Course Syllabus: AI Educator & Trainer

Course Title: Teaching AI to the World: Empowering Users with AI Skills

Target Audience: Ideal for educators, trainers, developers, and students interested in teaching AI tools and applications. No prior teaching or AI experience required; enthusiasm for education and technology is a plus.

Course Level: Comprehensive program covering Basic, Intermediate, and Advanced levels.

Duration: 12 weeks (flexible for self-paced learning).

Course Description:
This course trains students to become AI Educators & Trainers, teaching others how to use AI tools, craft prompts, and develop applications, like training Zomato's staff to use AI for billing or recommendations. You'll learn to design curricula, deliver engaging training, and simplify complex AI concepts for diverse audiences. From basic AI literacy to advanced application development, you'll empower others to leverage AI effectively.

Learning Objectives:

Upon completion, students will be able to:

- Understand AI tools and their practical applications.
- Design and deliver AI training programs for diverse audiences.
- Teach prompt engineering and AI application development.
- Create engaging educational materials (e.g., tutorials, workshops).
- Address ethical considerations in AI education.
- Develop a portfolio of AI training modules.

Course Structure:

Part 1: Basic Foundations (Weeks 1-4)

This section introduces AI education and teaching fundamentals.

- Week 1: Introduction to AI Education
    - Role of an AI Educator & Trainer.
    - AI tools: ChatGPT, Google Gemini, Midjourney.
    - Case Study: Training Zomato staff on AI for order processing.
    - Exercise: Explore an AI tool and its use cases.
- Week 2: Teaching Fundamentals
    - Adult learning principles: Engagement, practical examples.
    - Tools: PowerPoint, Canva for educational materials.
    - Hands-on: Create a basic AI tutorial slide deck.
- Week 3: AI Literacy Basics
    - Explaining AI: ML, NLP, computer vision for beginners.
    - Simplifying concepts: Analogies (e.g., AI as a locker system).
    - Exercise: Teach a 5-minute AI concept to a peer.
- Week 4: Introduction to Prompt Engineering
    - Basics of prompting: Role, task, context.
    - Teaching zero-shot and few-shot prompting.
    - Hands-on Project: Design a workshop on prompting for a Zomato chatbot.

Part 2: Intermediate Concepts (Weeks 5-8)

This section focuses on developing and delivering AI training.

- Week 5: Curriculum Design
    - Structuring AI courses: Objectives, modules, assessments.
    - Tools: LMS platforms (e.g., Moodle, Google Classroom).
    - Hands-on: Create an AI course outline for beginners.

- Week 6: Teaching AI Applications
    - Teaching practical AI: Chatbots, recommendation systems.
    - Case Study: Training Zomato's team on recommendation AI.
    - Exercise: Develop a hands-on AI exercise for students.
- Week 7: Engaging Diverse Audiences
    - Adapting training for non-technical learners (e.g., restaurant managers).
    - Interactive methods: Workshops, gamification.
    - Hands-on: Deliver a mock AI training session.
- Week 8: Assessing Learning Outcomes
    - Evaluating student progress: Quizzes, projects.
    - Feedback techniques for AI training.
    - Hands-on Project: Create an AI training module with assessments.

Part 3: Advanced & Expert-Level Application (Weeks 9-12)

This section prepares students to lead AI education programs.

- Week 9: Advanced Prompt Engineering Training
    - Teaching complex prompting: Chain-of-Thought, multimodal.
    - Tools: OpenAI API, Hugging Face for demos.
    - Exercise: Design a workshop on advanced prompting.
- Week 10: Teaching AI Development
    - Training on coding AI applications (e.g., Python, APIs).
    - Simplifying technical concepts for beginners.
    - Hands-on: Create a coding tutorial for AI app development.
- Week 11: Ethics in AI Education
    - Teaching ethical AI use: Bias, privacy concerns.
    - Addressing misinformation in AI training.
    - Exercise: Develop an ethics module for AI learners.

- Week 12: Capstone Project & Trends
    - Capstone Project: Design and deliver a complete AI training program for a Zomato-like platform (e.g., teaching staff to use AI tools).
    - Trends: AI education in VR, microlearning.
    - Career paths: Corporate training, edtech, AI advocacy.

Assignments & Grading:

- Weekly Teaching Exercises: 25%
- Intermediate Projects (Weeks 4 & 8): 30%
- Capstone Project: 35%
- Class Participation & Peer Feedback: 10%