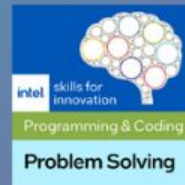
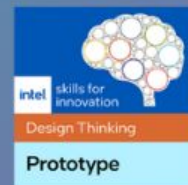




## Intel® SFI and Globalbridge

Ready to launch a revolutionary digital learner profile platform built by teachers and empowering young people !



# How to award the digital badges to students on globalbridge

# Which Mindset and Skillset have I covered?

Grade level

Subject area

Duration

Elementary

Computational Thinking | Algorithms

Simulation & Modeling | Problem Definition

Biology

120 min

Educator's Guide

VR Science Museum

Summary: Learners will create a virtual reality simulation of a museum featuring different animal groups based on their characteristics.

**Key Concepts**

Virtual Reality Simulation

**Software**

CoSpaces Web

**Instructional Objectives**

Learners will be able to:

1. Classify different animals into groups based on their common characteristics
2. Apply the basics of VR simulation using an online 3D creation tool

**Learning Outcomes**

- Create a virtual museum showing the characteristics of different groups of animals
- Create a simulation model using virtual reality

**Real World Application**

Creation of a virtual world for leisure activities, such as an online tour.

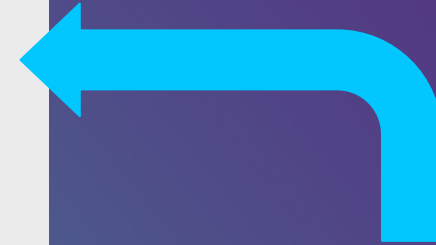
intel

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Mindset

Skillset

Each Starter Pack activity focuses on at least one mindset and skillset under the 7 innovation skills. All 70 activities are designed to develop social-emotional skills in learners.



You can see this at the top of the educator guide in each starter pack

Key concept covered in each activity is highlighted.

Technology used – A variety of technology ranging from programming to cloud-based software has been selected for the 70 activities.

This section integrates both the learning objectives of the topic in the subject as well as the outcome of a tech-infused lesson. An example of a real-world application is also included to show the relevance of this activity beyond the classroom.

# How do I download the digital badges?

The screenshot shows the Intel Skills For Innovation Digital Badges website. At the top, there is a navigation bar with 'globalbridge', 'Education', 'Employers', 'Contact', and a 'Log in' button. Below the navigation bar, the main heading is 'Intel® Skills For Innovation Digital Badges', followed by the instruction 'Click the badges below to download, right click to save to your device'. The content is organized into three main sections: 'MINDSETS', 'Design Thinking', and 'SKILLSETS'. Each section contains a row of digital badge icons. Each badge icon features the Intel logo, the text 'skills for innovation', and a brain graphic. Below the brain graphic, the badge's category and specific skill are listed. The 'MINDSETS' section includes 'Computational Thinking' with sub-badges for Abstraction, Algorithms, Decomposition, and Pattern Recognition. The 'Design Thinking' section includes sub-badges for Empathize, Define, Ideate, Prototype, and Test. The 'SKILLSETS' section includes 'Programming and Coding' with sub-badges for Iterative Refinement, Model Development, Problem Definition, Problem Solving, Teamwork, Variable Constraining, and Verification & Optimization.

globalbridge Education Employers Contact [Log in](#)

## Intel® Skills For Innovation Digital Badges

Click the badges below to download, right click to save to your device

### MINDSETS

#### Computational Thinking

- Abstraction
- Algorithms
- Decomposition
- Pattern Recognition

#### Design Thinking

- Empathize
- Define
- Ideate
- Prototype
- Test

### SKILLSETS

#### Programming and Coding

- Iterative Refinement
- Model Development
- Problem Definition
- Problem Solving
- Teamwork
- Variable Constraining
- Verification & Optimization


You can download the badges from:

[www.myglobalbridge.com/intelsfi-digital-badges](http://www.myglobalbridge.com/intelsfi-digital-badges)

Right click on the badges you need and then save to your device.

# Step 1: Login to your staff account

globalbridge [new.myglobalbridge.com](https://new.myglobalbridge.com)



**Hi there! Remember each day is a blank canvas.**


Login to your account

[Login](#)

[Forgotten password?](#)  
[privacy](#) [cookies](#) [terms](#) [use policy](#)

find your future, wherever you are.

Manage your profile on the go and access exciting opportunities wherever you are.



globalbridge

**Sam Smith**  
North East  
13 Apr 2001

**My Bio**  
James studies at Horton 6th Form, serving as prefect, support peer and President of the Council. He's been author for his website LeagueDays and member for local Youth Parliament. His grades and personal statement are in below media files.

**I'm currently...**  
In College / Further Education

**My Media Files**

- LFA.docx
- Youth Parlia...
- WE and Quo...

Download it from **APP STORE**

Download it from **GOOGLE PLAY**

# Step 2: Manage Groups - Create a new group

Home Privacy

Welcome Mr Paterson  
[My Account](#) | [Logout](#)

## Manage Group

[< Back to Groups](#)

### Group - Intel SFI - Starter Packs

Members Experiences

Add Members

Name	Year Group	Manager	REMOVE
<a href="#">Dougal Paterson</a>	Eleven	Mr Paterson	

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Give your group a name, description and add the relevant group members.

# Step 3: Add an experience

Home Privacy

Welcome Mr Paterson  
[My Account](#) | [Logout](#)

## Manage Group

< [Back to Groups](#)

### Group - Intel SFI - Starter Packs

Members Experiences

**Add Experience**

Organisation

Summary

When was the experience? From To

Where was the experience at? Sector

Type of experience

Gatsby Benchmarks covered (tick all that apply) Personal Development Categories (tick all that apply)

Select up to three skills Year groups involved (tick all that apply)

**Add Experience** Cancel

Organisation	From - To	Sector	Type	Year Groups	Gatsby	Skills	Personal Development Categories	Details	Delete
--------------	-----------	--------	------	-------------	--------	--------	---------------------------------	---------	--------

Complete the description of the experience using the menu provided and then click 'Add Experience' to upload to the student profiles in that group.

# Step 4: Upload the digital badges to the experience

Home Privacy Welcome Mr Paterson  
[My Account](#) | [Logout](#)

## Manage Group

[Manage Institution Details](#)  
[Manage Staff](#)  
[Manage Groups](#)  
[Manage Students](#)  
[Manage Parents](#)  
[Personal Development](#)  
[Opportunities](#)



### Manage Group

[Back to Groups](#)

#### Group - Intel SFI - Starter Packs

[Members](#) | [Experiences](#)

[Add Experience](#)

Organisation	From - To	Sector	Type	Year Groups	Gatsby	Skills	Personal Development Categories	Details	Delete
Intel SFI - AI Roleplaying (Place of study)	01 Sep 24 - 07 Sep 24	Information Technology and Computing	- Workshop / Activity	11	- Linking curriculum to careers	- Creativity - Problem Solving - Working Independently	- PD1 - In school opportunity/experience - PD6 - Develop character opportunity - PD8 - Future steps/careers activity		

Open up the 'Details' menu to attach the digital badges to this experience.

## Experience

Organisation: Intel SFI - AI Roleplaying

Summary: We applied creative writing to role-play a character in an AI (Artificial Intelligence) role-playing game. We created this interesting story by using AI in a software called AI Dungeon. Through this activity, we developed our understanding of AI and its real-world applications in simulating realistic human responses.

From: 01 Sep 24 to 07 Sep 24

At: PlaceOfStudy

Sector: InformationTechnologyComputing

Year groups: 11

Skills: Creativity, ProblemSolving, WorkingIndependently

Types: WorkshopActivity

Gatsby Benchmarks: Linking curriculum to careers

Personal Development Categories: PD1, PD6, PD8

File Uploads: 0

### File Upload

Computational Thinking - Algorithms

Choose File SFI-GB-CT-Algorithms.png

Upload File




Choose the saved image file for the Mindset/ Skillset covered in the starter pack - you can give this badge a title too!

# Step 5: Check the upload - get your students to rate it!

## My experiences

**Intel SFI - AI Roleplaying** Sept 2024 - Sept 2024

We applied creative writing to role-play a character in an AI (Artificial Intelligence) role-playing game. We created this interesting story by using AI in a software called AI Dungeon. Through this activity, we developed our understanding of AI and its real-world applications in simulating realistic human responses.



AI & Machine Learnin...      Computational Thinki...

You can then click on one of the group members to view how this experience looks on their profile.

## My experiences

Delete Finish

### Key details

Name of organisation  
Intel SFI - AI Roleplaying

Where was your experience at?  
 Place of study      Type of experience  
 External Location      Workshop / Activity

Personal Development Categories  
PD1 - In school opportunitye...

Start date      End date  
Septem... 2024      Septem... 2024  
Or set the End date to Ongoing

Overall: ☆☆☆☆  
Enjoyment: ☆☆☆☆  
Usefulness: ☆☆☆☆  
Relevance: ☆☆☆☆

Description of your experience  
We applied creative writing to role-play a character in an AI (Artificial Intelligence) role-playing game. We created this interesting story by using

Student reflection Optional  
What were your thoughts on the experience? (max 300 characters)

Encourage your students to edit the key details of this experience.

This is where they can rate and reflect on the experience!