

Ages 12-18

Create something you can stand behind.



AI can help develop a project. Students learn to remain responsible for its ideas, evidence and impact, from the first draft to explaining their decisions.

What we work toward

- Turn an original idea into a clear creative brief.
- Check factual claims and distinguish evidence from confident wording.
- Acknowledge AI assistance and defend personal creative choices.

Inside the session

01 Define the project

Choose a story, image or simple game-prototype concept. Set a purpose, an audience and boundaries for how AI will help.

02 Create and challenge

Review a generated draft, identify a claim or assumption to check, and improve the result through human decisions.

03 Explain your choices

Present the concept, describe what was changed and distinguish the student's contribution from AI assistance.

The practical details

60 minutes, including Q&A.

Classroom: up to 25 students. Assembly capacity agreed separately.

English or Spanish. Online or in person.

USA and Latin America; travel agreed separately.

School supervision and a shared screen. Individual devices are optional.

Thoughtful from the start

No personal or confidential data in prompts. Tool access follows school rules and provider age requirements; demonstrations remain available without student accounts.

What the group takes away

A project concept or early draft with an explanation of the student's decisions. The session prioritizes reasoning over a finished product.

Shaped around your group

For ages 12-14, use structured prompts and shared critique. For ages 15-18, explore source quality, authorship and project decisions in greater depth.