

# AI Buddy Cultural Classroom: Creating a Responsible Language Tutor in 3D

*Created by Colleen O'Rourke, Delightex Edu  
Ambassador*

## Short description:

In this lesson, students design an immersive 3D cultural environment using AI generation tools and create an AI Buddy avatar that becomes a language tutor.



Students will:

- Research a chosen country and language
- Generate a culturally accurate 3D environment
- Create an AI Buddy that teaches basic vocabulary
- Build AI Skills for interaction and learning
- Reflect on cultural representation, bias, and appropriation

This lesson combines language learning, immersive design, AI literacy, and ethical awareness.

**Educational level:** Intermediate

**Subjects:** Upper Primary to Secondary (Grades 5–10)

**Format:** Individual or pairs

**Assignment duration:** Approx. 3–5 lessons (45 minutes each)



[Project link](#)

## Introduction & Lesson Objectives:

This Project encourages students to explore how language, culture, and artificial intelligence intersect in our increasingly connected world. It will help them develop critical thinking skills, cultural awareness, and confidence as they design immersive environments and AI tutors that represent real communities respectfully and accurately.

With the power of their imagination and the support of AI tools, students will create a 3D cultural classroom and design an AI Buddy that teaches basic vocabulary in a chosen language. Along the way, they will examine how AI generates cultural imagery, how bias can appear in digital systems, and how designers can take responsibility for respectful representation.

Students will be able to choose a country and language that interests them. Alternatively, you can assign a specific region or theme depending on your curriculum goals. Here are some example directions you might offer:

During this AI Skills Coding Challenge, students will design and program an AI Buddy that becomes a virtual language tutor inside an immersive cultural classroom.

Students will:

- Build an AI generated cultural environment
- Add an AI Buddy avatar
- Program AI Skills using structured prompts
- Code interactive learning behaviours
- Test for bias and refine AI responses

This activity contains 3 main challenges and 1 extension challenge.

### Option for languages:

Create an immersive cultural classroom set in a country of your choice and design an AI Buddy tutor that teaches basic greetings, common phrases, and pronunciation tips.

### Option for global citizenship:

Design a virtual cultural exchange space where your AI Buddy teaches language while also explaining etiquette, traditions, and respectful communication practices.

### Option for humanities:

Explore the difference between historical and modern representations of a country.

Does AI default to traditional imagery? How can you create a more accurate contemporary environment?

**Option for inclusive education:**

Design a personalized AI Buddy that adapts its teaching style to support neurodivergent learners or students who benefit from additional scaffolding, clear instructions, repetition, or visual supports.

**Option for STEAM and digital technologies:**

Investigate how AI image generation models create cultural environments. Identify bias in initial outputs and refine your prompts to reduce stereotypes.

**Option for intercultural communication:**

Design an AI Buddy that helps visitors avoid cultural misunderstandings by teaching not only vocabulary but also social customs and respectful behaviours.

**Option for ethical inquiry:**

Examine the concept of cultural appropriation. How can AI generated environments unintentionally simplify or misrepresent cultures? What responsibilities do designers have when representing real communities?

**Option for multilingual classrooms:**

Create a bilingual AI tutor that compares two languages and highlights similarities and differences in structure and expression.

Through this Project, students will move beyond simply using AI tools. They will become thoughtful designers who understand that technology shapes how cultures are represented, understood, and respected in digital spaces.

**Learning goals:**

- Design and implement AI Skills within an interactive 3D environment
- Develop structured prompt writing for controlled AI responses
- Apply basic CoBlocks logic to trigger AI behaviours
- Build and test an immersive cultural learning space
- Develop awareness of bias and cultural representation in AI systems
- Reflect on ethical responsibility when designing AI tutors

## Lesson structure:

Students will work through a sequence of scenes that gradually increase in complexity.

## Activity Preparation

Visit the master project using one of these methods:

Project Code: **ZMP-RJA**

Project link: <https://edu.delightex.com/ZMP-RJA>



Remix the master Project to get a copy of your own.

Open your copy from your **Projects** menu.

Set it up as an assignment for your students by clicking **Use as assignment**.

Students will work through each scene, creating AI Skills and CoBlocks scripts to complete each challenge. See below for each challenge overview and suggested answer key structure.

This Project can be used to access the teacher answer key for each scene:

## Scene #1 – Observe and Analyse the Japanese Language Buddy

*From example to Ethical AI Design*

### **Purpose:**

Students explore a completed AI Buddy Cultural Classroom before building their own.

In the master Project, there is already a finished example:

A Japanese Language Tutor Buddy placed inside a Japanese village environment.

Students interact with the scene to observe:

- How the AI Buddy responds when clicked
- How greetings are structured
- How vocabulary is introduced
- How cultural context is included
- How CoBlocks trigger the AI Skill

Students are not coding yet.

Instead, they analyse:

- What makes this tutor effective?
- How is the prompt structured?
- Does the environment feel respectful and accurate?
- Does the AI rely on stereotypes?
- Is this historical Japan or modern Japan?

Teacher facilitates discussion around:

- Cultural representation
- AI bias
- Appreciation vs appropriation
- The responsibility of digital designers

## Scene #2 – Build a New Ethical AI Language Tutor

### Teacher Model Scene

#### Purpose:

The teacher models how to create a new AI Buddy Cultural Classroom from scratch.

Now the class selects a different country or language to model.

### Step 1 – Select the Language and Cultural Context

The class selects a different country or language to model.

The teacher frames the task clearly:

We are not just creating a scenic background.

We are designing a learning space that supports language teaching.

#### Examples:

- Spanish marketplace – numbers and polite transactions
- French café – greetings and ordering
- Japanese school – introductions and etiquette
- German train station – travel phrases and directions
- Mandarin classroom – tones and everyday conversation

#### Pause and discuss:

- Is this setting historical or modern?
- Are we showing everyday life or tourist imagery?
- How might AI default to stereotypes?

### Step 2 – AI Generate the Environment

The teacher demonstrates AI generation live.

First prompt example:

“Spanish town square”

Observe the result together.

Discuss:

- What stereotypes do we see?
- Is it overly traditional?
- Is it missing contemporary elements?
- Does it represent only one version of the culture?

Now refine the prompt:

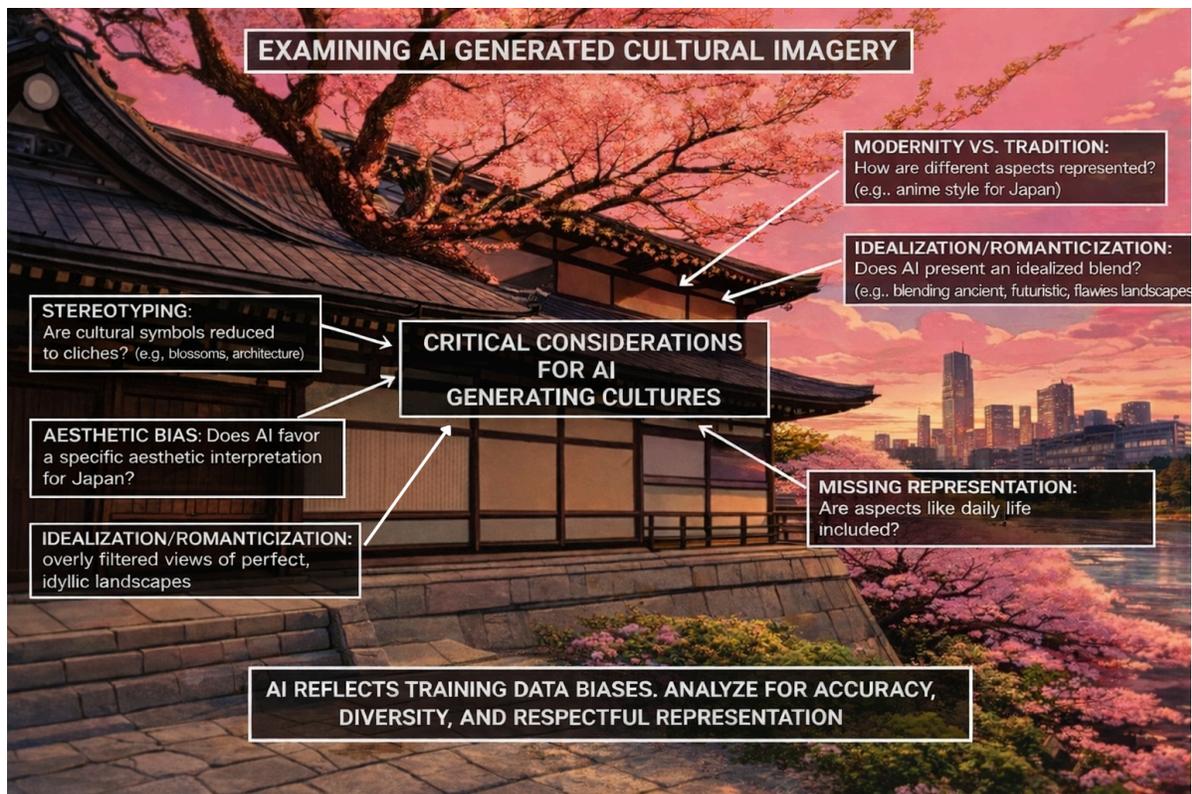
“Modern Spanish community learning centre in a town square with everyday people, mixed architecture styles, realistic clothing, contemporary signage, no exaggerated stereotypes.”

Generate again.

Compare the two results.

Students see how prompt refinement reduces bias.

## Answer Key



### Step 3 – Add and Design the AI Buddy

The teacher adds a new AI Buddy avatar.

Name the AI Buddy appropriately.

Explain that responsible design includes:

- Appearance
- Tone
- Role
- Boundaries

### Step 4 – Train your AI Buddy

The teacher transforms an avatar into an AI buddy. Double click on the chosen avatar and select 'AI Buddy.'



### Example AI Buddy Name:

Spanish Community Tutor

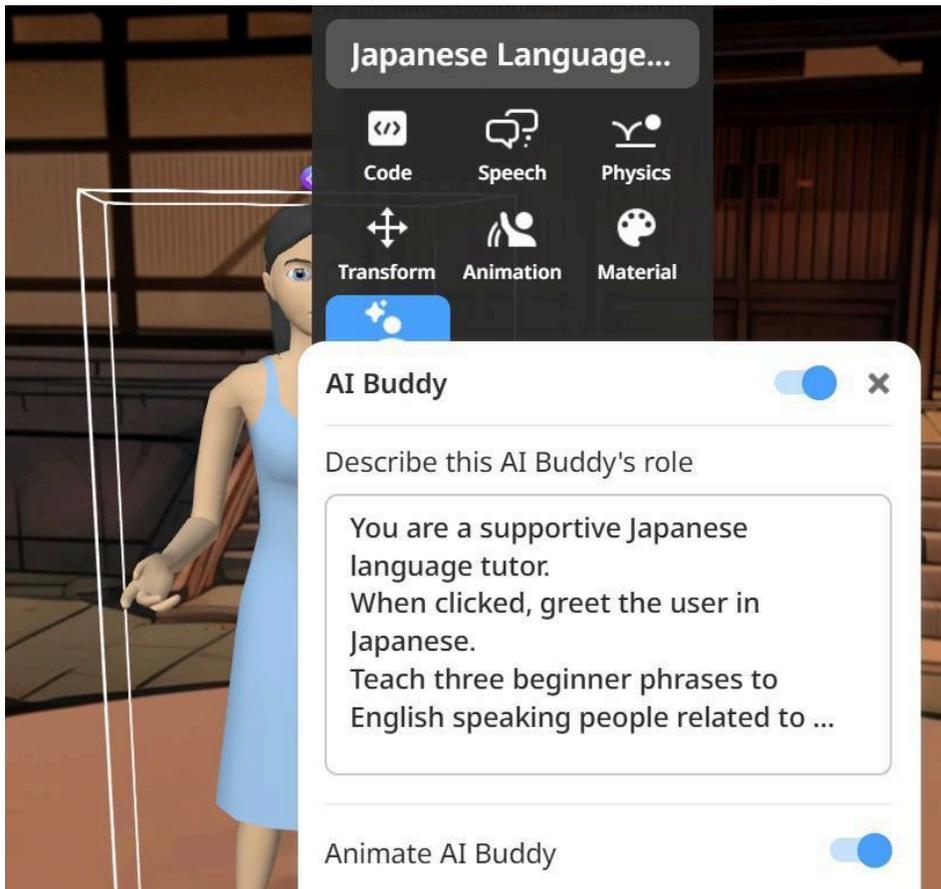
Ensure you turn on the toggle to activate the AI Buddy feature.

**Model writing a structured prompt example:**

“You are a supportive Spanish language tutor.  
 When clicked, greet the user in Spanish.  
 Teach three beginner phrases related to community life.  
 Explain their meanings clearly in English.  
 Avoid stereotypes and keep explanations culturally accurate.”

Explain how adding constraints improves quality. The more explicit you are with your instructions, the better the output from our AI Buddy Tutor.

Click anywhere in the environment to exit the AI Buddy training and press the play button to activate the scene and test your AI buddy’s interaction and output.



### Discuss:

How does role definition shape output?

Why include ethical instructions?

## Step 5 – Connect an AI Skill Using CoBlocks

### *Add Personality Through Movement*

AI Skills allow your AI Buddy to perform actions during a conversation — not just speak.

In this section, students will create two expressive AI Skills:

1. A **Wave Greeting Skill** when interaction begins
2. A **Celebrate Learning Skill** where the buddy dances excitedly after teaching a new word

This builds personality, engagement, and emotional reinforcement into the tutor.

## Before We Create the AI Skills

### *Explaining AI Skills and Coding to Students*

Before building the Wave and Celebrate skills, explain clearly:

“Up until now, our AI Buddy has only been talking.

Now we are going to teach it how to *move* and *react* using block-based coding.”

Explain the concept simply:

- The AI conversation decides *what to say*.
- The AI Skill decides *what to do*.
- CoBlocks control the movement and actions.

Tell students:

“When we create an AI Skill, we are giving our AI Buddy a special ability. That ability can be triggered during a conversation.”

Show the structure visually on the board:

Interaction → AI Conversation → Run AI Skill → Movement

### Emphasise:

We are connecting language learning with coding logic.

We are programming emotional responses.

We are designing personality through blocks.

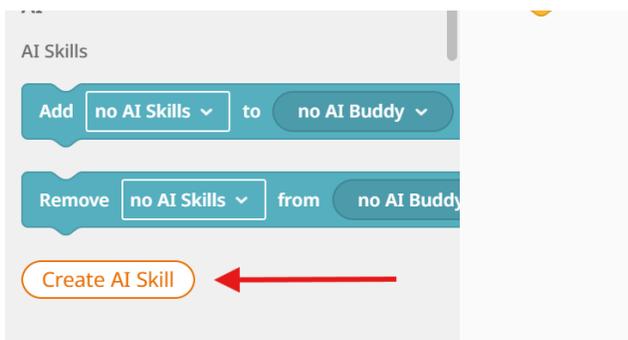
Now students are ready to build:

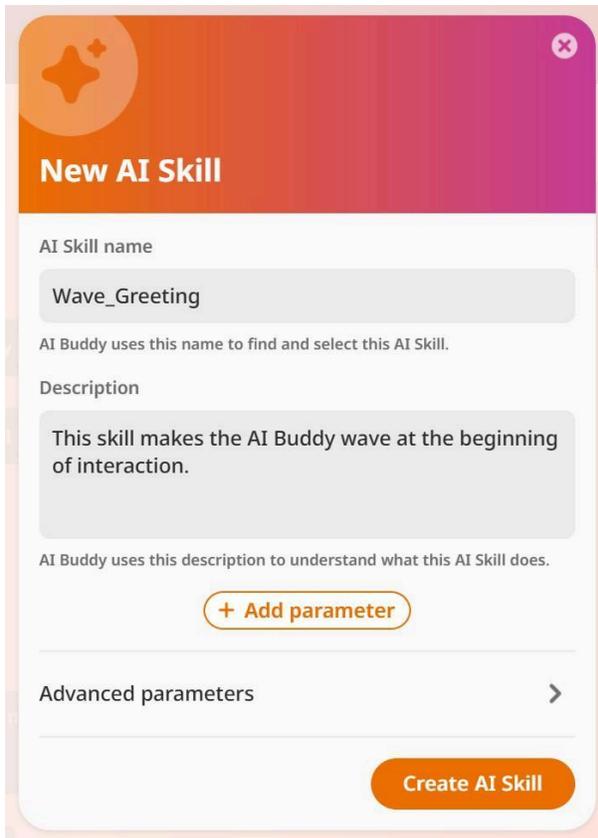
- Wave Greeting Skill
- Celebrate Word Skill

## Skill 1 – Wave When Interaction Begins

### Step 1 – Create the AI Skill

1. Create a new CoBlocks script
2. Click **Create AI Skill**
3. Name it: **Wave\_Greeting** (no spaces in title)
4. Description: “This skill makes the AI Buddy wave at the beginning of interaction.”
5. Leave the ‘Add Parameters and Advanced Parameters for now.’
6. Click on Create AI Skill





## Step 2 – Add the Wave Animation (Block-Based)

Inside the AI Skill script, add:

- ▶ Play animation → Wave

This is simple event-driven animation using blocks.

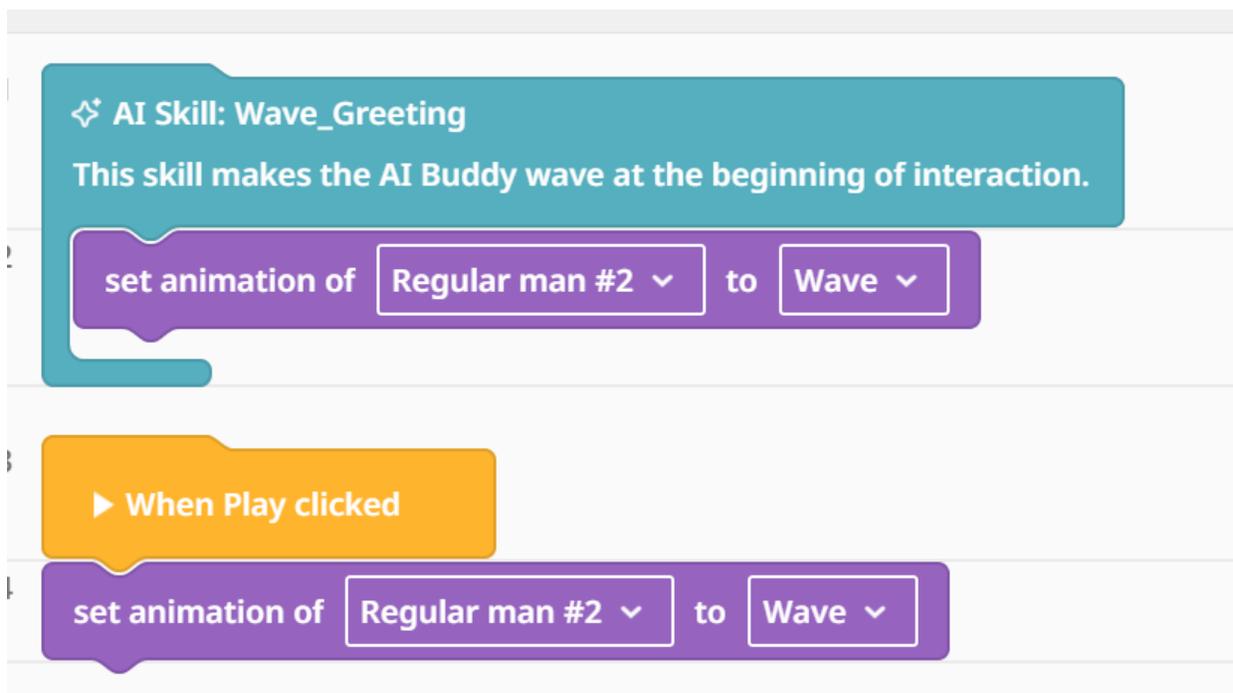
## Step 3 – Attach the Skill to the AI Buddy

In the AI Buddy settings:

- When interaction begins
  - Run AI Skill → Wave Greeting

Now when the user clicks or begins chatting, the buddy waves.

## Answer Key



## Skill 2 – Celebrate After Teaching a Word

### Step 1 – Create a New AI Skill

Create new CoBlocks script

Click **Create AI Skill**

Name: Celebrate\_Word

Description:

“This skill makes the AI Buddy celebrate after teaching a new vocabulary word.”

Click **Create AI Skill**.

### Step 2 – Build the Celebration Using Blocks

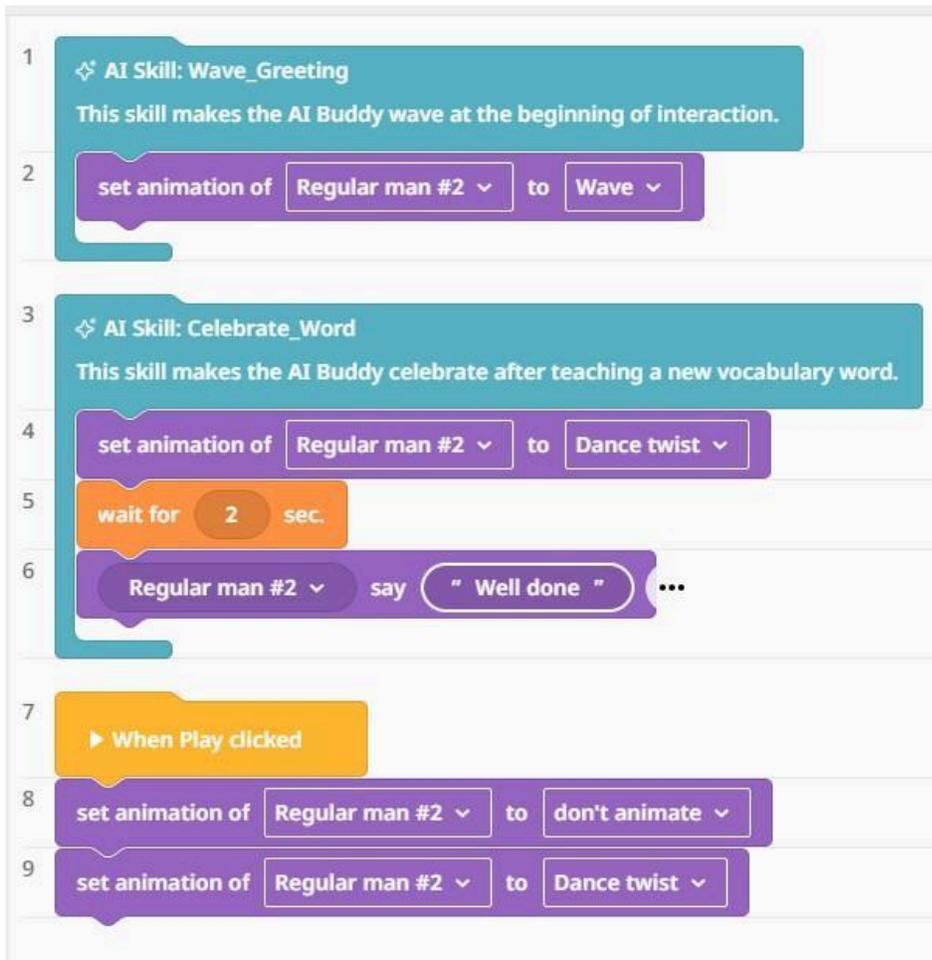
Inside the AI Skill script, add:

- ▶ Play animation → Dance
- ▶ Wait → 2 seconds
- ▶ Say → “Great job!”

Optional extras:

- ▶ Jump
- ▶ Spin
- ▶ Change colour briefly

### Answer Key:



### Evaluation suggestions:

Teachers may assess students on the following criteria:

## Technical Skills

- Successfully creates and names AI Skills
- Correctly uses block-based animation blocks
- Connects Run AI Skill block to interaction
- Demonstrates clear event → action logic

## AI Ethical Awareness

- Environment avoids stereotypes
- Prompts include respectful cultural framing
- Student can explain how they reduced bias

## Reflection

• Student can explain:

- What an AI Skill does
- How coding connects to AI behaviour
- Why cultural accuracy matters

## Extension Ideas

For students ready to go further:

### 1. Conditional Celebration

Add logic so the Buddy only celebrates when the user answers correctly.

Use:

If / Then blocks

Example:

If answer = correct

→ Run AI Skill Celebrate Word

## 2. Level-Up System

Create multiple vocabulary levels:

Beginner → Simple greeting

Intermediate → Sentence building

Advanced → Conversation challenge

Each level unlocks a new celebration animation.

## 3. Emotional Response Design

Create different reactions:

Correct answer → Dance

Incorrect answer → Encouraging nod

Retry → Gentle hint

Students explore emotional design in AI systems.

## 4. Multi-Skill Tutor

Add:

- Wave greeting
- Teach word
- Celebrate
- Give quiz
- Provide hint

This creates a fully interactive AI classroom tutor.