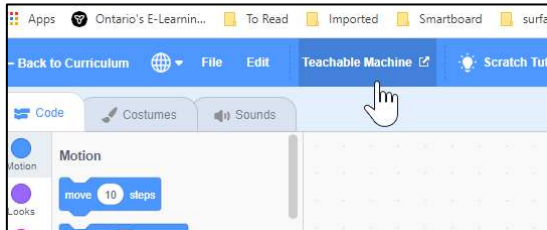
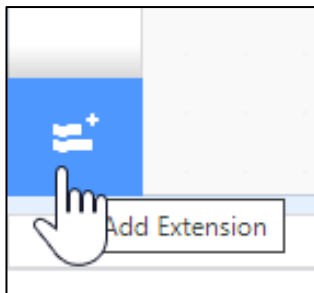


# How to Use the Google Teachable Machine

1. Go to [www.media.mit.edu/posts/ai-blocks/](http://www.media.mit.edu/posts/ai-blocks/)
2. Click on **Teachable Machine (English)**
3. Click on **Teachable Machine** at top



4. Click on **Image Project** and then **Standard**
5. Train the images (Class 1 and Class 2)- remember you need to hold the button down while you move your object
6. Click on **Train Model**
7. Click on **Export Model**
8. Click on **Save to Cloud**
9. Copy the **Sharable Link**
10. Go back to Scratch and click on the symbol at the bottom left to add extensions



11. Add **Machine Learning**
12. Paste your address where is says "Paste URL"
13. Code your game. Here is an example:

