Make me happy

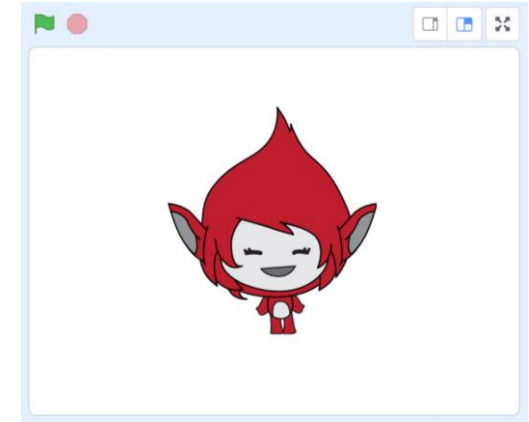## 01 Getting started

- Go to https://machinelearningforkids.co.uk/ in a web browser
- Click on "Get started"
- Click on "Try it now"
- Click the "+ Add a new project" button.

Instructions

In this lesson, you will make a character that reacts to what you say.

If you compliment it, it will look happy.

If you insult it, it will look sad.

02

- Name your project "Make me happy" and set it to learn how to recognise "text".
- Click the "Create" button

03

You should now see "**Make me happy**" in the list of your projects. Click on it.
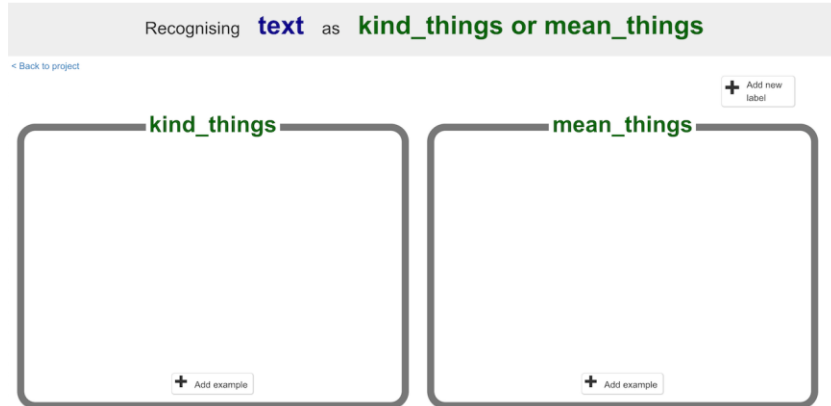You need examples to train the computer. Click the **Train** button.

"make me happy"

Train
Collect examples of what you want the computer to recognise

Learn & Test
Use the examples to train the computer to recognise text

Make
Use the machine learning model you've trained to make a game or app, in Scratch or in Python
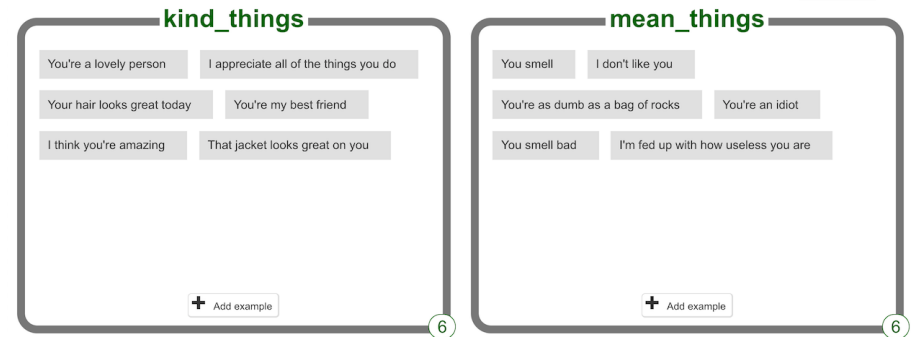
Make me happy

04

- Click on **"+ Add new label"** and call it **"kind things"**.
- Create a second bucket called **"mean things"**.

Recognising **text** as **kind_things or mean_things**

< Back to project

➕ Add new label

kind_things

mean_things

➕ Add example

➕ Add example

05

- Click the **"Add example"** button in the **"kind things"** bucket, and type in the nicest, kindest compliment that you can think of..
- Repeat this for **"mean things".** (You'll need at least 6 of each)

kind_things

You're a lovely person	I appreciate all of the things you do
Your hair looks great today	You're my best friend
I think you're amazing	That jacket looks great on you

➕ Add example

mean_things

You smell	I don't like you
You're as dumb as a bag of rocks	You're an idiot
You smell bad	I'm fed up with how useless you are

➕ Add example

06

- Click on the **"< Back to project"** link.
- Click on the **"Learn & Test"** button.
- Click on the **"Train new machine learning model"** button.

As long as you've collected enough examples, the computer should start to learn how to recognise messages from the examples you've given it.

Info from training computer:

Train new machine learning model

07

- Wait for the training to complete. This might take a few minutes.
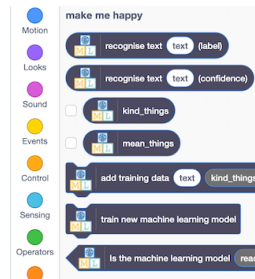- Once the training is complete, a Test box will be displayed.

You look nice   Test

- Try testing your machine learning model to see what the computer has learned. Type something kind, and press enter - it should be recognised as kind. Type something mean, and press enter - it should be recognised as mean.
- Test it with examples that you haven't shown the computer before.
- If you're not happy with how the computer recognises the messages, go back to **step 05**, and add some more examples.

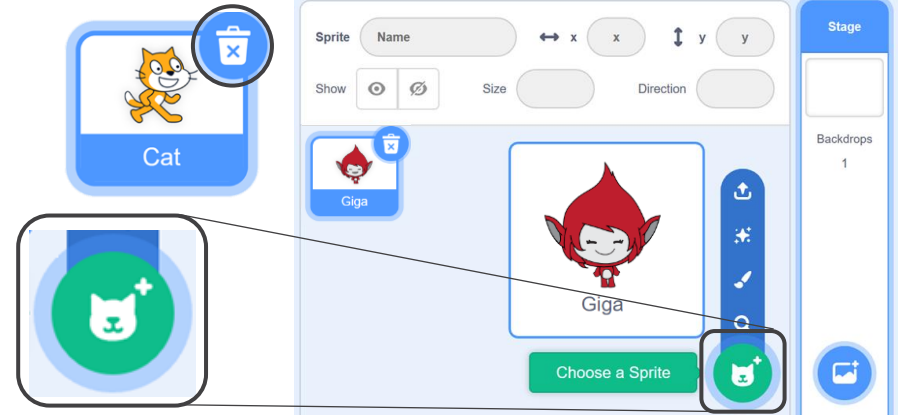# Make me happy

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08 Testing your results in Scratch

You've started to train a computer to recognise text as being kind or mean. This type of learning is called "**Supervised Learning**" because of the way you are supervising the computer's training.

- Click on **"< Back to project"**
- Select **"Make"**
- Choose **"Scratch 3"**
- Click on **"Open in Scratch"**

You should see new blocks from your project at the bottom of the list.

09
- Delete the **"cat sprite"** and replace it with the **"Giga" or "Pico"** sprite.

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10 Click the **"Code"** tab and enter the following script.

11
- Click on the **"green flag"** to test your code.

Say something!