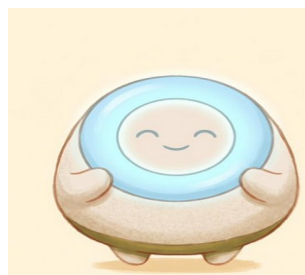


Ask and Check

Episode 1 • Ages 5–9 • Smart with AI & screens



In the episode: Mila asks Chispa, the family smart speaker, how many arms an octopus has. Chispa says ten — and Mila repeats it in front of her whole class. Then she learns to ask, and then check.

DINNER-TABLE QUESTION

"When could a helper — a person or a machine — get something wrong? How could we check?"

10-MINUTE ACTIVITY: THE THREE-FACT CHECK

1. Together, ask a smart speaker, an AI app or a grown-up three questions (e.g. "How many legs does a spider have?").
2. Write each answer below.
3. Check each one: in a book, by asking someone who knows, or with your own eyes.
4. Tick or cross. Did any helper get it wrong? Talk about why that is OK — and why we check.

Question	Who answered?	How did we check?	Right? ✓ / X
1.			
2.			
3.			

BONUS GAME

Take turns asking each other tricky questions. The only rule: if you are not sure, you must say "I'm not sure" — just like Chispa learns to.

WORD OF THE DAY: CHECK

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