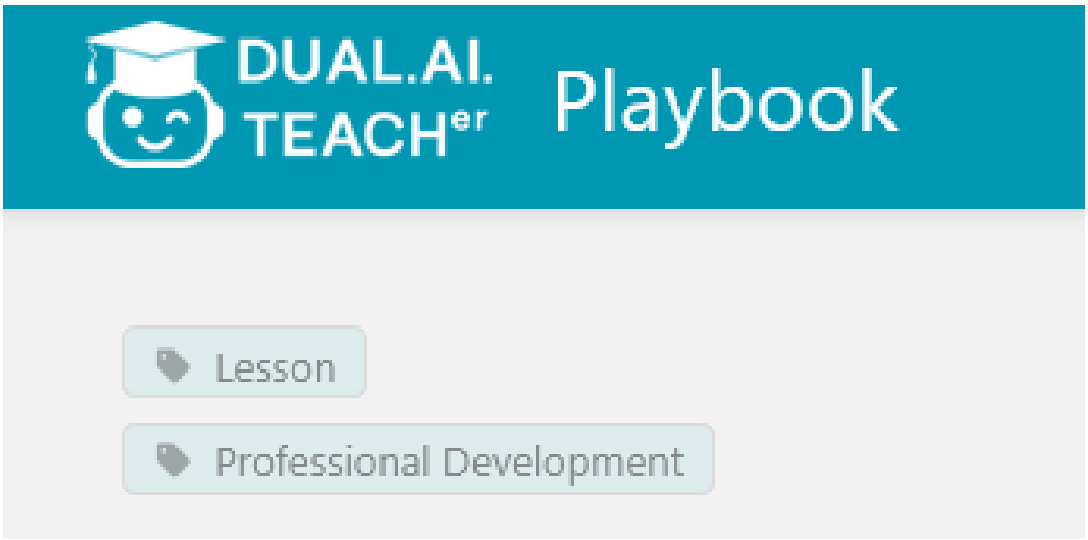
2.1 Introduction

Chapter 1 explained when AI helps, where it harms and which rules apply. This chapter shows what that looks like on an ordinary school day.

The examples are worked through subject by subject, starting with biology, English as a foreign language, history and mathematics. More subjects will be added during the project. Each example takes a situation from everyday teaching and shows how AI can be used, what the teacher does and where things can go wrong. They apply three ideas from Chapter 1: AI supports learning only if learners do the thinking first, you need to know a little about AI before you teach with it, and the rules must be clear before the task begins.

Please read "good practice" modestly. The practices teachers report across Europe are promising approaches, not proven recipes, and none of them has been evaluated yet. Treat each example as a starting point: try it, adapt it to your class and check it against the rules of your school. A checklist summarises the questions to ask before AI enters your lesson.

You can search for different subjects and sort by lessons & professional development with the build in tag system in the top left corner.



Revision #1
Created 2026-10-20 11:34:13 UTC by Jannik
Updated 2026-10-20 11:34:13 UTC by Jannik