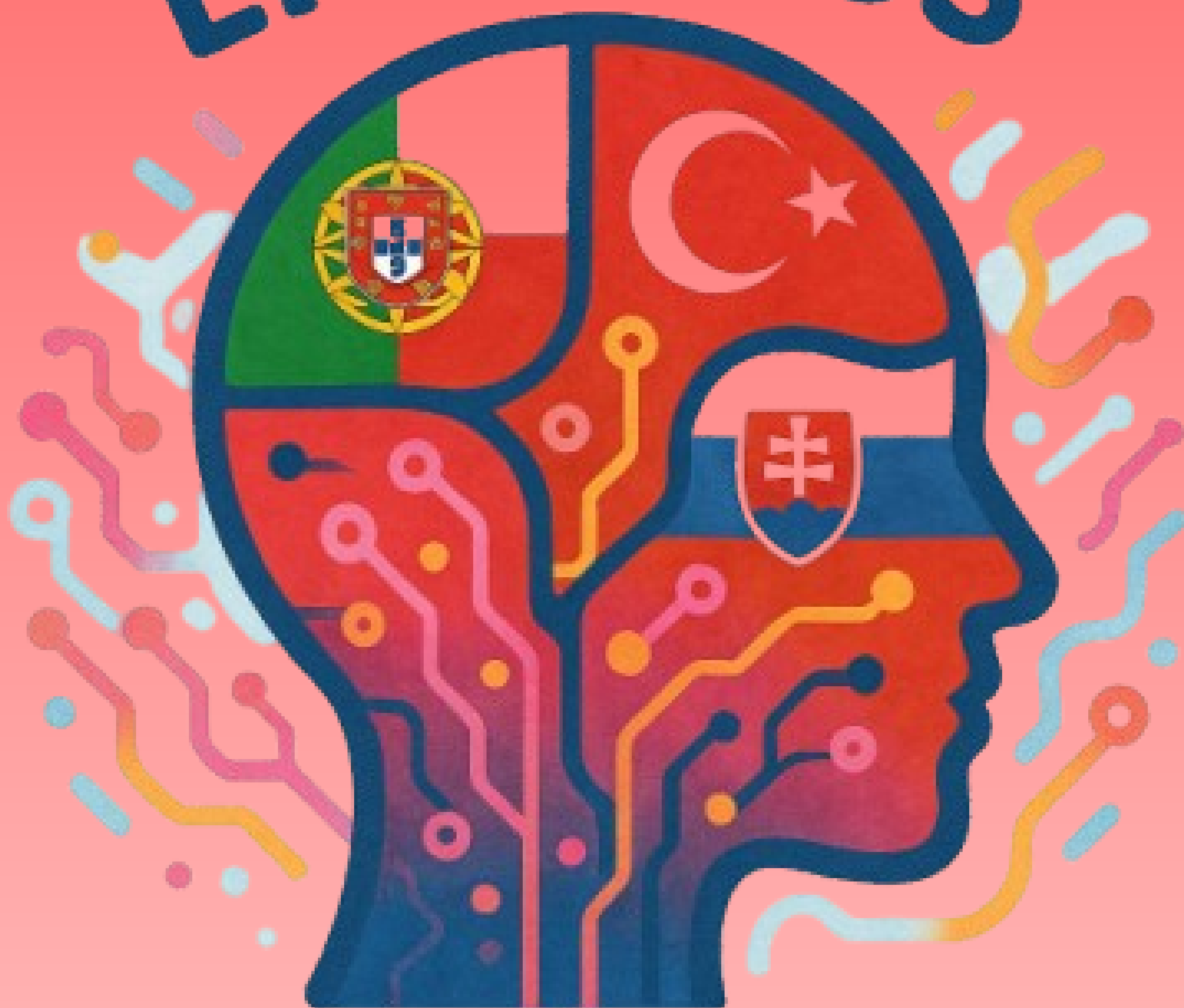
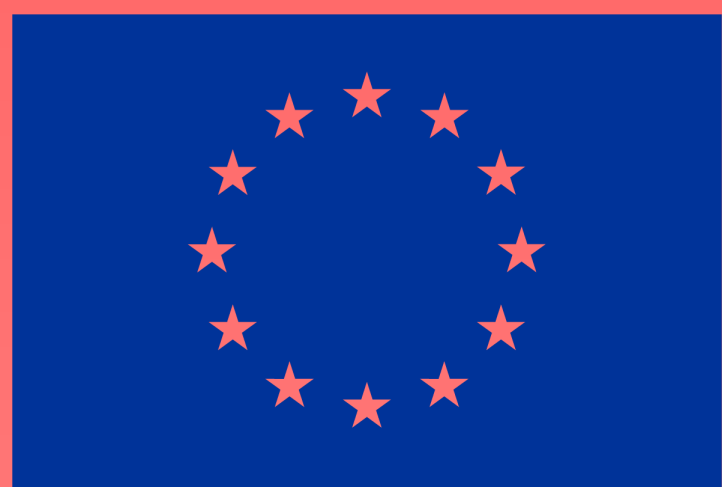


ERASMUS



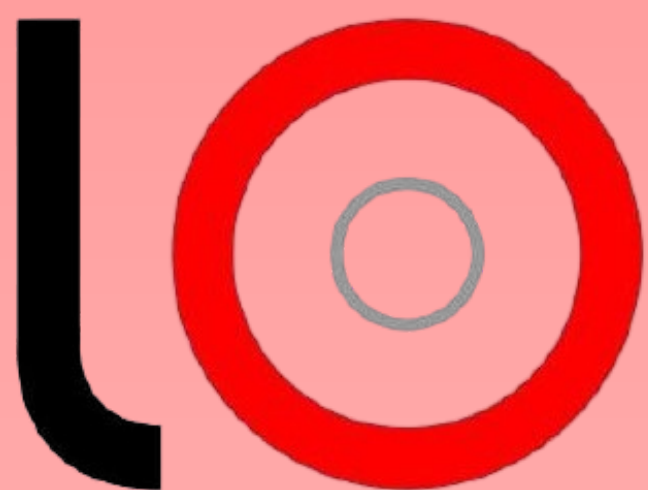
THE USE OF ARTIFICIAL INTELLIGENCE IN FORMAL EDUCATION



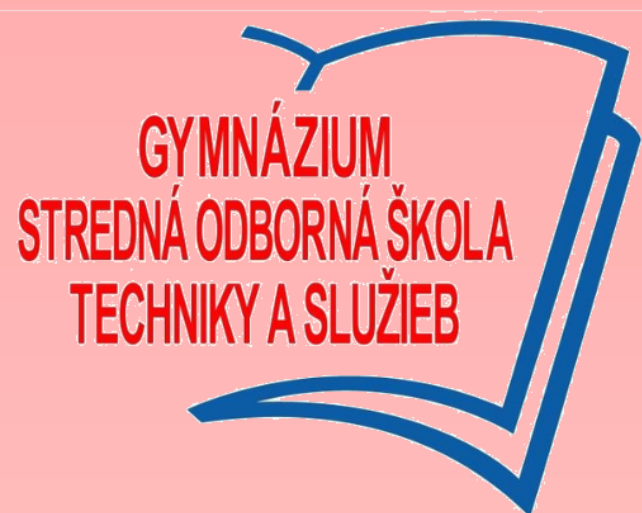
**Funded by
the European Union**

The use of AI in languages

2024-2-PL01-KA210-SCH-000265684



LICEUM OGÓLNOKSZTAŁCĄCE
IM. POWSTAŃCÓW WIELKOPOLSKICH
W ŚRODZIE WIELKOPOLSKIEJ



SPOJENÁ ŠKOLA
Kollárova 17 SEČOVCE



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or Foundation for the Development of the Education System. Neither the European Union nor the granting authority can be held responsible for them.

STAY HEALTHY: SMART CHOICES FOR A BETTER LIFE

ACTIVITY DESCRIPTION

OBJECTIVES:

practising vocabulary on health care
learning about diseases, symptoms, and injuries
practising guided writing
practising speaking

TARGET GROUP:

Secondary school students
aged 14-19 (B1/B2 English level)

TIME AND SPACE:

Duration: 45 minutes
Classroom with internet access,
interactive board, and space for
group work

METHODS:

Brainstorming
Group work
Problem-solving tasks
Role-play
Project-based learning
AI-assisted creative task

TOOLS:

Worksheet for students
PCs / mobile phones
Interactive board
Internet connection

AI TOOLS:

Suno - for creating a health awareness song
ChatGPT - for generating lyrics and ideas

1. Warm-up Activity (5 minutes)

Students discuss in pairs:

- Do you have a healthy lifestyle? Why / Why not?
- What do you do to keep fit?
- What are the best ways to avoid catching a cold?
- Would you like to be a doctor or a nurse? Why / Why not?

2. Video Activity (7 minutes)

Students watch:

<https://youtu.be/DdzlLuPYzxc>

Teacher pauses if needed to explain vocabulary.

After watching, students answer:

- What health problems were mentioned?
- What advice was given?

3. Vocabulary Game – “What’s the Problem?” (6 minutes)

Students are given symptoms, e.g.:

- headache + fever
- sore throat + cough
- broken arm
- stomach ache

Task:

Guess the disease or injury.

Optional extension:

Students create their own symptoms and quiz classmates.

4. Role-play Activity – At the Doctor's (6 minutes)

Students work in pairs:

- Student A = patient
- Student B = doctor

Task:

Create a short dialogue:

- describe symptoms
- give advice

Example:

"You should drink more water."

"You should rest and take medicine."

5. Creative Task – Stay Healthy Campaign (10 minutes)

Students are divided into international groups.

Task: Create a "Stay Healthy Campaign"

Each group prepares:

- a poster (main message + visuals)
- a leaflet (advice and tips)
- ideas for a radio jingle

They should include:

- healthy habits
- prevention tips
- catchy slogans

6. AI Activity – Create a Health Song (6 minutes)

Students use Suno to create a radio jingle / song promoting a healthy lifestyle.

They can first generate lyrics with ChatGPT.

Example Prompt for Students (Suno):

“Create a catchy pop song about staying healthy. Include advice like eating vegetables, exercising, drinking water, and getting enough sleep. The song should be positive, energetic and easy to remember.

Optional (ChatGPT prompt for lyrics):

“Write simple English lyrics for a short song about healthy lifestyle for teenagers. Include tips like exercise, healthy food and sleep.”

7. Presentation (4–5 minutes)

Each group presents:

- their campaign (poster + leaflet ideas)
- their main message
- (optional) plays part of their AI-generated song

Other students ask questions:

- Why is your campaign effective?
- Who is it for?

8. Wrap-up Discussion (2–3 minutes)

Teacher asks:

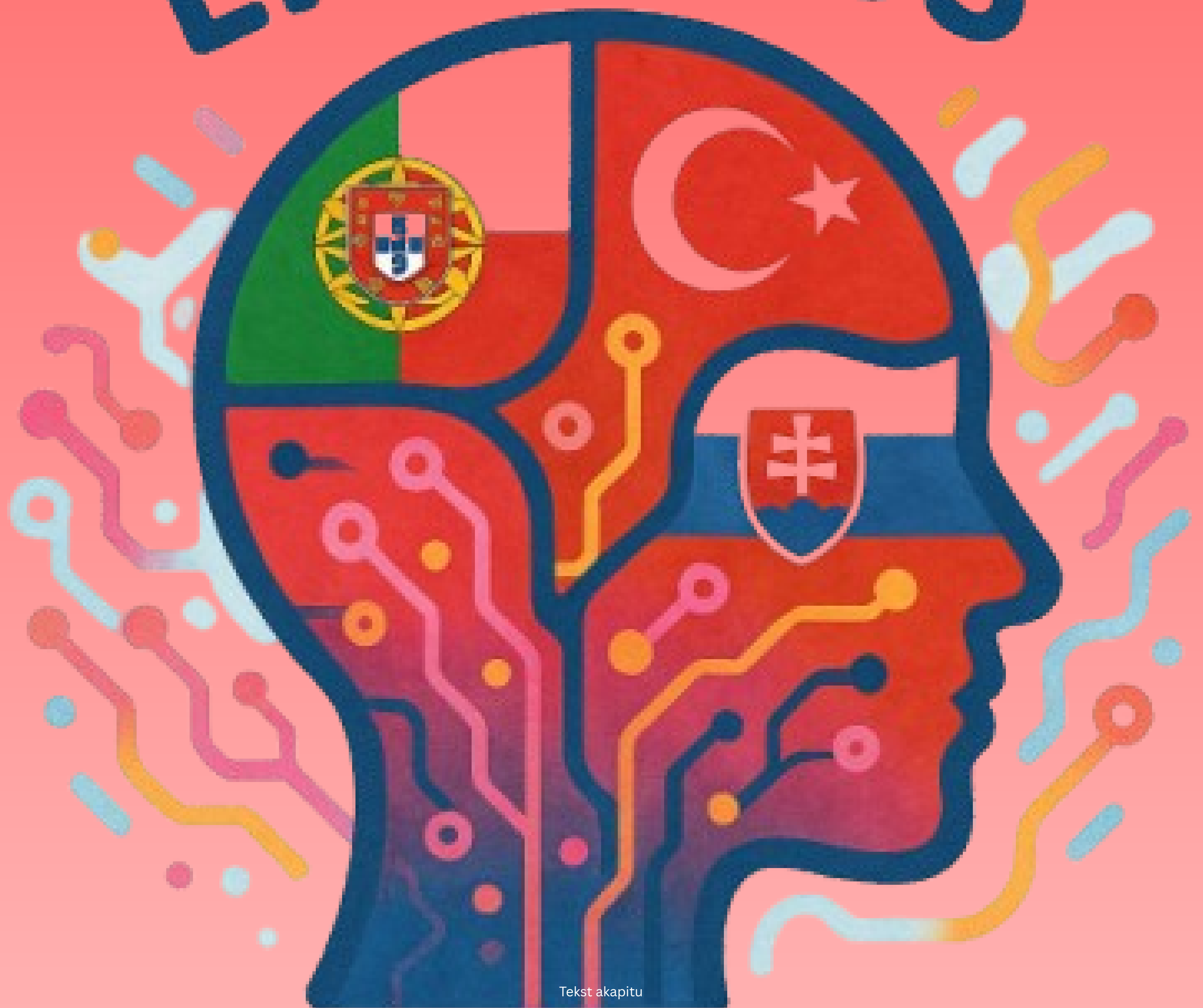
- What is the most important health advice?
- What habits should we change?
- How can small actions improve our health?

Lesson Outcome

Students:

- expand vocabulary related to health care
- practise speaking in real-life situations
- develop creativity and teamwork
- understand importance of healthy lifestyle
- use AI tools in an engaging and meaningful way

ERASMUS



THE USE OF ARTIFICIAL INTELLIGENCE IN FORMAL EDUCATION