

 TECH FOR EVERYONE · TEACHER AI PROMPT SHEET

Lower Elementary AI

Introduction to AI — Grades K–2

Ready-to-paste prompts for generating custom classroom resources using ChatGPT, Gemini, Claude, or any AI tool. Customize the [BRACKETED] fields before pasting.

 3 Chapters Grades K–2 35 Min / Lesson Introduction to AI

HOW TO USE THIS SHEET

1. **Choose a prompt** that matches the resource you want to create.
2. **Replace all [BRACKETED] fields** with your specific details (chapter, class size, names, etc.).
3. **Paste into ChatGPT, Gemini, or Claude** and press Enter.
4. **Iterate:** Follow up with "Make it shorter," "Add more examples," or "Use simpler vocabulary" as needed.

CH 1

How Robots See and Talk

Pixels · Grids · Microphones · Common Sense · How AI perceives the world

pixels

grid

microphone

common sense



VOCABULARY ACTIVITY

Generates a kid-friendly vocabulary matching worksheet.

You are a K-2 teacher creating a vocabulary worksheet for a lesson called "How Robots See and Talk" from an AI textbook.

Create a vocabulary matching worksheet for these 4 words: pixels, grid, microphone, common sense.

Requirements:

- Write kid-friendly definitions (max 1 simple sentence each)
- Include a fun "Draw It!" box next to each word where students can sketch the concept
- Use large font-friendly formatting and simple language for Grade [K / 1 / 2]
- Add a bonus question: "Which of these words describes how a robot HEARS?"

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DISCUSSION QUESTIONS

Generates read-aloud discussion prompts for whole-class or small groups.

You are a K-2 teacher. Create 5 discussion questions for a lesson about how robots see and hear. The chapter teaches that:

- Screens are made of tiny squares called pixels
- Robots hear using microphones, not ears
- Robots don't understand idioms (like "raining cats and dogs")

Make questions appropriate for [Kindergarten / 1st grade / 2nd grade]. Each question should have a simple sentence starter like "I think..." or "I wonder..." to help students respond. Include 2 questions that connect to students' daily lives.

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**PIXEL ART ACTIVITY SHEET**

Creates instructions for a hands-on pixel grid coloring activity.

Create an instruction page for a pixel art activity for K-2 students learning about how computers "see" images as grids of colored squares (pixels).

Include:

- A brief, 2-sentence explanation of what pixels are (use very simple words)
- Step-by-step coloring instructions (5 steps max)
- A description of a simple 8x8 pixel grid pattern to create (e.g., a smiley face or star)
- A reflection prompt: "A robot sees this picture as _____. What do YOU see?"

Tone: warm, encouraging, playful.

Reading level: [Kindergarten / Grade 1 / Grade 2].

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**EXIT TICKET**

Quick 3-question check for understanding at the end of the lesson.

Create a 3-question exit ticket for K-2 students after a lesson on "How Robots See and Talk."

Key concepts covered:

- Pixels make up pictures on a screen
- Microphones let robots hear
- Robots don't understand common expressions (common sense)

Format:

- Question 1: Circle the correct answer (multiple choice, 2 options)
- Question 2: Draw and label (visual response)
- Question 3: Write or dictate one sentence

Reading level: [Kindergarten / Grade 1 / Grade 2]. Use simple, clear language and large answer spaces.

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**COMPLETE CHAPTER WORKSHEET**

Generates a full print-ready worksheet covering all Chapter 1 content.

Create a complete classroom worksheet for K-2 students for Chapter 1: "How Robots See and Talk" from an Introduction to AI textbook.

Chapter concepts:

1. Screens show pictures using tiny squares called pixels
2. Robots "see" by turning images into numbered grids
3. Robots hear using microphones that catch sound waves
4. Robots don't understand idioms – they take words literally (e.g., "raining cats and dogs" = actual cats and dogs to a robot)

Include these sections:

1. ****Vocabulary Match**** – 4 words (pixels, grid, microphone, common sense) matched to definitions
2. ****What Would the Robot Think?**** – Give 3 funny/literal phrases (e.g., "Break a leg!") and students circle what the robot would picture
3. ****Color the Pixels**** – Description of a simple 5x5 grid for students to color to make a picture
4. ****My Favorite Part**** – Drawing + 1-sentence writing prompt

Reading level: [Kindergarten / Grade 1 / Grade 2]. Keep all text under 3rd grade reading level. Add a friendly robot character throughout.

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CH 2

How Robots Think and Learn

Algorithms · Data · Patterns · Predictions · Machine Learning basics

algorithm

data

patterns

predict



ALGORITHM WRITING ACTIVITY

Students write step-by-step algorithms for everyday tasks.

Create an algorithm-writing activity sheet for K-2 students. The lesson teaches that an algorithm is a set of step-by-step instructions that robots (computers) follow exactly.

Activity theme: "[Making a sandwich / Getting ready for school / Brushing your teeth]"

Include:

- A 1-sentence explanation of what an algorithm is
- Numbered blank lines (steps 1-5) for students to fill in their instructions
- A "Robot Test" box: "What would happen if you skipped Step ___?"
- An illustration prompt: "Draw your robot following Step 2"

Keep language at [K / 1st / 2nd] grade level. Make it fun and silly – robots following instructions literally is humorous!

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PATTERN RECOGNITION GAME

Connects machine learning's pattern-finding to something tangible for young students.

Create a pattern recognition activity for K-2 students that connects to how robots learn. The lesson teaches that robots learn by looking at many examples and finding patterns.

Create a "Teach the Robot" activity where:

1. Students see 6 example pictures/descriptions (3 labeled YES, 3 labeled NO) – e.g., "Fruits" or "[Dogs / Round shapes / Things that fly]"
2. Students circle which of 4 new items fit the pattern
3. Students explain their rule in 1 sentence: "I think the robot learned that ___"

Reading level: [K / Grade 1 / Grade 2]. Include simple line-drawing placeholders where images would go.

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**READ-ALOUD STORY EXTENSION**

Extends the "Sandwich Step-by-Step" story with comprehension questions.

Create a comprehension activity for a K-2 story about a robot named Chef-Bot who can't make a sandwich because the instructions were too vague. The student gives Chef-Bot better step-by-step instructions.

Include:

- 3 comprehension questions with picture-clue options (circle the answer)
- A "Fix the Instructions" section where students rewrite a bad instruction: "Put the peanut butter on the bread" → students write a clearer version
- A creative prompt: "What would YOU tell Chef-Bot if it said 'make me a [snack / drink / pizza]'?"

Reading level: [K / Grade 1 / Grade 2].

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**KAHOOT-STYLE QUIZ**

Generates multiple-choice questions for a review game.

Create 8 multiple-choice questions for a Kahoot-style quiz on Chapter 2: "How Robots Think and Learn" for K-2 students.

Topics to cover:

- What is an algorithm?
- Why do robots need step-by-step instructions?
- What is data?
- How do robots learn from examples?
- What is a pattern?

Format for each question:

Q: [Question]
 A) [Option] B) [Option] C) [Option]
 D) [Option]
☒ Correct: [Letter]

Keep questions simple – no more than 12 words per question. [Include an image description teachers can display alongside each question.]

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**FAMILY TAKE-HOME ACTIVITY**

Generates a home connection activity letter for families to extend learning.

Create a family take-home activity letter for parents/guardians of [Kindergarten / 1st grade / 2nd grade] students who just learned about algorithms and how robots think.

The letter should include:

1. A brief (3-sentence) explanation of what the child learned in class – written for adults
2. A "Kitchen Algorithm" activity: the family writes step-by-step instructions together for a simple kitchen task, then "tests" a family member by reading instructions literally
3. A conversation starter: "Ask your child: What would happen if a robot skipped a step?"
4. A quick vocabulary reminder: algorithm, data, pattern, predict

Tone: warm, welcoming, and non-technical. Assume no coding background. Length: 1 page.

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CH 3

Living with Smart Machines

Fairness · Responsibility · Permission · AI for Good · Robot Design

fairness

responsible

artificial intelligence

permission



FAIRNESS DISCUSSION CARDS

Scenario cards that prompt rich conversations about AI fairness.

Create 6 discussion scenario cards for K-2 students about robot fairness. Each card presents a situation where a robot makes a decision, and students decide if it is FAIR or UNFAIR and why.

Include these types of scenarios:

- A robot that only gives stickers to students wearing sneakers (unfair rule)
- A robot that gives everyone equal turns (fair)
- A robot that only helps kids who speak loudly (potentially unfair)
- [3 additional scenarios relevant to: classroom / lunch / recess / library]

Format each card:

 Robot Situation: [description]

Is this FAIR or UNFAIR? Circle one: FAIR / UNFAIR

I think this because: _____

Reading level: Grade [K / 1 / 2].

✂ Copy & paste into your AI tool



DESIGN-YOUR-ROBOT ACTIVITY

The capstone activity where students design their own helper robot.

Create a "Design Your Own Robot" activity sheet for K-2 students for the final chapter of an Introduction to AI course. Students apply everything they learned by designing a helpful robot.

The sheet should have:

1. **My Robot's Name:** _____
2. **My Robot Helps By:** (2-3 blank lines)
3. **My Robot Uses These Senses:** (checkboxes: ☐ sees / ☐ hears / other)
4. **My Robot's Most Important Rule:** _____
5. **Is My Robot Fair?** How do I know? _____
6. **Draw Your Robot** (large blank box)

At the bottom, include a "Robot Promise" the student signs: "I promise that if I ever build a robot, I will make sure it is fair to everyone."

Reading level: [K / Grade 1 / Grade 2].

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**AI HELPS THE WORLD MINI-BOOK**

A printable mini-book highlighting positive uses of AI.

Create content for a 4-page fold-and-staple mini-book for K-2 students titled "AI Helps Our World."

Page 1 (Cover): Title + student name line + drawing of a robot helping someone

Page 2: AI helps DOCTORS – 2 sentences + drawing prompt

Page 3: AI helps SCIENTISTS protect animals – 2 sentences + drawing prompt

Page 4: AI helps STUDENTS learn – 2 sentences + student reflection: "One way I want AI to help the world is ___"

Reading level: [K / Grade 1 / Grade 2].

Use simple, hopeful, empowering language. Each page: max 25 words of body text.

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**UNIT REVIEW & CELEBRATION**

End-of-unit review activity celebrating everything students learned.

Create a 1-page end-of-unit celebration worksheet for K-2 students who just finished a 3-chapter Introduction to AI course. The chapters covered: (1) How robots see and hear, (2) How robots think and learn with algorithms, (3) Fairness and responsibility with AI.

Include:

- "3 Things I Learned About AI" (3 blank fill-in lines)
- "My Favorite Part Was..." (drawing + label)
- "I Am An AI Expert Because I Know That..." (sentence completion)
- A simple self-assessment with star stickers: ★★ ★ I got it! / ★★ ★ I mostly got it / ★ I need more help
- A certificate-style "AI Explorer" badge they can color

Tone: celebratory, empowering. Reading level: [K / Grade 1 / Grade 2].

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Customization Quick Reference

Common variables you'll swap out across all prompts

Variable	What to Replace It With	Examples
[Grade K / 1 / 2]	The grade level of your students	Kindergarten, 1st grade, 2nd grade
[class size]	How many students you have	22 students, 18 students
[activity theme]	Topic for algorithm or scenario activities	Making a sandwich, brushing teeth, packing a backpack
[3 additional scenarios]	Contexts relevant to your classroom	Recess, lunch line, library, art class
Reading level modifiers	Add after any prompt to adjust difficulty	"Use only 1-syllable words where possible" / "Assume students cannot yet read"

💡 PRO TIPS FOR BETTER AI RESULTS

Add context: Start any prompt with "I am a [grade] teacher with [X] students in a public/private school setting."

Request format: End with "Format this as a printable Word document with clear section headers."

Iterate fast: After the AI responds, follow up: "Now make it shorter" / "Add a fun robot character throughout" / "Include an answer key."

Tone check: If output sounds too complex, say: "Rewrite this so a [K/1/2] grader can read it independently."

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For internal teacher use only. Customize prompts freely for your classroom needs.