Learn how to write prompts with the game

"Think and Prompt"

A tool that teaches children and teachers to work with AI without fear – playfully and safely.

The problem we are solving

Students and teachers often do not know how to formulate prompts correctly or write them in sufficient detail. This leads to inefficient communication with AI chat tools, or teachers
do not use them at all.

Teachers survey insights:

"I don't know what to write to the AI."

"The AI answered me stupidly – guess I'm doing it wrong."

"I am struggling with it because I don't understand prompts."
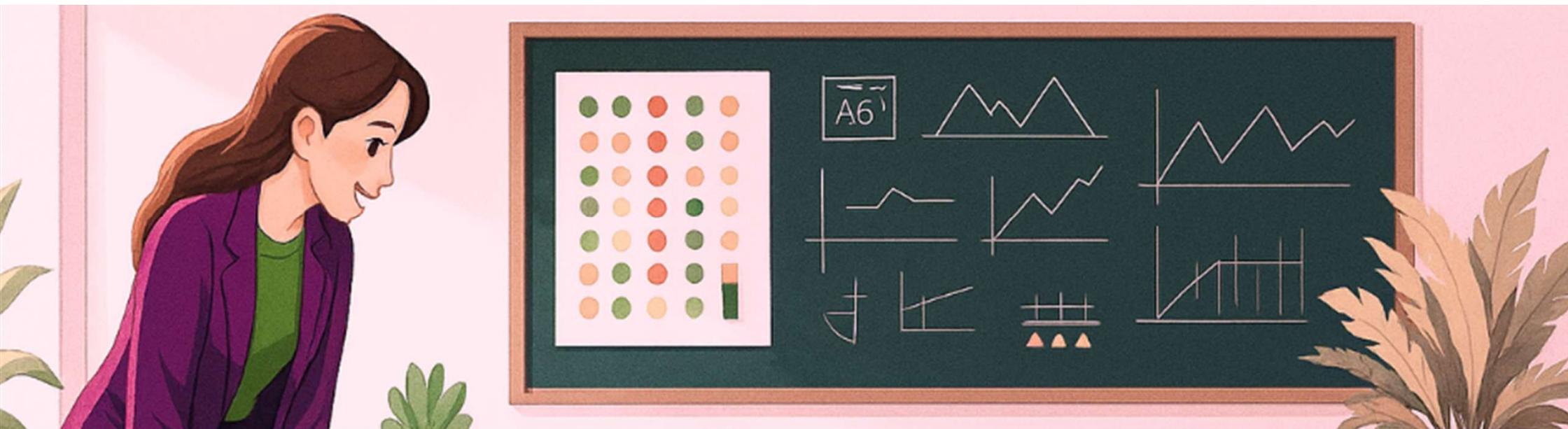
Target groups

Teachers and teaching staff
(With low or basic experience with AI chat tools)

- They need a simple solution.

- They want support for students with special educational needs (dyslexia, dysgraphia, autism etc.).

Primary school students
(From the third grade of primary education)

- They cannot work with AI chat tools directly.

- They cannot create accounts.

- GDPR and child protection restrictions.

Project goals

Teach teachers and students to create more accurate prompts within AI chat tools, challenge the outputs and keep improving themselves.

Break barriers while using AI chat tools

Teachers and students learn to work with AI without fear.

Develop AI literacy

Quick creation of tailored assignments for different needs.

Develop critical thinking

Students learn to verify information and compare AI responses.

Improve reading comprehension
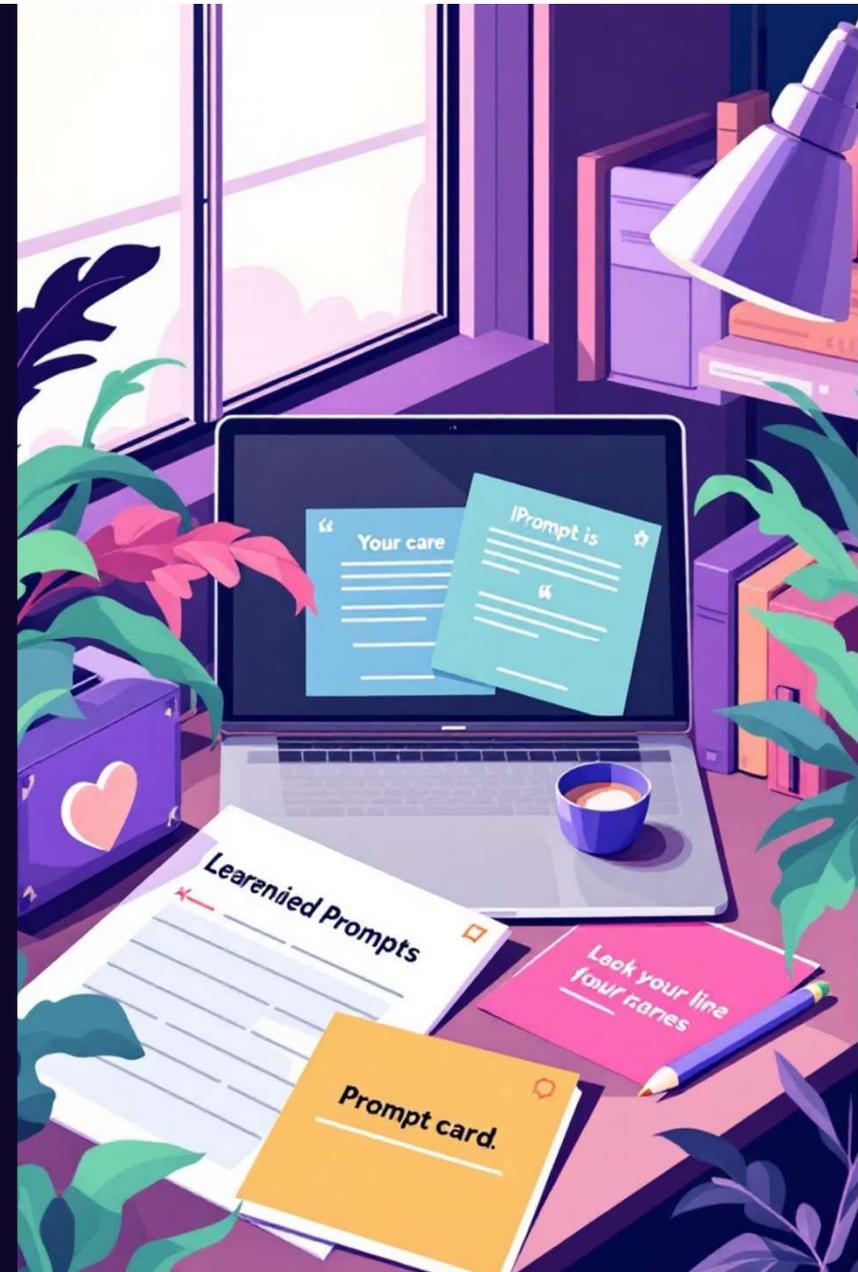
Understand and interpret AI-generated output.

Product description
Think and Prompt

Creating prompts becomes as simple and playful as composing sentences.

Main elements of the solution:

- Prompt structure cards

- Instruction-type cards

- Evaluation/reflection cards

Prompt structure

TASK
What should AI do?

CONTEXT
For whom or why is the AI doing it?

FORMAT
How should the AI respond?

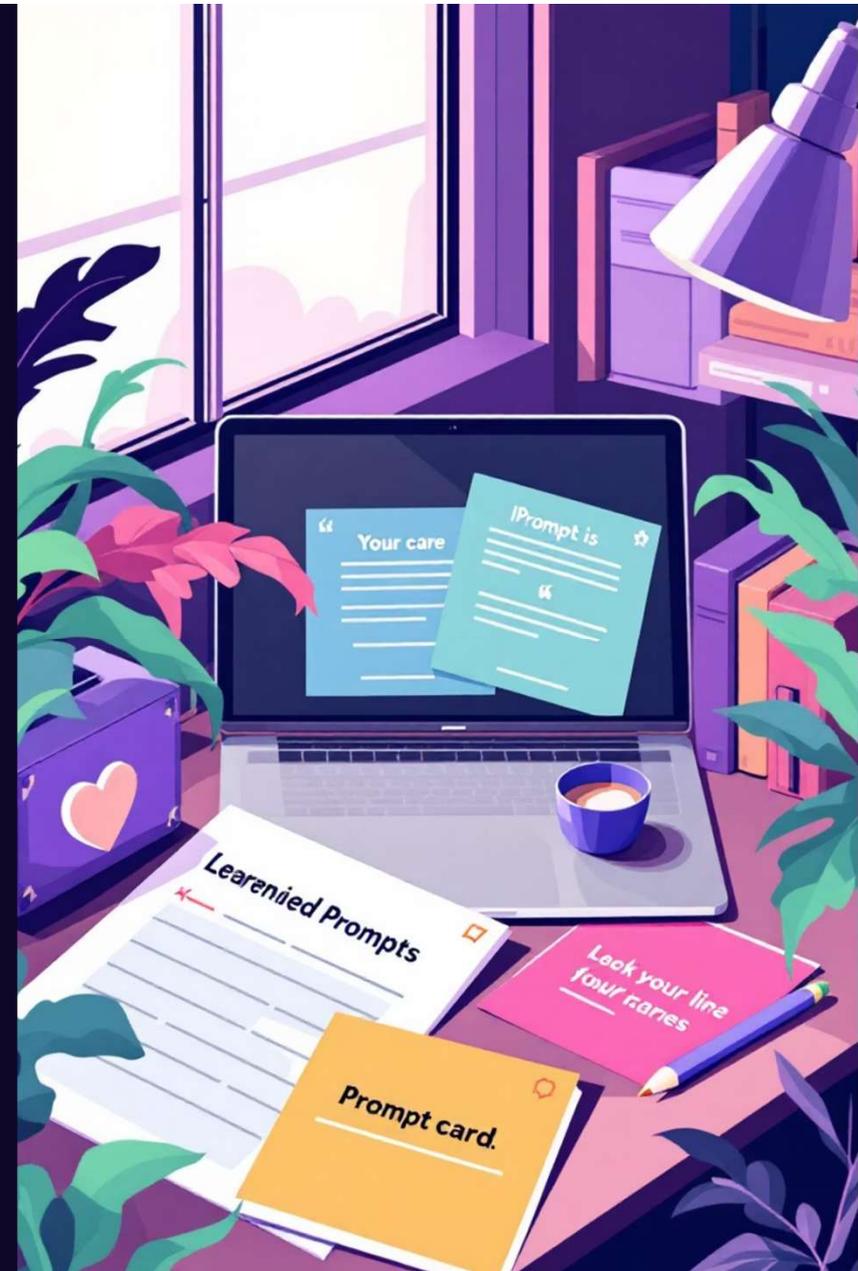**STYLE**
In what tone or manner?

HELP
Additional details or constraints

REFLECTION/EVALUATION
Prompt review and self-assessment

LEVEL 1: Card puzzle

Students play with cards without using AI chat tools. It is easy for teachers. Teaches the principle of prompting offline and in a safe way.

TASK: What should AI do

Explain how the Earth orbits the Sun...

CONTEXT: For whom or why does AI do it

for young students...

FORMAT: How should AI respond

... as a storyline...

STYLE: In what tone or manner

... using clear and easy-to-understand language...

HELP: Additional information on the format

... and everyday words.

GAME

TASK: What should AI do

Help me identify the main idea of the fable The Tortoise and the Hare...

CONTEXT: For whom or why does AI do it

... for a fourth-grade child...

FORMAT: How should AI respond

... in three sentences...

STYLE: In what tone or manner

... using simple sentences...

HELP: Additional information on the format

... and use common...

REFLECTION: Prompt evaluation

1. Did the AI chat tool do what I have asked AI?
2. Was the answer accurate and correct?
3. How could I improve my prompt?

LEVEL 2: Custom text

Students write their own texts or notes. The AI chat tools create a summary, and students verify its accuracy.

TASK: What should AI do

Summarize... (Add custom text or sentence)

CONTEXT: For whom or why does AI do it

For women

FORMAT: How should AI respond

In bullet points

STYLE: In what tone or manner

Using informal tone

HELP: Additional information on the format

Provide clear and informative output

GAME

TASK: What should AI do

Explain... (Add custom text or sentence)

CONTEXT: For whom or why does AI do it

For ten-year-old children

FORMAT: How should AI respond

As a storyline

STYLE: In what tone or manner

In a humorous way

HELP: Additional information on the format

Using everyday words

REFLECTION: Prompt evaluation

1. Did the AI chat tool do what I have asked AI?
2. Was the answer accurate and correct?
3. How could I improve my prompt?

Example prompt

Explain the reasons for the migration of nations in the 5th century for a ten-year-old child, as a storyline and humorous way. Use common words.

Originality of the solution

Teaches AI without using AI chat tools – playful and safe

It uses elements of gamification.

Reflection as a tool

Develop critical thinking by comparing AI responses
to one´s own understanding.

Inclusive approach

Each student contributes their strength (e. g., dysgraphic
chooses cards, introvert reads).

Multidisciplinary

Applicable to all subjects (History, Slovak language, Science, Mathematics).

Feasibility

- Flashcards are easy to create.
- Methodological support is available.

Human resources and cooperation

- Team of experts (teachers, developers, graphic designers)

Launch milestones

- Prototyping and testing (product fine-tuning)
- Workshops integrating the game into teaching
- Creation of an adaptation plan for schools
- Negotiation of business and distribution models
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Key stakeholders

- Students
- Teaching staff (teachers, special educators, assistants, school psychologists)
- School leadership
- Publishers

Other considerations

- Technical tools evaluation
- Legal and ethical aspects
- Cost evaluation (development, testing, training, distribution)

0%

Barriers

For beginners

100%

Availability

For all schools

Pilot timeline

Milestones	Activities	Estimated Time Frame	Notes
Preparatory stage	- Securing the implementation team	1st – 2nd months	- Identification and provision of experts
	- Preparation of detailed implementation plans		
Development and testing, prototyping	- Creation of the first prototype of the game and the framework of the methodology	3rd – 4th months	- Testing and feedback, adjustments
	- Prototype testing in a pilot group	5th month	- Data collection, analysis
Workshops – integration	- Implementation of workshops	6th – 7th months	- Involving teachers, getting feedback
	- Creation of an adaptation plan	8th month	- Adaptation of the product to schools
Finalization and preparation for market launch	- Product fine-tuning according to feedback	9th – 10th months	- Preparation of materials, training, documentation
	- Negotiating the business and distribution model	10th – 11th months	
Commissioning and expansion	- Launch of a pilot project in schools	12th month	- Monitoring, support
	- Evaluation and planning of expansion	13th month and others	- Long-term sustainability, updates

Sustainability and portability

- The solution grows with the user´s skills
  - Beginners use the flashcards-based game.
  - Intermediate users work with interactive application.
  - Advanced users create their own prompts directly in AI chat tools.

- Other applications:
  - Home-based learning
  - Home environment
  - Education for seniors (3rd age)

Thank you
for your attention