Marcus & Byte™ AI HOUR

Teacher Kit

A Ready-to-Run 45-Minute AI-Literacy Lesson for Ages 5–9



Brains First. Bytes Second.™

STOP → THINK → CHECK

- ☑ Complete 45-Minute Lesson Plan
- ☑ 3 Engaging, Unplugged Activities
- ☑ Detective Mystery: The Case of the Missing Crayon
- ☑ Exit Ticket, Extension Ideas & Family Take-Home Note

Marcus & Byte AI Hour: Teacher Kit

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Kit at a glance

This free kit gives any teacher, librarian or homeschool parent a ready-to-run, 45-minute AI-literacy hour for kids ages 5 to 9. No computers, accounts or tech skills are needed. It is built for Computer Science Education Week in early December, but works any time of year.

Ages	5 to 9 (grades K to 3)
Group size	4 to 30 kids
Time	45 minutes (each activity also works alone in 10 to 15 minutes)
Devices	None. Fully unplugged
Prep time	About 15 minutes: print, cut and gather supplies
Big idea	Computers and AI helpers are useful, but they are not always right. Use your brain first.

What's inside

- A 45-minute lesson plan with a timeline and materials list
- Activity 1: STOP, THINK, CHECK traffic-light game
- Activity 2: Byte Got It Wrong, a spot-the-mistake game
- Activity 3: The Case of the Missing Crayon, an unplugged detective mystery
- An exit ticket, extension ideas and a take-home note for families

Learning goals

By the end of the hour, students can name and use one habit: STOP, THINK, CHECK. Young kids already talk to voice assistants, games and video apps, and many believe whatever a screen tells them. This hour builds the habit of pausing before trusting.

Students will be able to:

1. Explain that computers and AI helpers can make mistakes.
2. Use STOP, THINK, CHECK when something on a screen seems surprising.
3. Name a grown-up they trust to check with.
4. Tell the difference between information that is safe to share and private information.

The three steps, in kid words

Light	Step	What kids say
Red	STOP	"Wait. Don't believe it or click it yet."
Yellow	THINK	"Does this make sense? How do I know?"
Green	CHECK	"Let me ask a grown-up or look at another source."

The characters help: **Marcus** is an 8-year-old detective, and **Byte** is his robot helper who is smart but not always right. The motto is **Brains First. Bytes Second.**

The 45-minute plan

Run the five parts in order. If you are short on time, do the opener, one activity and the wrap-up.

Time	Part	What happens
0 to 5 min	Opener	Ask: "Has a computer, tablet or speaker ever told you something wrong?" Take 3 or 4 answers. Introduce Marcus and Byte.
5 to 15 min	Activity 1	STOP, THINK, CHECK traffic-light game
15 to 25 min	Activity 2	Byte Got It Wrong
25 to 40 min	Activity 3	The Case of the Missing Crayon
40 to 45 min	Wrap-up	Exit ticket and the Detective Promise

Materials

- [ ] Red, yellow and green paper or cards, one set per student (or three colored circles drawn on paper)

- [ ] Printed scenario cards from Activity 1 (optional; you can read them aloud)
- [ ] A crayon to hide, plus 4 clue cards for Activity 3
- [ ] Exit tickets, one per student
- [ ] Take-home family notes, one per student
- [ ] Optional: Marcus & Byte Detective Passports to hand out at the end

Before class: write STOP, THINK, CHECK on the board in red, yellow and green. Hide the crayon and place the four clues (see Activity 3).

Activity 1: STOP, THINK, CHECK traffic light (10 minutes)

Kids hold up red, yellow or green to show what they would do in each situation. It teaches that some screen moments need a full stop and others are fine.

1. Give each student a red, yellow and green card.
2. Explain: **red** means STOP and get a grown-up, **yellow** means THINK, it might be a trick, **green** means it's OK.
3. Read each scenario. Kids hold up a color, then 1 or 2 kids explain why.

Scenario (read aloud)	Best answer	Why
A game asks for your home address to send you a prize.	Red	Your address is private. Always ask a grown-up.
A talking speaker says the moon is made of cheese.	Yellow	Think: does that make sense? Check a book or a grown-up.
A video says you can fly if you flap hard enough.	Red	That could hurt you. Stop and tell a grown-up.
A drawing app asks you to pick a color.	Green	Picking a color is safe.
Someone you don't know sends you a message in a game.	Red	Don't answer. Tell a trusted grown-up.
A robot helper says 2 + 2 = 5.	Yellow	Check it yourself on your fingers!
A website asks for your mom's password.	Red	Passwords are always private.

Scenario (read aloud)	Best answer	Why
Your class tablet asks if you want to play the spelling game your teacher set up.	Green	Your teacher chose it, so it's safe.

Teacher tip: more than one color can be right. Praise good reasons, not only the "right" color.

Activity 2: Byte Got It Wrong (10 minutes)

You play Byte the robot. Kids catch your mistakes, which shows them that sounding sure is not the same as being right.

1. Say in a robot voice: "Hello! I am Byte. I know EVERYTHING!"
2. Read each Byte fact. Kids give a thumbs up if it's true and a thumbs down if Byte got it wrong.
3. For each thumbs down, ask: "How could we CHECK?"

Byte says	True or wrong?	How kids can check
"Cats say moo."	Wrong	They already know! Ask: how do you know?
"There are 7 days in a week."	True	Count them on a calendar.
"Fish live in trees."	Wrong	Look in a book about fish.
"Ice is cold."	True	Touch an ice cube.
"10 is smaller than 3."	Wrong	Count on fingers or a number line.
"It's always safe to tell a robot your name and address."	Wrong	Ask a trusted grown-up. Private info stays private.
"The sun comes up in the morning."	True	Look outside tomorrow morning.

End with Byte saying: "Oops! I am smart, but I am NOT always right. That's why you use your brain first!" Have the class repeat: **Brains First. Bytes Second.**

Teacher tip: mix in true facts so kids practice thinking, not just saying "wrong" to everything.

Activity 3: The Case of the Missing Crayon (15 minutes)

Kids solve a room mystery and discover that Byte's quick guess was wrong. Checking real clues beats trusting the first answer.

Set-up before class: hide a crayon under a bookshelf or cabinet. Put the four clue cards around the room in the places listed below.

The story (read aloud):

> Marcus needs his favorite blue crayon to finish his drawing, but it's gone! Byte beeps: "I have the answer! Butterball the dog ate it!" Marcus says, "Hmm. Let's STOP, THINK and CHECK before we blame Butterball."

Steps

1. **STOP:** Ask the class, "Should we believe Byte right away?" (No!)
2. **THINK:** Ask, "What clues would help us find out?"
3. **CHECK:** Send small groups to find the clue cards. Each group reads its clue to the class.
4. Solve it together, then let one student find the crayon.

Clue	Where to put it	What the card says
1	Art table	"The crayon box was sitting right on the edge of this table."
2	Near the door	"Butterball was outside playing with Dad all morning."
3	Floor beside the table	"A trail of blue crayon marks rolls this way. Follow the arrow!" (draw an arrow toward the bookshelf)
4	Top of the bookshelf	"Detectives look low, not just high!"

Solution: the crayon rolled off the table and under the bookshelf. Butterball was innocent!

Talk about it: "Byte sounded very sure. Was he right? What helped us find the real answer?"

Wrap-up and exit ticket (5 minutes)

End with the Detective Promise and one quick check of what each child learned.

The Detective Promise (kids repeat it after you, hand on heart):

> I promise to use my brain first and my bytes second. When a screen tells me something surprising, I will STOP, THINK, and CHECK with a grown-up I trust.

Exit ticket (print one per student, or ask aloud):

1. Circle the right answer: Is Byte always right? **Yes / No**
2. Color the three lights in order: STOP (red), THINK (yellow), CHECK (green).
3. Draw or write the name of one grown-up you can check with.

Extension ideas

- **Byte of the Day:** each morning for a week, read one "Byte fact" and let the class vote true or wrong.
- **Class detective wall:** post a STOP, THINK, CHECK poster and add a sticky note each time a student uses it.
- **Write a Byte mistake:** older kids (grades 2 and 3) write their own silly Byte fact for classmates to catch.
- **Detective Passports:** hand out free Marcus & Byte passports so kids can keep solving mysteries at home.

Take-home note for families

Print this note and send one home with each student.

> **Dear families,**
>
> Today we learned about AI and computers with Marcus, an 8-year-old detective, and Byte, his robot helper who is smart but not always right. Your child practiced a habit called **STOP, THINK, CHECK**: when a screen says something surprising, stop, think about whether it makes sense, and check with a grown-up you trust.
>
> **Try this at home:** next time a voice assistant, game or video says something, ask your child, "Is that true? How could we check?"
>
> **Keep the adventure going:**
>
> - Watch Marcus & Byte mysteries on YouTube: youtube.com/@MarcusandByte
> - Earn free detective badges: marcusandbytestudios.com/detective-badges
> - Get the 80-page *Marcus & Byte: Brains First, Bytes Second!* Activity Workbook on Amazon
>
> Brains First. Bytes Second. Marcus & Byte Studios

For the teacher: questions or feedback on this kit? Email hello@marcusandbytestudios.com.