



## From Keywords to Key Results - The Secrets of Effective Prompting

### Prompting for Teachers and Students

#### **CREATIVE TASKS**

These are optional creative tasks that you can submit for an extra fee if you'd like to go deeper into the topic.

✉ If you submit one, I'll provide personalized feedback on your work.

✓ Choose any 4 tasks from the list and submit them in any format you prefer (written, visual, video, presentation, etc.).

✉ Send your completed tasks to the following email address:

[infomynovamind@gmail.com](mailto:infomynovamind@gmail.com)

✉ You will receive detailed, personalized feedback on each submitted task within 2 weeks.

🎯 The goal is not perfection, but creative engagement with the material and practical experimentation.



### 1. "The Neighbor's AI" – Tone-Shifting Challenge

**Goal:** Practicing conscious use and variation of **tone**.

**Task:**

- Write three prompts with the same content but in different tones:
  1. Friendly, student-friendly tone
  2. Formal, academic tone
  3. Motivational, inspiring tone
- Topic: *"How would you explain the functioning of artificial intelligence to a 14-year-old?"*
- Participants must also explain **why they chose** certain expressions and how it influenced the AI's output.

### 2. "From Conspiracy to Curriculum" – Adding Context

**Goal:** Understanding the impact of context.

**Task:**

- Given a short, context-free prompt: *"Write 5 facts about the moon landing!"*
- Participants rewrite the same request in three different contexts (e.g., for a history lesson, for an aerospace engineer, for a conspiracy theorist) so that the output differs significantly.
- They should also create rules and examples for effective context-giving, and compare the results within the group.

### 3. "Prompt Doctor" – Clarity Tuning

**Goal:** Improving clarity in prompt design.

**Task:**



- Trainer provides a vague prompt (e.g., “Give advice to students”).
- Participants must:
  1. Identify why the request is unclear.
  2. Create three improved versions, each more specific (Level 1 → Level 3).
  3. Test all three and evaluate how the results improved.

#### 4. “Format Hack” – Controlling Output Structure

**Goal: Directing the format of AI responses.**

**Task:**

- Choose an educational topic (e.g., environmental protection, reading comprehension).
- Request the same content in four different formats:
  1. Table
  2. Three-paragraph essay
  3. Short bullet list
  4. Quiz questions
- Analyze which format would be ideal for which student group and why.

#### 5. “Example Wizard” – The Power of Examples

**Goal: Understanding the role of examples in improving AI outputs.**

**Task:**

- Select a complex educational topic (e.g., photosynthesis, the Industrial Revolution).
- Request an AI explanation:
  1. Without examples
  2. With one specific example
  3. With multiple types of examples (analogy, historical case, personal experience)
- Use at least two different AI models and analyze which example structure provided the most teachable output.

#### 6. “Prompt Evolution” – Full Development Cycle

**Goal: Applying tone, context, clarity, format, and examples together.**

**Task:**

- Start with a weak, one-sentence prompt.



- Develop it in five steps, adding one new aspect each time:
  1. Tone → 2. Context → 3. Clarity → 4. Format → 5. Examples
- Compare the first and final versions and describe how the output quality changed.

**7. "Creativity in Chains?" – Exploring AI and Constraints**

**Goal: To explore how constraints (e.g., strict format, word limits, style restrictions) influence AI’s creative output, and to do so through an unusual and creative medium.**

**Task:**

Create **A short comic strip**, or **An encyclopedia entry** (max. 200 words) on how you think constraints affect AI creativity.

- Do constraints limit AI’s ability to generate original and useful ideas, or can they actually inspire more creativity?
- Support your opinion with a personal experience or an example you’ve seen.
- If you wish, you may experiment by asking AI to respond to the same prompt **with** and **without** constraints, and compare the results briefly in your text.

**8. “Reverse Engineering” – From Output to Prompt**

**Goal: Understanding prompt structure by working backwards.**

**Task:**

- Have a look at the lesson plan below.
- Guess what kind of prompt could have produced it, including tone, context, format.
- Then test your guessed prompt to see if you can replicate a similar output.

Time (minutes)	Activity	Mode of Work	Technical Requirements
0–5	<p><b>Introduction – Motivation and Prior Knowledge Activation:</b> Initiate discussion on the physiological and neurocognitive roles of sleep, supported by concise scientific statistics (e.g., sleep cycles, REM and non-REM phases, links to cognitive performance).</p>	Whole-class frontal instruction	Projector or interactive whiteboard, presentation slides



Time (minutes)	Activity	Mode of Work	Technical Requirements
5–10	<p><b>Knowledge Transfer:</b> Presentation of peer-reviewed research findings (e.g., Harvard Medical School, National Sleep Foundation recommendations, meta-analyses on the relationship between academic performance and sleep duration/quality).</p>	Frontal with Q&A	Presentation slides, visual charts
10–20	<p><b>Guided Research Task:</b> Students, in small groups, use curated academic resources (abstracts, infographics, data tables) to identify and summarize key evidence on the consequences of sleep deprivation in adolescents.</p>	Group work	Printed research extracts or online academic database access, tablets/laptops
20–30	<p><b>Analytical and Logical Thinking Exercise:</b> Groups create a cause–effect diagram mapping how inadequate sleep influences learning capacity, memory consolidation, and emotional regulation, integrating neurobiological terminology.</p>	Group work	Large paper sheets or digital mind-mapping tool
30–38	<p><b>Creative Output:</b> Groups design an evidence-based infographic or short advocacy poster aimed at peers, promoting healthy sleep habits supported by scientific evidence.</p>	Group work	Graphic design software (e.g., Canva), colored markers if offline
38–43	<p><b>Group Presentations:</b> Each group presents its visual product and explains the key scientific arguments behind their recommendations.</p>	Group presentation	Projector or screen-sharing option
43–45	<p><b>Synthesis and Reflection:</b> Teacher-led summary of core concepts; students share one actionable change they will implement based on the lesson.</p>	Whole-class reflection	None