



SESSION 1	
CORE CAPABILITIES	<ul style="list-style-type: none">- Linguistic communication.- Social and civic competences.- Sense of initiative and entrepreneurship
OBJECTIVES	<ul style="list-style-type: none">- Introduction to AI in education and work
OBJECTIVE GROUP	<ul style="list-style-type: none">- Disadvantaged students
DEVELOPMENT AND DESCRIPTION OF THE ACTIVITY	<p>- Introduction to artificial intelligence in the educational and work environment</p> <p>In this session the concept of artificial intelligence and the impact it currently has on society will be introduced. Audiovisual material will be visualized with real examples of the application of educational robotics. Proposing a construction of some free application by previously formed groups.</p> <ul style="list-style-type: none">- Tutorial video: Educational robotics- Brainstorming. We will work on our ideas and proposals with the famous LEGO game, to help us understand and apply our ideas with the target group students. The "applications" will be made using the pieces of this famous game.
ACTIVITY DURATION	45' to a maximum of 90'.



SESSION 2	
CORE CAPABILITIES	<ul style="list-style-type: none">- Mathematical competence and basic competences in science and technology- Digital competence- Learning to learn
OBJECTIVES	<ul style="list-style-type: none">- Building an application
OBJECTIVE GROUP	<ul style="list-style-type: none">- Disadvantaged students
DEVELOPMENT AND DESCRIPTION OF THE ACTIVITY	<ul style="list-style-type: none">- In this session a digital model composed of electronic devices (Smartphones, tablets, laptops) will be introduced in which the participants will discover the usefulness of the different parts; designing and building the proposed system.- Explanatory video: Become familiar with the new electronic devices that we use daily in our environment- After the video, each group previously formed and with a clear idea of the proposal they want to make, the final structure (idea) will be designed and presented to the rest of the group. With this exercise we want students to develop their full potential when designing and building with new technologies. We will use the LEGO parts as similarities to the applications we want to create
ACTIVITY DURATION	45' to a maximum of 90'.



SESSION 3 AND 4	
CORE CAPABILITIES	<ul style="list-style-type: none"> - Linguistic communication. - Social and civic competences. - Sense of initiative and entrepreneurship - Mathematical competence and basic competences in science and technology - Digital competence - Learning to learn
OBJECTIVES	- Building a resume
OBJECTIVE GROUP	- Disadvantaged students
DEVELOPMENT AND DESCRIPTION OF THE ACTIVITY	<ul style="list-style-type: none"> - The participants, once assimilated the usefulness of the new technologies, will undertake the realization of a curricular model that introduces them directly into the digital world. Discover the advantages and disadvantages of the "digitalization of the world of work" - The participants, once assimilated the utility of the new technologies, will continue the realization of a curricular model that introduces them directly into the digital world. Once finished, the adults with social disadvantage, will learn that with a single click, and from home, the digital world and new technologies open their doors for them. - Video Tutorial: Online Curriculum "The shift from paper to digital" - Using the electronic devices we have at our disposal, we will have to create an online Curriculum Vitae, looking for the resources through our smartphones, computers and tablets.
ACTIVITY DURATION	45' to a maximum of 90'.



SESSION 5	
CORE CAPABILITIES	<ul style="list-style-type: none">- Linguistic communication.- Social and civic competences.- Digital competence
OBJECTIVES	<ul style="list-style-type: none">- Active job search
OBJECTIVE GROUP	<ul style="list-style-type: none">- Disadvantaged students
DEVELOPMENT AND DESCRIPTION OF THE ACTIVITY	<p>Active search for employment through the electronic mechanisms learned.</p> <p>The participants will learn to program the different parts of their model. They will actively seek a job through mobile, tablet, laptops, etc., "Learn - Doing". They will capture the work developed in a poster for its subsequent presentation in public.</p> <ul style="list-style-type: none">- Video tutorial: Online job search- Once the previous sessions have been carried out, the active search for work will proceed. To do this, using new technologies, we will identify the most famous or most appropriate portals for our objective, and proceed to send our curriculum to be selected as part of them.
ACTIVITY DURATION	45' to a maximum of 90'.



SESSION 6	
CORE CAPABILITIES	<ul style="list-style-type: none">- Linguistic communication.- Social and civic competences.
OBJECTIVES	<ul style="list-style-type: none">- Presentation of the work and analysis of the results
OBJECTIVE GROUP	<ul style="list-style-type: none">- Disadvantaged students
DEVELOPMENT AND DESCRIPTION OF THE ACTIVITY	<ul style="list-style-type: none">- In this session, each group will present to the audience the results of the work carried out during the previous sessions. Once presented, the results obtained will be analyzed.- Each group will present the results of the work carried out in the previous sessions, and then analyze the results obtained by each group.- We will make an outline from beginning to end, with the, ideas, and materials used for each working session.
ACTIVITY DURATION	45' to a maximum of 90'.