Improve it three times

45 minutes · Ages 9 to 12 · Prompt writing · Free to print and share

Goal

Students iterate on prompts, explain how changes in wording change results, and use AI responsibly.

Vocabulary

- prompt
- iterate
- specific
- constraint
- output

Materials

- Prompt log sheet: version, what I changed, what happened
- Optional: one teacher device with an AI drawing tool

Warm-up (5 minutes)

Show two descriptions of the same scene, one vague and one specific. Which would be easier to draw? Why?

Activity

1. Teach a fuller recipe: subject, appearance, setting, style, one detail; then one idea per prompt.
2. Students write version 1 of a prompt for a game character.
3. A partner sketches it (or the teacher runs it in an AI tool). Students note what matched and what didn't.
4. Students write versions 2 and 3, changing one thing at a time, and log what each change did.
5. Discuss what made the biggest difference.

Talk about it

- Why change one thing at a time?
- When is a result "good enough"?
- What would you never put in a prompt, and why?

Check for understanding

The prompt log shows three versions and at least one clear, explained improvement.

No devices?

Works fully with partner sketching instead of an AI tool.

Going further

Use the final prompt to draw the hero of a game by hand, then compare it with a classmate's drawing of the same prompt.

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