



Build a Study Game

A first useful AI build: turn a vocabulary list, history chapter, or science topic into a quiz game, test it with a real study partner, then improve it based on what actually happens.

10–17

45–60 minutes

Printable resource

1 Pick your study material

Choose a vocabulary list, history chapter, science unit, or any topic that needs practice. Write down three things you want to remember — that's your target.

2 Define what correct looks like

Decide how many questions, what format (multiple choice, fill-in, true/false), and how scoring works. Be specific before you ask AI.

3 Ask AI to build the game

Give AI your topic, your three targets, and your format rules. Ask it to make a quiz with an answer key and a simple score tracker at the end.

4 Test it with a real study partner

Run the game with a parent, sibling, or friend. Note every time they get confused, misread a question, or the answer key is wrong.

5 Identify the two biggest problems

Don't fix everything. Pick the two things that broke the flow most — bad question wording, missing context, wrong difficulty. Write them down.

6 Prompt AI for version two

Tell AI exactly what broke. Ask for a new version that fixes those two specific things. Test again before adding anything else.

“The goal is not a perfect quiz. The goal is a game your study partner actually wants to play twice.”

Version one beats perfect
Build it, use it, then let real family friction tell you what to improve. That loop is the lesson: useful AI work gets tested in the real world.

Starter prompt

Make a 10-question quiz about [topic].

Mix multiple choice and one short-answer.

Add an answer key + simple score tracker.

Make it yours

Our rule: _____

We will try: _____

Ask a human when: _____