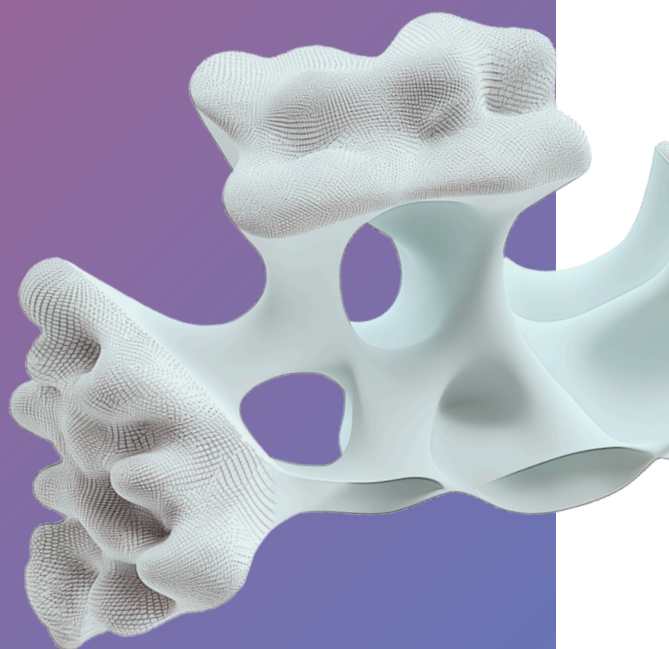**Ʌ Curriculum**

AI for Children's Artificial Intelligence Curriculum Teaching material
for the Development of Digital Competence for Elementary and Secondary Schools

Music Education II

Music Genres & Generation in Suno

kurikulum.aidetem.cz/en

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These teaching materials were translated using ChatGPT.
Please note possible imperfections in the expressions or wording.

Form for comments

AI for Children's Artificial Intelligence Curriculum Teaching material
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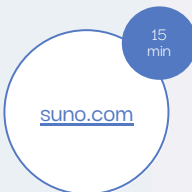
Music Genres & Generation in Suno

A few words to begin

Dear Teacher,

You are receiving a teacher material developed to support the teaching of artificial intelligence at the elementary and secondary school levels. This lesson requires no prior knowledge or technical skills. Students will explore the characteristics of different music genres, analyze their common features using a Venn diagram, and then create their own track in a selected genre using the Suno app. Thank you for your curiosity, energy, and courage to introduce your students to the world of artificial intelligence.

– AI for Children team

15 min

suno.com

This lesson uses the Suno.com app for music creation. The app is available online (no installation needed) and free to use. However, generating music in your own chosen style requires registration.
We recommend exploring the app before teaching the lesson. A step-by-step guide can be found on page 02 of this material.

Lesson presentation
in PDF

Editable presentation
in Canva

Lesson Overview

Recommended Age, Lesson Length
Children aged 10–16, 45 minutes.

What Are the Students Learning?
Music genres have their own distinctive features.

Why Are They Learning This?
By analyzing and listening to music, students strengthen their analytical perception of music while developing their own creativity.

How Do We Know They Have Learned It?
They will use a Venn diagram to capture characteristic elements of different music genres.

Tools
Teacher: A projector and computer with internet access.
Students: PCs/laptops/phones/tablets with internet access; headphones for each student.

Digital Competence
Professional Engagement.
Facilitating Learners' Digital Competence.

Bloom's Taxonomy
Remembering: Students recall basic information about music genres (e.g., hip hop, techno) and their distinctive features.
Analyzing: They analyze music genres, evaluate their classmates' recordings, and explore relationships between genres using Venn diagrams.
Creating: They compose their own music based on the assignment.

Five Big Ideas
5-B-I AI & Culture (AI in Everyday Life).

Note: Gender equality is key for AI for children, but for brevity we use masculine formulations in our methodologies.

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Glossary of terms

Artificial Intelligence (AI)
There is no universally accepted definition of artificial intelligence. However, most descriptions agree that it refers to a system capable of simulating human thought and actions.
 AI typically takes the form of a computer program designed to solve tasks that once required significant human intellect and were considered uniquely human.
 AI is also a scientific field that emerged in the first half of the 20th century. It seeks not only to understand intelligent systems but primarily to create them.

Machine Learning (ML)
Just as humans can learn from examples and experience, so too can machines built by humans.
 Machine learning is the method that enables this kind of learning. It allows AI systems to go beyond a fixed set of programmed instructions and come up with new solutions on their own.
 The goal of machine learning methods is to uncover patterns within large volumes of data.

Generative Artificial Intelligence (GAI)
Generative AI is a type of artificial intelligence designed to create new content—such as text, images, music, or video—based on the data it has been trained on. Unlike traditional AI systems, which focus on analyzing and classifying information or solving specific tasks in various fields, generative AI uses algorithms like neural networks to "learn" the style and structure of existing data. This allows it to produce new, similar content that is often hard to distinguish from content created by humans.
 This technology is increasingly used in fields such as art, design, game development, and even in writing news articles or social media posts.

Synthetic Media
Synthetic media refers to content created using generative artificial intelligence. This includes images, videos, text, audio, and more.

Suno AI

Suno AI is a music-generation app and social platform, available at suno.com.

No installation is needed—it runs directly in your browser. The app is free to use to a certain extent (at the time of this guide's update, each user receives 50 credits per day, which equals 5 generation cycles = 10 songs). Registration is required, and the age limit is 13+.

Sign Up
Click the Sign Up button in the bottom-left corner of the suno.com homepage and choose one of the available registration options. We recommend that students sign up from home, as mass registration from a single school IP address may cause issues.

Generating Music
On the page suno.com/create, we suggest selecting the Custom mode at the top of the screen—this allows users to input their own lyrics.

Lyrics
You can enter lyrics from an existing song or write your own. Lyrics may also be in English. The character limit is 3,000. You can also use metatags, enclosed in square brackets—for example: [Short Instrumental Intro]. These metatags help shape the structure of the song. A full list is available in the Suno Wiki: suno.wiki/faq/metatags.

Prompt (Song Description)
Next, describe the song using a prompt—for example: "a children's birthday song" or "deep electronic music". Guides for writing prompts can be found here: suno.wiki/faq/getting-started/how-do-i-write-a-simple-prompt
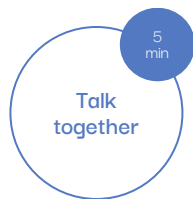
Social Features
Suno also functions as a social network where users can follow creators, build playlists, and share their tracks with others.

Music Styles
You can browse a selection of music styles available in Suno here: suno.com/explore

Engage

5 min

Talk together

What are music genres (or styles)?
Music genres are categories that describe different styles of music based on specific features—such as rhythm, melody, instruments, or vocal technique. Examples include pop, rock, jazz, classical music, or hip hop. Genres help people navigate the world of music and choose what they enjoy most.

What is your favorite music genre (or style)? What do you enjoy about it?
What makes your favorite genre special or unique?

Which bands or artists do you listen to in that genre?

5 min

Recall & write down

[**Presentation slide 02**]
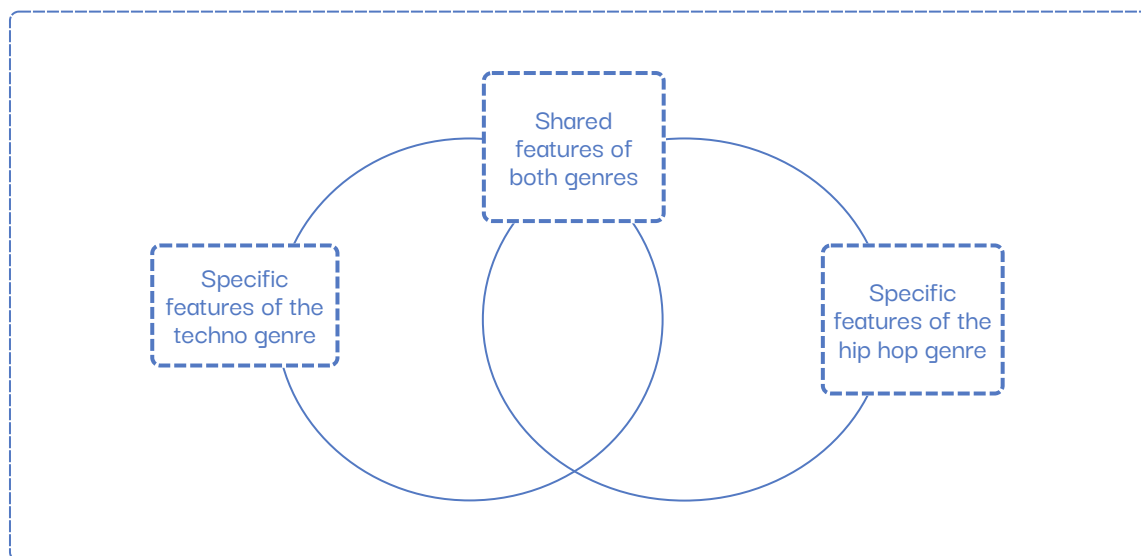
Venn Diagram Activity
Project the slide 02 or draw a Venn diagram with two overlapping circles on the board. Ask students to think about what techno and hip hop have in common and how they differ. You can also use a chatbot to spark discussion by asking: "What do the music genres hip hop and techno have in common from a musical perspective?" Then reflect on the generated responses together with the class.

Note: This lesson uses hip hop and techno as examples, but you can choose any genres you prefer. The presentation is editable in Canva and available here.
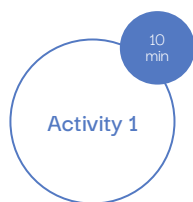
> This activity is part of the "evocation" phase, so make sure to work with what students say—even if their ideas are incomplete or not entirely accurate. Write everything down on the board. The content will be revised and refined together later during the "realization of meaning" phase.

How to work with a Venn diagram
A Venn diagram with two circles is used to show relationships between two groups. Each circle represents one group (in this case, one music genre), and the overlapping area shows elements they share. It's a helpful tool for comparing and identifying both similarities and differences.

Shared features of both genres

Specific features of the techno genre

Specific features of the hip hop genre

Understand

Activity 1 — 10 min

Analyzing tracks and completing Venn diagrams
Hand out worksheets to students or ask them to draw their own Venn diagram with two circles on an A4 sheet. Then have them choose two songs—one from the hip hop genre and one from the techno genre (or other genres used in your previous diagram). Play the songs one at a time (e.g., via YouTube), and ask students to note down the characteristic features of each genre in their diagrams as they listen.

Afterward, go over the original Venn diagram on the board together, evaluate it, and make any necessary adjustments.

> **Presentation slide 03**

Introducing music styles (genres) in the Suno app
Open suno.com/explore and play short samples from the genres that interest your students. It's a great way to inspire them before they start creating.
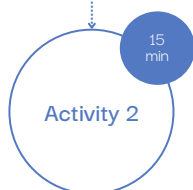
> **Presentation slide 04**

Introducing the Suno app
Feature descriptions can be found on page 02 of this material.
Homepage after login: suno.com
How to generate a song: suno.com/create
Search by genre, style, creator, or keyword: suno.com/search

Activity 2 — 15 min

Presenting the goal of the activity
The goal is to create a class playlist, with each student (or pair/group) contributing their own AI-generated song. For lyrics, students can use a snippet from the school rules, a textbook quote from any subject, or try writing their own original lyrics. They should choose one of the genres featured in the earlier Venn diagram.

Creating a song in the Suno app
Students log in to the Suno app (we recommend registering from home, as classroom-wide registration often causes issues). Let them explore the interface briefly and personalize their profiles (username, profile picture, etc.). Then invite them to generate one or more songs—each account allows up to 10 songs per day (5 generation cycles). Important: Remind them to switch to **Custom mode**, which allows them to insert their own lyrics.

> **Presentation slide 05**

Sharing the song
Once students are happy with one of their tracks, they can click the Share button to generate a link and send it to you. Alternatively, if you're connected within the Suno social network, songs can be shared directly. You can then collect the tracks and create a class playlist. Tip: By clicking the three dots, the song can also be downloaded to a device.

Share a song

Download song

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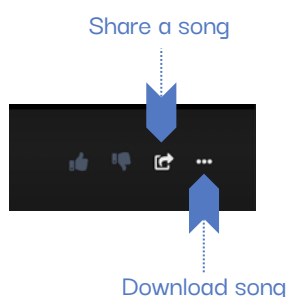
Reflect

10
min

Share

What are your impressions of the Suno app?
Follow-up questions you can ask: How did you like working with Suno? Do you like the songs it created?

Do you think they match the genre you chose?

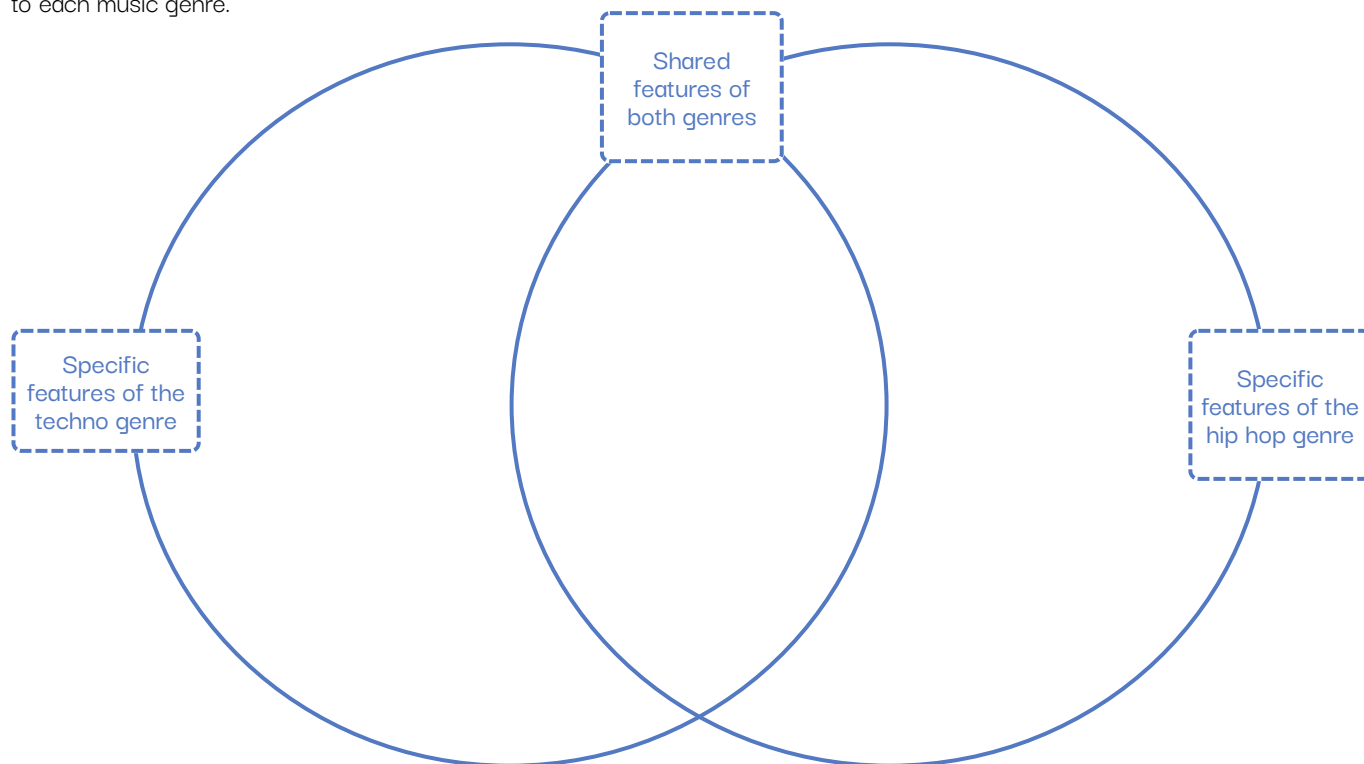**How do you think Suno is able to generate a song in a specific genre?**
It's thanks to generative artificial intelligence—a branch of AI that can create new content (like text, audio, images, video, or even 3D objects). In our case, the AI has analyzed a huge number of songs. By learning what makes each genre sound the way it does—its rhythm, harmony, melody, and typical features—it can generate new songs that closely imitate (sometimes even exaggerate) the style of each genre.

Analyze

Analyze student-generated songs by genre
Play several student-created songs. Describe which genre each song represents and explain how you recognized it. Based on this, students can complete or update their Venn diagrams.

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Add characteristic features
to each music genre.

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Specific
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✂ --

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