5 Prompt Power Cards

AtTeamUs BossKids AI Prompting Lab | Free secular starter pack

FOR A PARENT OR EDUCATOR

Use these five printable pages with a learner. Each page has one mission, a sample prompt, space to plan, and a way to explain what was learned. Start with paper. No AI account or device is required.

IF YOU CHOOSE TO USE AI

An adult should operate an age-appropriate tool under its rules. Use fictional examples. Do not enter a child’s name, school, address, photos, voice recordings, passwords, or private stories. This pack does not collect or send information.

A 20-MINUTE START

Spend 3 minutes naming an idea, 5 minutes making a brief, 5 minutes arranging the helpers, 5 minutes checking a sample, and 2 minutes saving the recipe. Use one card per session if that fits better.

PAPER PRACTICE PROJECT

Make a three-step care card for a pretend classroom plant. There is no real plant or live advice to follow. The goal is practicing clear instructions, not memorizing facts.

YOUR FIVE MISSIONS

1. Catch the idea. 2. Build the prompt. 3. Pass the baton. 4. Check and improve. 5. Save the recipe.

PRINTING

Six US Letter pages. Print at 100%; use Fit to page on A4. Black-and-white friendly. Read aloud, draw, point, or have an adult write your words.

Card 1: Catch the idea

MISSION: SAY IT

Tell a trusted adult what you want to make. A messy first idea is welcome.
Name who it is for and one thing it should help them do.

TRY THESE WORDS

"I want to make ___. It is for ___. It will help them ___."

PAPER EXAMPLE

"I want to make a short care card for a pretend classroom plant. It is for a new classroom helper. It will help them remember three simple steps."

MY IDEA

ONE THING IT SHOULD HELP SOMEONE DO

TEACH IT BACK

Explain your idea in one sentence. If you cannot yet, make the idea smaller.
Keep private details off the page if you will share it.

Card 2: Build the prompt

MISSION: SORT IT

Use DO / ABOUT / MAKE IT to turn the idea into clear instructions.

DO = WHAT TO MAKE

"Make a three-step care card for a pretend classroom plant."

ABOUT = WHO AND WHY

"It is for a new classroom helper who needs a quick reminder."

MAKE IT = WHAT GOOD LOOKS LIKE

"Use short sentences and three numbered steps. Treat this as a fictional practice example. Ask me about missing details instead of guessing."

DO

ABOUT

MAKE IT

TEACH IT BACK

Point to the part that tells the helper what to make, who it helps, and what good means.

Card 3: Pass the baton

MISSION: BUILD IT

Give each helper one job. Later work uses the earlier helper’s output. A helper can be a person or an adult-operated AI tool; it is not automatically an independent agent.

1. LISTENER

Names the audience and need. For our practice: a new helper needs a short reminder.

2. BUILDER

Drafts the useful thing. For our practice: the three-step card.

3. STORYTELLER

Explains the thing clearly. For our practice: a friendly title and one sentence about how to use it.

4. PATH MAKER

Names the next step. For our practice: where the card goes and who an unsure helper can ask.

MY HELPER AND ITS ONE JOB

WHAT IT PASSES TO THE NEXT HELPER

TEACH IT BACK

Say the order: Listen first. Build second. Tell the story third. Make the path fourth. Check everything last.

Card 4: Check and improve

MISSION: CHECK IT

An answer can sound good and still miss the job. Read this pretend response to our three-step card request:

PRACTICE RESPONSE

"Plants are amazing! Buy a giant gardening kit, plant a forest, and learn every plant name. You will be the best gardener ever!"

SPOT THE MISMATCH

Does it give three useful steps for the new helper? Does it add a purchase we did not request? Does it promise something it cannot know?

MY REPAIR REQUEST

"Please revise this to match my brief. Give three short numbered steps for our fictional classroom example. Remove the purchase and guaranteed result. Ask for any care details you need."

ONE THING I WOULD CHANGE

A CLAIM OR DETAIL I WOULD ASK AN ADULT TO CHECK

TEACH IT BACK

Explain why a confident-sounding answer is not proof. For real facts or real-world actions, an adult should check a suitable source before using the answer.

Card 5: Save the recipe

MISSION: SAVE IT

Keep the finished work and the instructions that made it. A saved recipe helps you continue without starting over.

GIVE IT A SIMPLE NAME

Example: PlantCard_Practice_v1. Save it in an adult-approved folder or keep these paper pages together. You do not need to upload your work.

WHAT I MADE

THE PROMPT OR RECIPE I USED

ONE THING I CHANGED AFTER CHECKING

WHERE I KEPT IT

TEACH IT BACK

Show a trusted adult what you made, who it helps, what you checked, and where it is saved. Choose one improvement for next time.

This is the secular starter pack, not a complete course, an AI service, or a playable game. Original practice activities prepared for AtTeamUs using the existing AI Prompt School framework.