

Educators • learning activity design

Ideas that teach.



Design learning first. Explore how AI can support an activity without replacing the thinking students need to do themselves.

What we work toward

- Connect AI use to a clear learning objective.
- Adapt examples and support while preserving meaningful challenge.
- Choose assessment evidence that makes students' thinking visible.

Inside the session

01 Start with the objective

Select a learning goal and identify the part students must do independently. Decide whether AI adds educational value.

02 Build the activity

Draft an age-appropriate sequence with prompts, examples and support. Include opportunities to compare and question results.

03 Make learning visible

Define how students will explain decisions, show their process and acknowledge assistance. Review the plan with peers.

The practical details

Length, team size and scope agreed with your school.

English or Spanish. Online or in person.

USA and Latin America; travel and logistics agreed separately.

Bring one teaching task or school question. Tool access is agreed in advance.

Thoughtful from the start

Plan around school policies, student ages and access. Include a route that works without personal AI accounts and retain teacher oversight.

What the group takes away

A draft activity outline with learning goals, boundaries for AI use and a way to observe students' reasoning.

Shaped around your group

Examples can focus on a subject, grade band or interdisciplinary project. The level of tool use is agreed with the teaching team.