



Level 1 Interest Map for Teen AI Learning

A ranked menu of learner interests, live demonstrations, and teachable habits for the Keep Your Brain foundation.

Purpose. Use a kid's actual interest as the door into AI literacy. Each activity creates a moment of possibility, then requires the learner to make choices, check claims, and explain the result. The twelve ranks are a creative hypothesis about surprise and appeal, not a measured preference study or a required lesson sequence.

Level 1 boundary. The learner directs a chat or other ordinary AI tool. AI can explain, brainstorm, simulate, critique, draft, and suggest code. The learner handles files, runs anything locally, checks evidence, and owns publication or submission. Workspace access, autonomous edits, commands, and agent permissions belong in Level 2.

Use. Ask what the learner already loves, select a hook, and run a short demonstration. Then use the linked Keep Your Brain concepts to teach the habit the demonstration exposes. The existing eight session sequence can be adapted around these interests rather than replaced.

Ranked entry points

#	Hook	Immediate reveal
1	Make me a game	A rough idea becomes a playable prototype plan with rules, characters, levels, and a small piece of code.
2	Build an entire fictional world	A single character becomes a world with factions, geography, rules, conflicts, and possible stories.
3	Teach me anything my way	The same hard idea can be explained through the learner's interest, then tested with questions that reveal gaps.
4	Build something before I know much code	A learner can turn a tiny idea into a web page, calculator, or simple interactive prototype while learning what each piece does.
5	Be my creative director	AI can give specific feedback on the learner's own drawing, story, song concept, or character design.
6	Help me become a creator	One idea becomes a video outline, hook options, storyboard beats, title ideas, and a realistic production checklist.



#	Hook	Immediate reveal
7	Argue with an expert	A model can play a skeptical critic, debate partner, or examiner that challenges an idea from several angles.
8	Investigate something weird	AI can help turn a rabbit hole into questions, competing explanations, and a plan for finding real evidence.
9	Practice another language	AI can be a patient conversation partner that changes level and gives immediate feedback.
10	Go deep on my thing	The learner can explore sports strategy, game mechanics, cars, fashion, dinosaurs, or any other obsession in much greater detail.
11	Invent something	A complaint or wish can become requirements, tradeoffs, a sketch in words, and a small prototype plan.
12	Practice a hard moment	A learner can rehearse a presentation, interview, audition, debate, or ordinary difficult conversation.

How to run any entry point

Start with their interest. Ask what they want to make, learn, improve, or investigate. Do not require a STEM interest.

Make one behavior visible. Use the existing loop: Predict, Run, Notice, Name, Decide, Transfer. Compare prompts or revisions where it helps.

End with evidence of learning. Ask what they chose, what they checked, what they rejected, and what they can now explain or do without the model.

Choose the next door. Repeat the same interest with a harder challenge, switch interests, or move toward a deeper skill when the learner wants to.



The twelve mapped experiences

1 Make me a game

Reveal. A rough idea becomes a playable prototype plan with rules, characters, levels, and a small piece of code.

Ten minute try. Ask for three possible mechanics for a one screen game. Pick one, have AI draft the rules and a tiny code sample, then copy and run it yourself in a disposable local project. Change one rule and see whether the game still makes sense.

What counts as learning. The learner chooses the mechanic, tests the code, describes the bug or mismatch, and explains the final rule without the chat.

Curriculum links. Loaded Inputs; Keep the Wheel; Spar Don't Outsource; Defend What You Submit; Power User Mastery.

Boundary. Use original or permitted characters and assets. Keep the project local. AI generated code is a proposal until the learner runs and checks it.

2 Build an entire fictional world

Reveal. A single character becomes a world with factions, geography, rules, conflicts, and possible stories.

Ten minute try. Give AI a character and two fixed world rules. Ask for three factions with competing goals, then introduce a new event. Have the learner spot one contradiction and repair the world themselves.

What counts as learning. The learner maintains a short world bible, identifies what is canon versus a suggestion, and can explain the cause and effect of a change.

Curriculum links. Loaded Inputs; Fluency Is Not Accuracy; Keep the Wheel; Honest Disclosure; Power User Mastery.

Boundary. Use fictional or consented material. Avoid pasting another person's unpublished work or turning a real classmate into a character without permission.

3 Teach me anything my way

Reveal. The same hard idea can be explained through the learner's interest, then tested with questions that reveal gaps.

Ten minute try. Choose a real lesson. Ask for an analogy tied to the learner's favorite topic, then ask the model to quiz one question at a time without revealing answers. Check one key claim in the textbook or another suitable source.

What counts as learning. The learner answers from memory, corrects the analogy where it breaks, and explains the concept in plain language after closing the chat.

Curriculum links. Fluency Is Not Accuracy; Verification Skill; Spar Don't Outsource; Defend What You Submit; Power User Mastery.

Boundary. An entertaining analogy can be wrong. Follow school rules and use school materials only when sharing them is allowed.



4 Build something before I know much code

Reveal. A learner can turn a tiny idea into a web page, calculator, or simple interactive prototype while learning what each piece does.

Ten minute try. Write a one sentence goal and three acceptance checks. Have AI explain the smallest version and draft code in short chunks. The learner pastes, runs, breaks, repairs, and explains one chunk at a time.

What counts as learning. The learner can identify inputs, outputs, and a failed test; they can change a feature without asking AI to replace the entire project.

Curriculum links. Keep the Wheel; Spar Don't Outsource; Defend What You Submit; Environmental Rules; Power User Mastery.

Boundary. Use a local toy project with no real accounts, keys, payments, or personal data. The learner controls every file and command.

5 Be my creative director

Reveal. AI can give specific feedback on the learner's own drawing, story, song concept, or character design.

Ten minute try. Share a description or an original piece the learner is comfortable sharing. Ask for two readings of the work, three concrete critiques, and questions about the intended effect. The learner chooses a revision and compares versions.

What counts as learning. The learner states their intent, accepts or rejects feedback with a reason, and points to a deliberate change in the work.

Curriculum links. AI Is a Yes Man; Keep the Wheel; Spar Don't Outsource; Consent and Likeness; Honest Disclosure.

Boundary. Do not upload someone else's art, private writing, or a peer's image without permission. Keep the learner's own style and final decision.

6 Help me become a creator

Reveal. One idea becomes a video outline, hook options, storyboard beats, title ideas, and a realistic production checklist.

Ten minute try. Start with a topic the learner wants to explain. Ask AI for three opening hooks with different audiences. The learner chooses one, checks factual claims, and drafts a short shot list with what they can actually film.

What counts as learning. The learner can say what the video promises, what evidence it needs, what they made themselves, and why the opening fits the audience.

Curriculum links. Confidence Is Not Evidence; Verification Skill; Defend What You Submit; Consent and Likeness; Honest Disclosure.

Boundary. Use original or licensed media; get consent for real people. Do not publish private details, fabricated evidence, or an unverified factual claim.



7 Argue with an expert

Reveal. A model can play a skeptical critic, debate partner, or examiner that challenges an idea from several angles.

Ten minute try. Have the learner state a claim about a low stakes topic. Ask AI for the strongest objection and what evidence could change its view. The learner checks at least one factual objection and replies in their own words.

What counts as learning. The learner distinguishes a useful counterargument from an invented fact and can revise or defend the original claim on evidence.

Curriculum links. AI Is a Yes Man; Confidence Is Not Evidence; Verification Skill; Spar Don't Outsource.

Boundary. Call it a simulated critic, not a real expert. For health, legal, or other consequential matters, involve an appropriate adult or professional.

8 Investigate something weird

Reveal. AI can help turn a rabbit hole into questions, competing explanations, and a plan for finding real evidence.

Ten minute try. Choose a harmless mystery or unusual claim. Have AI list what would be observable if each explanation were true. The learner opens sources independently and writes a five line verification note.

What counts as learning. The learner identifies a primary claim, traces a source, says what it actually supports, and marks what remains unknown.

Curriculum links. Fluency Is Not Accuracy; Confidence Is Not Evidence; Verification Skill; Synthetic Evidence; Scam Mechanics.

Boundary. No invasive searches about private people. Do not treat a citation supplied by a chatbot as checked until the actual source has been opened.

9 Practice another language

Reveal. AI can be a patient conversation partner that changes level and gives immediate feedback.

Ten minute try. Choose a routine scenario such as ordering food. Let the learner speak or type five turns. Ask AI to correct only one recurring mistake and explain it. Replay the scene without looking at the earlier answers.

What counts as learning. The learner produces their own sentences, notices a repeated error, and improves a second attempt without a script.

Curriculum links. Keep the Wheel; Spar Don't Outsource; Defend What You Submit; Power User Mastery.

Boundary. The model may use unnatural or incorrect phrasing. Check disputed usage with a teacher, speaker, or dependable reference.



10 Go deep on my thing

Reveal. The learner can explore sports strategy, game mechanics, cars, fashion, dinosaurs, or any other obsession in much greater detail.

Ten minute try. Ask the learner to pick one real question about their interest. Use AI to split it into comparisons and unknowns. Verify one surprising assertion outside the chat and build a short explanation for another fan.

What counts as learning. The learner asks a sharper follow up question and separates an interesting possibility from a supported fact.

Curriculum links. Loaded Inputs; Confidence Is Not Evidence; Verification Skill; Power User Mastery.

Boundary. Avoid sharing private profiles or copyrighted material in bulk. Check changing facts and statistics against current sources.

11 Invent something

Reveal. A complaint or wish can become requirements, tradeoffs, a sketch in words, and a small prototype plan.

Ten minute try. Start with “I wish there were a way to...” Ask AI for three designs under a real constraint such as a small budget. The learner chooses one, identifies its biggest failure mode, and makes a paper or digital mockup.

What counts as learning. The learner explains who it helps, what it must do, what it cannot do yet, and what a first test would show.

Curriculum links. Loaded Inputs; Keep the Wheel; Spar Don’t Outsource; Power User Mastery.

Boundary. Keep physical builds within age appropriate supervision. The model does not certify electrical, chemical, structural, or other safety claims.

12 Practice a hard moment

Reveal. A learner can rehearse a presentation, interview, audition, debate, or ordinary difficult conversation.

Ten minute try. Pick a low stakes scenario. Ask AI to play a realistic conversation partner and pause after each reply. Run it twice, with the learner choosing a new response the second time and naming what changed.

What counts as learning. The learner adapts to a new question in their own words and leaves with one concrete phrase or habit they can use with a person.

Curriculum links. AI Is a Yes Man; Keep the Wheel; Human Escalation; Power User Mastery.

Boundary. Do not paste someone else’s private messages. Serious safety, abuse, or mental health issues belong with a trusted person or qualified help.

What to learn from a pilot

This is a proposed hook order. Show several hooks to learners and record which ones they choose, which demonstrations produce an unprompted “wait, it can do that?”, and which ones lead to a second independent attempt. Reorder from observed interest, not from adult assumptions.

For every pilot, keep the same simple evidence: the learner’s initial prediction, a saved or described artifact, one checked claim or tested behavior, one decision the learner made, and a new task they can attempt without step by step prompting.



Source map

AI Literacy Teaching Map: 16 concepts, six step learning loop, eight session path, and transfer criteria.

AI Literacy Prompt Labs: side by side prompts, observation sheet, facilitator notes, and controlled workflow exercise.

Keep Your Brain Tutor Field Guide: session outcomes, boundaries, progress language, and parent communication.

Keep Your Brain Learner Lab Book: learner activities, five line verification note, final workflow, and AI use code.

AI Literacy: concept definitions and repeated skills including verify, protect, decide, explain, and escalate.