LEARNING BOX OF UNPLUGGED ACTIVITIES

“What Should I Choose?” – Smart Decisions with AI Tools

In this activity, adult learners explore everyday situations such as booking a hotel or choosing a product. Adult learners use coloured cards to compare choices, evaluate information, and make decisions. They also reflect on how recommendations (including from AI) can influence their choices. By the end, they feel more confident understanding and using information to make better decisions.

Target Group

☑ Low-skilled adults with low digital competences
☑ Low-skilled adults with limited formal education or qualifications
☑ Low-skilled adults with low participation in lifelong learning/training opportunities

Learning Objectives

- To learn how to break down a buying or booking situation into clear and manageable steps;
- To learn how to identify and compare the most important information;
- To develop abilities to interpret simple visual and structured information;
- To learn to recognise how AI-generated recommendations may influence your decisions;
- Be able to explain the reasons behind their final choice.

Competence Areas

a) Innovation Competences
☑ Creativity
☑ Critical thinking
☑ Problem solving
☑ Communication

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Theme

Innovation Competences

Duration

60–90 minutes

Level

Intermediate

Computational Thinking Steps Used

☑Decomposition
☑ Pattern recognition
☑ Abstraction
☑ Algorithmic thinking

Methodological Approach

☑ Gamification
☑ Challenge-Based Learning
☑ Collaborative learning
☐ Experiential learning

☑ Collaboration

b) Information Literacy Competences
- ☑ Ability to access, understand, and critically analyse information
- ☑ Interpretation of digital and visual content
- ☐ Awareness of media influence and biases

c) Life and Career Competences
- ☑ Flexibility and adaptability
- ☑ Initiative and autonomy
- ☑ Sociability and intercultural competence
- ☐ Productivity
- ☐ Leadership and responsibility

Learning Outcomes

By the end of the activity, adult learners will be able to:

- Break down a buying or booking situation into steps;
- Identify and compare the most important information;
- Interpret simple visual and structured information;
- Recognize how AI recommendations can influence your decisions;

Notes

- Use colours cards and explain what each colour represents at the beginning of the activity.
- Select simple, familiar examples that reflect adult learners' everyday experiences.
- Encourage adult learners to explain why they made a particular choice.
- Use simple and accessible language, avoiding unnecessary technical terms.
- Provide additional explanations or examples when adult learners need support.
- Encourage adult learners to ask questions and compare different viewpoints.

Step 1: Decomposition

The facilitator presents an everyday decision-making situation, for example:

- "You want to buy a product."
- "You want to book a hotel for two nights."

Adult learners are asked to:

- Break the decision into smaller steps;
- Identify the information they need, such as price, location, quality, availability, reviews, and delivery conditions;
- Describe what they would do first, next, and last.

Gamification element:

Adult learners use different coloured cards to represent the separate steps of the decision-making process (Appendix 1). They arrange the cards in the order in which the steps should be completed.

Facilitator support

The facilitator may ask: "What do you need to know first?", "What information should you collect?"

This step helps adult learners divide a complex consumer decision into smaller and more manageable parts. It also supports the development of structured and sequential thinking.

Step 2. Pattern Recognition

The facilitator presents several similar situations or options, for example:

- Three hotels with different prices, locations, ratings, and services;
- Three products with different prices, features, brands, and customer reviews.

Adult learners are asked to:

- Identify similar patterns that appear repeatedly across all options;
- Recognise common decision criteria, such as price, quality, location, or customer ratings;
- Discuss whether they have used similar criteria in previous purchasing decisions.

Gamification element:

Adult learners use matching coloured cards or symbols to mark repeated criteria.

Facilitator support:

The facilitator may ask: "What criteria do you usually use when choosing a hotel or product?"

This step helps adult learners recognise recurring patterns in consumer decisions. It enables them to use previous experience and common decision criteria when evaluating new options.

Step 3. Abstraction

Adult learners review all the information provided about the hotels or products. They are then asked to distinguish between essential and less relevant information.

Adult learners are asked to:

- Select the two or three criteria that are most important for the decision;
- Ignore information that does not significantly influence their choice;
- Explain why certain criteria are more important than others;
- Create a simplified description of the ideal option.

For example:

"The hotel must be affordable, close to the city centre, and highly rated."

"The product must be reliable, reasonably priced, and suitable for my needs."

Gamification element:

Adult learners receive a limited number of priority tokens or stars. They must place these tokens next to the criteria they consider most important. As the number of tokens is limited, adult learners must prioritise carefully.

Facilitator support

The facilitator may ask: "Which information is most important?", "Which details can be ignored?"

This step helps adult learners focus on relevant information and reduce unnecessary complexity. It also supports their ability to identify the core characteristics required for an informed decision.

Step 4: Algorithmic Thinking

Adult learners create a simple decision-making process (algorithm).

They should define simple rules, for example, "If price is too high - choose another", "If location is good - choose it".

Create a step-by-step process:

1. Look at information;
2. Choose what matters most;
3. Compare options;
4. Decide.

The facilitator introduces an additional statement:

"An AI system recommends this option."

Adult learners are asked to:

- Compare the AI recommendation with their own decision;
- Decide whether they agree with the recommendation;
- Identify the information that may have influenced the AI choice;
- Explain why they would accept or reject the AI recommendation.

Gamification element:
Adult learners use coloured cards to indicate their final decision:

- Green: "I agree with the AI recommendation."
- Red: "I choose a different option."
- Yellow: "I need more information before deciding."

Facilitator support

- Facilitator may ask: “Do you agree with the AI? Why?”
- Encourage critical thinking.

This step helps adult learners develop a clear decision-making strategy and apply logical rules in a consistent order. It also strengthens critical thinking by encouraging adult learners to evaluate AI-generated recommendations rather than accepting them automatically.

PRICE

LOCATION

REVIEWS

DELIVERY CONDITIONS

AVAILABILITY

QUALITY