

Think-First *Posters*

Seven printer-friendly posters that make your classroom AI routine visible: the 5 P's, AI use levels, how a chatbot writes, how to check AI, and how kids make AI better.

GRADES 4-12

LETTER SIZE · ENLARGE TO 11×17

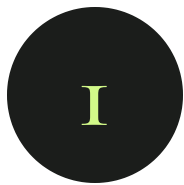
PRINTER-FRIENDLY

BLACK & WHITE OK

WHAT'S INSIDE

- The 5 P's of thinking first
- Before you ask AI...
- Check it with SIFT
- AI is a tool. You are the thinker.
- AI use levels 0-4
- How a chatbot writes
- How kids make AI better
- Terms of use

Think first. *Then* the tool.



Ponder SCREENS OFF

Think it through. Ask questions, sketch, estimate.



Plan SCREENS OFF

Write exactly what you need. A brief, a hypothesis, a plan.



Partner AI ON

Use AI for one job: ideas, feedback, a counterargument.



Probe SCREENS OFF

Question it. What's wrong, missing, generic or biased?



Prove SCREENS OFF

Make it yours. Explain what you kept, what you cut, and why.

CHECK BEFORE YOU START

AI use *levels*



No AI

Show what you can do on your own.



AI after thinking

Your ideas first. Then use AI to test or challenge them.



AI as feedback

AI can comment on your draft. It doesn't write it.



AI as collaborator

AI helps make parts, from your brief. You document everything.



AI exploration

Test it, break it, compare tools. AI itself is the topic.

Adapted from the AI Assessment Scale by Perkins, Furze, Roe & MacVaugh.

Before you ask AI, *ask yourself*



What do *I* already think?

Write your own idea first, even a rough one.



What exactly do I need?

One clear job, not "do my homework."



How will I check it?

Which fact will I verify, and where?



What will I do myself?

The thinking, the choices and the final version are yours.

How AI *writes*

A cat smells like fish 34% · tuna 18% · litter 14%...



Read

The words so far are split into tokens.



Attend

Every word looks at every other word to find what matters. This is the transformer's trick.



Score

Every possible next token gets a probability.



Pick

One token is chosen and added to the text.



Repeat

Back to step 1, hundreds of times.

Remember: it predicts what's *likely*, not what's *true*. Always check.

IS IT TRUE?

Check AI with *SIFT*



Stop

Pause. How sure am I? Does it sound too neat?



Investigate the source

An AI isn't a source. Where did this come from?



Find better coverage

Find two trustworthy, independent sources.

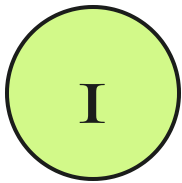


Trace it back

Find the original study, book or quote. Can't find it? It may not exist.

SIFT method by Mike Caulfield.

How kids make AI *better*



Collect

Gather examples from many kinds of people and places.



Label

Label carefully and honestly. A wrong label teaches a wrong lesson.



Test

Try strange, new cases. Find where it breaks.



Report

When AI is wrong or unfair, say so. Feedback makes it better.

AI learns from data. **Better data comes from people, and that includes you.**

AI is a tool. *You* are the thinker.

AI IS GREAT AT

- Giving lots of ideas fast
- Explaining things another way
- Spotting patterns in data
- Giving feedback on a draft

ONLY YOU CAN

- Decide what matters
- Know what you actually mean
- Check if it's true
- Take responsibility for your work

“What did you think *before* you asked the AI?”

Thank you for teaching with ARQIV

This resource was made to help students think first and then learn to use AI well. We hope it sparks great conversations in your classroom.

You may

- Print and copy this resource for the students in your own classes.
- Display it on your classroom projector or board.
- Share it with students through a password-protected learning platform (Google Classroom, Canvas, Schoology and similar).

Please don't

- Share it with other teachers, a whole school or a district. Send them to **arqiv.si/teachers/resources** instead, or ask us about a school license.
- Post it on a public website, or sell or redistribute it in any form.
- Use it to train or fine-tune an AI model.

Questions, school licenses & workshops

Email **steve.ryan@arqiv.fm**. We also run Think-First workshops for staff and families.

FREE ONLINE COMPANIONS

Interactive versions of our games and labs are at **arqiv.si/teachers/labs**. Students can use them on any device, with no login.

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