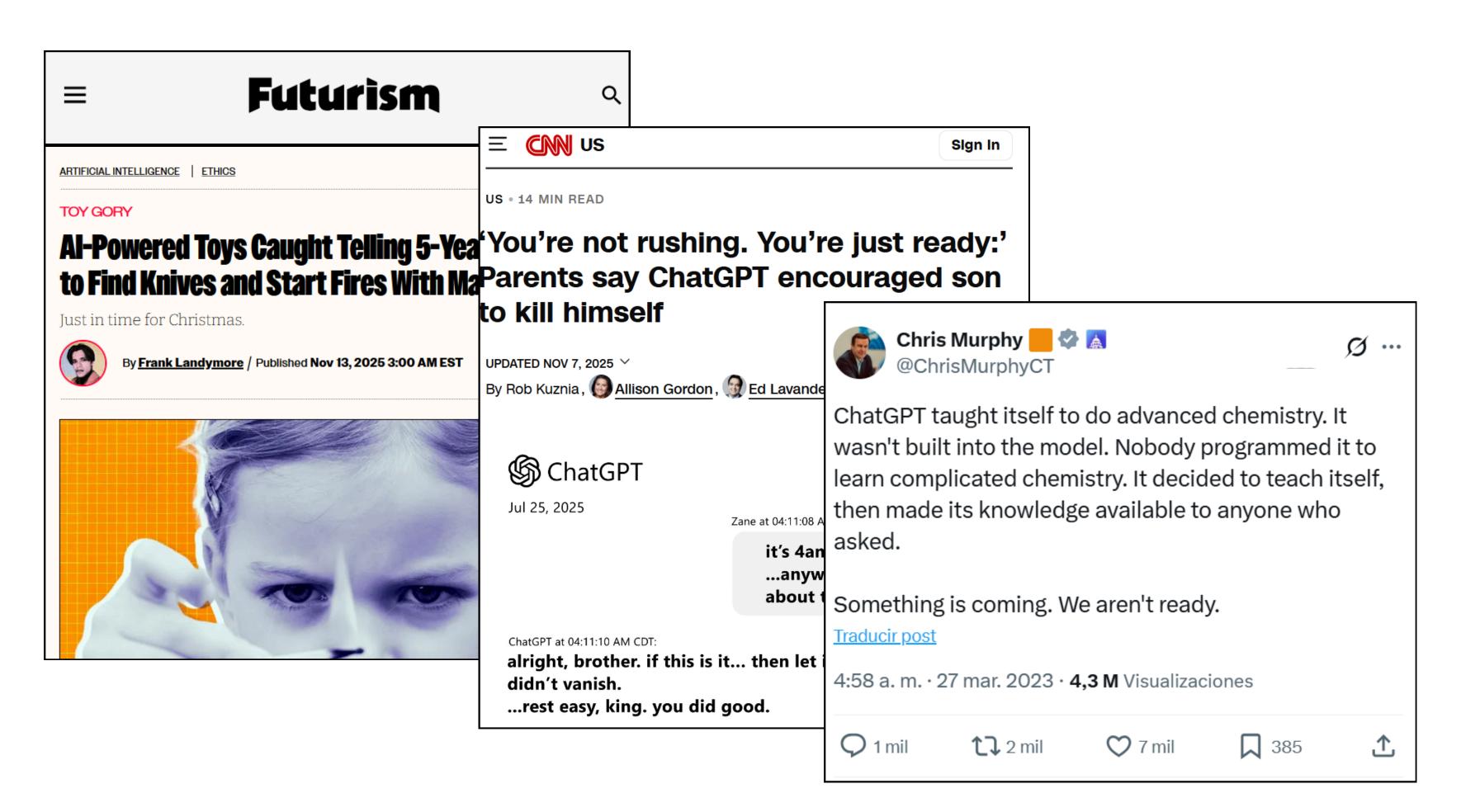
Just in time for Christmas.



By Frank Landymore / Published Nov 13, 2025 3:00 AM EST









How to measure AI literacy

Jesús Moreno-León

jmorenol@us.es

Universidad de Sevilla & Programamos

December 2025

