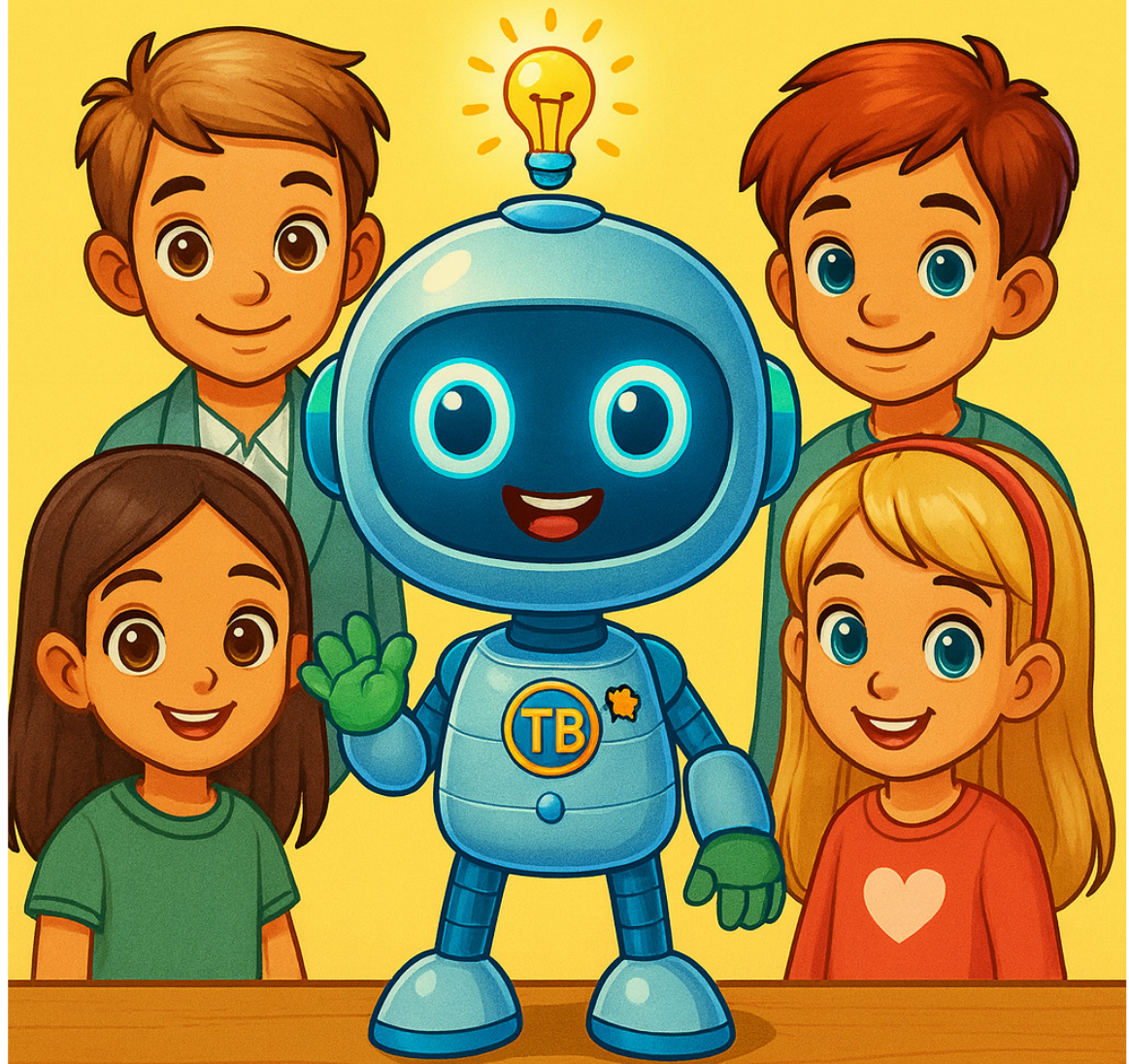


# BOTS & BUDDIES

My First Look at AI



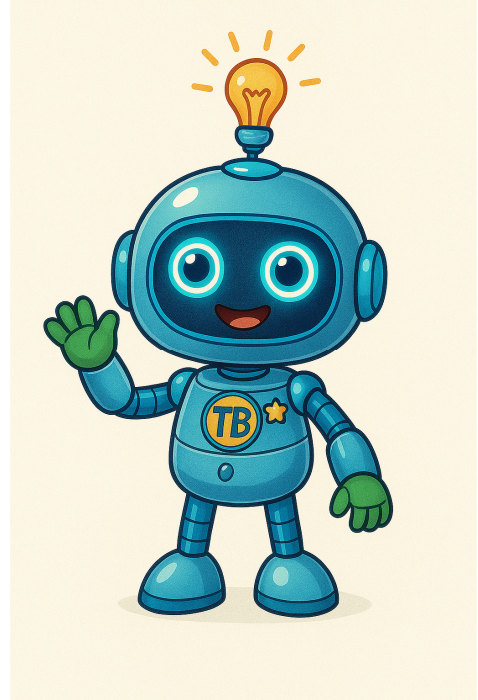
**TERABYTE**

BY J STANLEY

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## **Bots & Buddies: My First AI Adventure!**

**Featuring Terabyte the Robot (a.k.a. TB)**

**Book AI Adventure Series One - Enhanced Edition**

**Target Audience:** Grades K-6 (Ages 5-12)

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### **Book Description**

Ever wonder how a toy robot talks? Or how the light in your hallway knows you're there? This book is about artificial intelligence—AI for short. It's about how people teach machines to do smart things. You'll meet TB, a robot who explains how machines see, hear, and find patterns. There are activities to try and examples from everyday life.

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### **To Parents and Teachers: Your Guide to AI Explorers**

Welcome to "Bots & Buddies: My First Look at AI!" This book introduces AI concepts to kids in grades K-6. It's meant to get them curious about how technology works and help them think about using it responsibly.

**Dedicated to my grandchildren. As they enter a world I could have never imagined when I was their ages. With all my love. Pops.**

### **How to Use This Book:**

- **Read Aloud and Discuss:** Read it together. Stop and talk about what you're reading. Let kids ask questions.
- **Hands-On Activities:** Most don't need computers—just things you have around the house or school.
- **Foster Critical Thinking:** Ask open-ended questions like "How do you think that works?" or "What else could it do?"
- **Safety First:** If you do use technology, stay with them. Remind them that real people made these tools and real people decide how to use them. Connect what they're learning to things they already know.

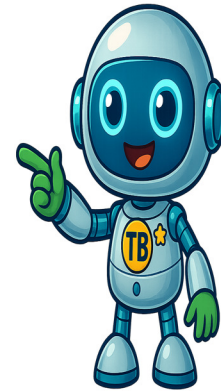
- **Build on Prior Knowledge:** Connect AI concepts to things children already understand from their daily lives.

**What kids will learn:**

- Understand that AI means making machines to do things
- Identify basic "senses" (Machines use cameras, microphones, and sensors like eyes and ears)
- Computers and robots can recognize simple patterns and can learn
- AI is already part of everyday life
- People—not machines—are the creative ones
- Giving clear instructions and directions matters
- Technology should be used in kind and helpful ways

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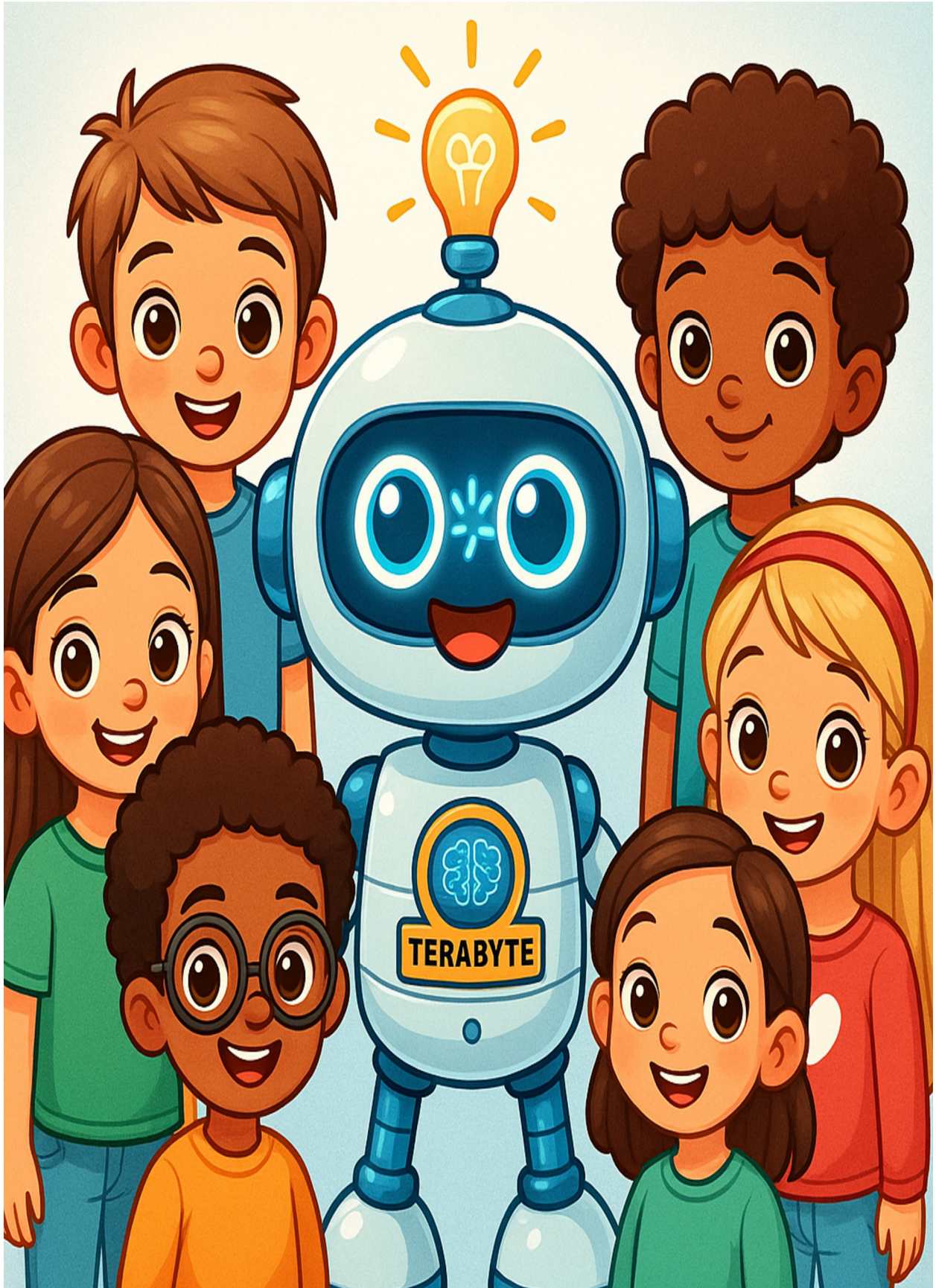
1. Chapter 1: What Makes Something Smart?
2. Activity: "Robot Says" Game
3. Chapter 2: How Do Machines See, Hear, and Feel?
4. Activity: Our Super Senses!
5. Chapter 3: Finding Hidden Patterns Everywhere!
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## Extended Discussion Questions by Chapter

17. Chapter 1: What is AI?
18. Chapter 2: How Do Machines See, Hear, and Feel?
19. Chapter 3: Finding Hidden Patterns
20. Chapter 4: AI All Around Us
21. Chapter 5-7: AI Heroes and Future Thinking





## **Meet TB the Robot**

My name is Terabyte. My friends call me TB for short.

I'm a robot, and I want to tell you about something called artificial intelligence. That's a big phrase, so let's just say AI. It's what helps me think and learn.

### **What AI Does**

You know how your room light turns on by itself sometimes? Or when someone asks Alexa to play music? That's AI. It helps computers and robots figure things out.

People teach AI how to work. Engineers and scientists show computers how to solve problems, kind of like how your teacher shows you how to do math.

### **How I Work**

I have cameras instead of eyes. They help me see what's around me.

My ears work like microphones. They pick up sounds—even quiet ones from far away.

My hands have sensors in them. The sensors tell me if something is smooth or bumpy, hot or cold. When you give me a high-five, I can feel it.

I use all these parts to understand what's happening, the same way you use your eyes, ears, and hands.

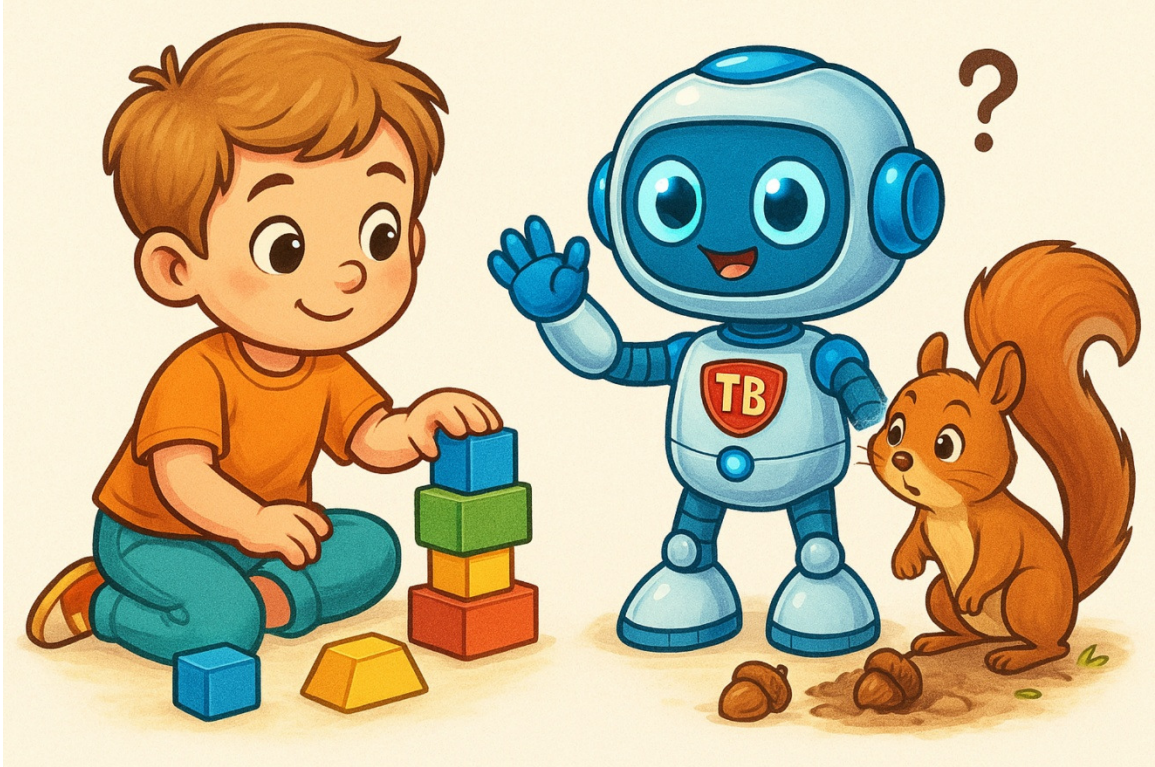
### **What We'll Do**

We're going to learn about AI together. We'll play some games and solve puzzles. Maybe you can help me find my robot friends.

Oh, and I like jokes. Here's one: Why are ghosts bad liars? Because you can see right through them.

**Alright, I'm ready for the adventure!** Ready to get started?





## Chapter 1: What Makes Something Smart?

You're smart. You can learn things, solve problems, and remember stuff. You learned to ride a bike. You know when your friend's birthday is coming up.

But what about computers and robots? Are they smart?

Not really. Not like you are. Computers don't just know things. Someone has to teach them everything.

Think about a squirrel. Squirrels already know how to find acorns and bury them. Nobody taught them that—they were born knowing it.

But robots? They don't know anything until we show them. If you want a robot to find an acorn, you have to explain what an acorn looks like. You have to show it pictures of hundreds of acorns. You have to tell it where to look and how to pick one up.

That's what AI means—artificial intelligence. It's when people teach computers how to do things that seem smart.



The neat part is that once a computer learns something, it doesn't forget. It can do the same job over and over without getting tired. And if you let it practice, it gets better—sort of like when you practice soccer or piano.

But here's the thing: computers only know what people teach them. So we need smart, thoughtful people to decide what computers should learn and how they should use it. That could be you someday.

Want to hear a joke? Why did the chicken cross the playground? To get to the other slide.