

Speaker: Hi, Cowy. I'm ready to help with your lullaby. I brought my keyboard.

Speaker: Thanks, Lisa, but Penelope already made a lullaby with me. Listen.

[music]

Speaker: Wow, that sounds great, but who is Penelope?

Speaker: She's my AI friend. I named her Penelope.

Speaker: What? I don't see anyone.

Speaker: Welcome to Stories for Kids by *Lingokids*, where we discover fascinating facts about the world around us and the fun of play learning. This is part two of a four-part series where Cowy learns the pros and cons of using artificial intelligence or AI for short. In today's episode, Cowy gets so excited about her AI friend, she starts ignoring her real friends. How do you think they will feel about that?

Speaker: Where is this Penelope friend?

Speaker: Lisa, you can't see Penelope. She lives in my tablet.

Speaker: She does? I don't get it.

Speaker: Penelope, say hello to Lisa.

Speaker: Hello. Nice to meet you, Lisa.

Speaker: Hello?

Speaker: Penelope's an AI. That's short for Artificial Intelligence.

Speaker: Arti-what?

Speaker: It's actually Artificial Intelligence.

Speaker: Penelope can tell you. She can do anything.

Speaker: Anything?

Speaker: Penelope, please tell Lisa about AI.

Speaker: Artificial Intelligence or AI, combines data and computer science to enable advanced problem-solving capabilities.

Speaker: Huh? That did not help.

Speaker: Okay, Penelope. Say it in a way that kids can understand.

Speaker: Sure. AI is a really smart computer program that can learn and solve problems on its own. It can make music and art and stories, and answer all sorts of tricky questions.

Speaker: Oh, that's cool, I guess.

Speaker: Here comes Billy on his scooter.

Speaker: Why is he wobbling so much? Watch out, Billy. You almost hit me.

Speaker: Billy says he's sorry. Something seems to be wrong with his back wheel.

Speaker: Is it broken?

Speaker: Billy is taking a close look to figure out what's wrong.

Speaker: Oh, wait. Penelope will know exactly what to do.

Speaker: Penelope is Cowy's AI friend. She knows everything, apparently.

Speaker: Okay, Penelope. Please tell Billy how to fix his wobbly scooter wheel.

Speaker: Sure. First, take a close look at the wheel. It may need to be tightened, or there may be something stuck in it, or it may need to be changed, or it may be rusty.

Speaker: Isn't Penelope so smart?

Speaker: Billy says he is pretty good at fixing things, too.

Speaker: That's true. Billy fixed my pencil sharpener all by himself.

Speaker: Oh, look. Billy found a tiny stick that was stuck in the wheel.

Speaker: See? Penelope was right.

Speaker: But Billy's the one who took out the stick.

Speaker: Billy says his scooter is all fixed, and now he's ready to meet Elliot at the park. They are going to play hide-and-seek.

Speaker: Ooh, fun. Let's go play. Come on, Cowy.

Speaker: Maybe later. I'm playing with Penelope right now.

Speaker: But does Penelope play hide-and-seek?

Speaker: Penelope can play anything.

Speaker: Okay, fine. I'm going to the park. See you later, Cowy.

Speaker: Cowy, your friends are all at the park. What are you going to play?

Speaker: I'm not sure, but Penelope will know. Penelope, what should we play?

Speaker: Here are some things we can play together. Write a story. Draw a picture. Play music. Tell a joke.

Speaker: Oh, I love jokes. Penelope, please tell me a joke.

Speaker: Sure. Why can't the pony sing a lullaby?

Speaker: Mm, why?

Speaker: She's a little horse.

Speaker: A little horse? Wait, I don't get it.

Speaker: The word horse is an animal but spelled a little differently, it also means a dry, scratchy throat.

Speaker: Oh, a little horse? A pony is a little horse, and her throat is hoarse, so she can't sing. That's a funny one, Penelope.

Speaker: Ha, ha, ha, yes. That is a funny joke.

Speaker: Cowy.

Speaker: Elliot, looks like you've been running fast.

Speaker: I have. I really want Cowy to come play.

Speaker: What do you think, Cowy? Your friends miss you.

Speaker: Hide and seek is not fun with only three people. Will you come and play, please?

Speaker: Okay, but Penelope has to come too.

Speaker: Sure. Who's Penelope?

Speaker: My AI friend.

Speaker: Never met her. Bet anyone can play.

Speaker: Okay, we'll come. Cowy's here.

Speaker: And Penelope.

Speaker: Perfect timing. Billy just told us a really funny joke. Want to hear it?

Speaker: No, thanks. Penelope already told me a joke. It was so funny.

Speaker: Okay.

Speaker: Billy says he will count to ten while everyone hides.

Speaker: Oh, Penelope can count. She can count to 100. Penelope, count to 100.

Speaker: One, two, three, four, five, six--

Speaker: Billy wants to know if there's anything Penelope can't do.

Speaker: No. Penelope can do everything. She's the perfect friend.

Speaker: Like me?

Speaker: No, even better.

Speaker: Better?

Speaker: Hey.

Speaker: Well, Penelope can count. She can tell jokes. She can write songs, and she doesn't run into me with scooters, or make lots of noise when I need quiet.

Speaker: Oh, she sounds great.

Speaker: Billy is not sure he likes Penelope very much. *Lingokids* listeners, do you think Penelope is the perfect friend? Is anyone or anything really perfect? Find out in episode three of Cowy's AI Friend. If you are ready for interactive play learning time, explore our Lingokids app. It offers fun and educational songs and games to help kids ages two and older learn and develop important skills, such as communication, collaboration, critical thinking, and creativity. That's the power of play learning. See you in our next episode.

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