



The AI Family Activity Kit

Ten bonus hands-on activities not in the book.
Printable, kid-tested, parent-approved.

BY PAX EMBER

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WELCOME

You scanned the QR code. That tells me something about you.

You bought the book. Or you're about to. Either way, you scanned a QR code inside a book I wrote for your family.

So here's what I want to do. The book has four Hands-On Missions inside it. This kit has ten bonus activities that are NOT in the book. None of these are review. None of these are filler. All of them are things I couldn't fit in Book 1 but wanted your family to have.

Some are silly. Some are serious. A couple will surprise you. Pick the ones that match your kid this week. Print them or just read them aloud. Skip the rest.

Everything here is designed for kids ages 8 to 12. A few work for the whole family. None of them require technical skills or paid software.

Here's what's in the kit:

1. Ten bonus hands-on activities (not in the book)
2. A family AI vocabulary glossary for parents
3. A sneak preview of Book 2 (Create with AI)

Let's begin.

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SECTION ONE

Ten Bonus Activities

Each activity below takes 10 to 30 minutes. Pick based on your kid's mood and the energy in the house. None of these require buying anything, and none of them need advanced tech skills.

ACTIVITY 1

The AI Treasure Hunt at Home

WHAT IT IS

A hunt around your house for things that secretly use AI.

TIME

15 minutes.

HOW TO PLAY

Give your kid a pen and paper. Tell them they have 15 minutes to find 10 things in your house that use AI. Not obvious things like phones. Hidden things. The thermostat that learns your schedule. The photo app that sorts faces. The streaming service that picks what to show. The robot vacuum's path. The spam filter on your email. The autocorrect on your keyboard.

MATERIALS

Paper. Pen. Curiosity.

HOW YOU'LL KNOW IT WORKED

Your kid catches something you hadn't noticed. They ask a question about one of the items. They start pointing things out later in the week. Any one of those three is the signal.

PARENT NOTE

Let them find them on their own. Don't help for the first five minutes. You'll be surprised what they catch and what they miss. The things they MISS are the conversation.

BONUS MOVE

Pick one thing from your kid's list. Look up how it actually works. Tell them in three sentences. That's a small upgrade to their mental model.

ACTIVITY 2

The AI Dinner Game

WHAT IT IS

A dinner-table guessing game about how much AI runs your day.

TIME

10 minutes at dinner.

HOW TO PLAY

At dinner, ask everyone at the table to guess how many times they interacted with AI today. Go around, share guesses. Then go through the day together and count. Alarm. Playlist. Route to school. Autocomplete. Photo sort. Recommended videos. Homework help. Most kids guess 5. The real number is usually 50 or more.

MATERIALS

Dinner.

HOW YOU'LL KNOW IT WORKED

Someone at the table asks "wait, does that count?" about something nobody thought to count. That question is the whole point. Keep counting. The number doesn't matter; the noticing does.

PARENT NOTE

If your kid's guess is higher than yours, good. Tells you they're noticing. If yours is higher than theirs, good. You just taught them something new.

BONUS MOVE

Do it again next Sunday. Compare the two numbers. Did the week have more or less AI in it than last time? Why?

ACTIVITY 3

Three Questions for a Smart Speaker

WHAT IT IS

Teach your kid to ask better questions to voice AI (Alexa, Google, Siri).

TIME

10 minutes.

HOW TO PLAY

Kid asks three questions of the household voice assistant. First, a simple question. Second, a follow-up question that builds on the answer. Third, a creative question the AI might not handle well. Compare how well it did on each.

1. "What's the weather today?"
2. "What should I wear for that?"
3. "Write me a song about my weather outfit."

MATERIALS

Any voice assistant.

HOW YOU'LL KNOW IT WORKED

Your kid makes the AI do something awkward and laughs about it. That laugh means they've noticed the limit. Noticing limits is the whole goal.

PARENT NOTE

The third question is the point. Watch how the AI responds to the creative one. Gets weird fast. That's the teaching moment: AI is great at the first two, awkward at the third, which is where YOUR kid's creativity matters.

BONUS MOVE

Pick a topic your kid is curious about. Dinosaurs. Space. Video game physics. Ask the assistant a question about it. Then ask a better question. Then a weirder one. See how far it goes before it breaks.

ACTIVITY 4

Create a Family Meme

WHAT IT IS

Using any free AI image tool, make a meme about your family.

TIME

20 to 30 minutes.

HOW TO PLAY

Together, think of a running joke in your family. The way your dad says a specific word. The dog's weird habit. The sibling who always does the same thing at breakfast. Describe it to the AI image tool. Make the image. Laugh together. Print it and put it on the fridge.

MATERIALS

Any AI image generator (many free ones exist). A phone or computer.

HOW YOU'LL KNOW IT WORKED

You both laugh at one of the images. Probably not the first one. Probably the third or fourth. The process of iterating is the lesson, not the meme itself.

PARENT NOTE

The first image will not be great. The second will be closer. This teaches the real skill: iterating with AI. Most adults give up on the first result. Kids learn faster if you let them try three times.

BONUS MOVE

Keep the best one on the fridge. When a visitor asks about it, let your kid explain how you made it together.

ACTIVITY 5

The Story Remix

WHAT IT IS

Take a kid's story (from school, from memory, from a favorite book) and remix it with AI.

TIME

15 to 20 minutes.

HOW TO PLAY

Have your kid tell you a short story or retell a scene from something they like. Type it into any AI chatbot. Ask the AI to rewrite it in three styles: as a mystery, as a poem, as a news article. Read all three out loud. Vote on the best. Ask your kid what the AI got wrong.

MATERIALS

Any chatbot (ChatGPT, Claude, Gemini).

HOW YOU'LL KNOW IT WORKED

Your kid spots something the AI got wrong and names it out loud. That naming is the skill. Once they can name it, they can do it with anything AI touches.

PARENT NOTE

The "what did the AI get wrong" question is the whole point. Kids can almost always tell when the AI missed the spirit of the story. That's their creative sense. Name it out loud: "You just noticed something the AI couldn't. That's the skill."

BONUS MOVE

Ask the AI to remix it in a style your kid picks. Sports announcer. Pirate. Cartoon villain. That's where creative direction starts.

ACTIVITY 6

The Photo Sort Detective

WHAT IT IS

Open your kid's camera roll and see what AI is doing with their photos.

TIME

10 to 15 minutes.

HOW TO PLAY

On any phone, open the Photos app. Look at the auto-albums it built (Dogs, Beaches, Food, People, Selfies). Go through them together. Ask three questions: Which photos did it group correctly? Which ones did it get wrong? What rule do you think it used? Your kid is reverse-engineering an algorithm using their own photos.

MATERIALS

A phone with photos on it.

HOW YOU'LL KNOW IT WORKED

Your kid catches a misfiled photo and knows why. They start seeing "the pattern AI guessed" instead of just seeing photos as photos. That shift is the whole thing.

PARENT NOTE

Every auto-album is a guess the phone made about your kid's photos. Some are obvious (dogs all have four legs and fur). Some are not (why did it group those beach photos but miss that one?). The misses are where the learning lives.

BONUS MOVE

Try to fool the AI. Take three weird photos together. A shoe on a pillow. A book under a chair. A mug with a toy in it. Check the auto-albums the next day. See what the AI guessed. Kids love this part.

ACTIVITY 7

The Fact-Check Challenge

WHAT IT IS

Take one viral claim and verify it together in 5 minutes.

TIME

5 to 10 minutes.

HOW TO PLAY

Find a social media post that makes a big claim. A celebrity doing something shocking. A news event that seems unbelievable. A “study shows” headline. Then verify together:

1. Reverse image search any photos
2. Search the exact quote in quotes
3. Find the original source
4. Ask: is this real, partly real, or fabricated?

MATERIALS

A phone or computer. Five minutes.

HOW YOU’LL KNOW IT WORKED

Your kid asks “wait, where did you get that?” about something they see on a screen. Could be tomorrow. Could be next month. Once the question starts, it doesn't stop.

PARENT NOTE

Pick something mild, not political. The skill is what matters, not the specific claim. Do this three or four times over a month and your kid will start doing it automatically. That's the whole thing.

BONUS MOVE

Do the reverse. Find something YOU believe that turns out to be partly wrong. Model the moment of updating your mind. Kids learn that from watching, not from instruction.

ACTIVITY 8

The AI vs. Kid Creativity Contest

WHAT IT IS

Both you and your kid make something on the same prompt. Then compare.

TIME

30 minutes.

HOW TO PLAY

Pick a prompt together. "A story about a dragon who's scared of fire." "A drawing of the coolest vehicle ever." "A song about your favorite food."

Your kid makes their version the traditional way (writing, drawing, humming, acting it out). You ask an AI to make its version.

Put them side by side. Ask together: which one has more soul? Which one has more surprise? Which one did you actually enjoy more?

MATERIALS

Whatever creative medium fits. An AI tool.

HOW YOU'LL KNOW IT WORKED

You and your kid disagree on which one is better, and the disagreement is about something specific. Soul. Surprise. A mistake that turned out to be the best part. That specificity is taste. Taste is what AI can't teach them.

PARENT NOTE

Sometimes the AI wins on polish. The kid almost always wins on soul. Naming this explicitly is the lesson. "You made something AI couldn't have made. That matters."

BONUS MOVE

Save both versions. In six months, look at them again. See which one still feels like them.

ACTIVITY 9

The Trust Rating

WHAT IT IS

A quick rating exercise teaching your kid to think about AI trust.

TIME

10 minutes.

HOW TO PLAY

Walk through your kid's day and rate five AI interactions on a trust scale of 1 to 10.

Example:

- Netflix recommendations? (A 3, maybe.)
- Autocorrect? (A 7 most of the time.)
- Homework help from a chatbot? (A 4 for ideas, a 2 for facts.)
- Phone face unlock? (A 9.)
- Recommendation for a new friend from a game? (A 1. Always.)

MATERIALS

Conversation.

HOW YOU'LL KNOW IT WORKED

Your kid starts giving different ratings for different tasks of the same AI. Homework help gets a 3. Autocorrect gets a 7. That's the shift from "AI is smart" to "AI is smart about specific things." The second one is true.

PARENT NOTE

The ratings matter less than the reasoning. Ask "why that number?" every time. Your kid will start thinking about AI trust as a spectrum instead of all-or-nothing.

BONUS MOVE

Do the same rating on yourself. "How much should you trust me on X?" Some things you're a 9 (school rules). Some things you're a 4 (new AI stuff). Modeling this is enormous.

ACTIVITY 10

The Future Prediction Envelope

WHAT IT IS

Your kid writes down three predictions about AI for their next birthday. Seal in an envelope. Open in a year.

TIME

15 minutes now. A few minutes a year from now.

HOW TO PLAY

Give your kid three questions:

1. "What will AI be able to do by your next birthday that it can't do now?"
2. "What's one way you'll use AI regularly that you don't use today?"
3. "What's one way AI will fail someone you know in the next year?"

Have them write the answers. Seal in an envelope. Write the open date on the front. Put it somewhere they'll find it in a year.

MATERIALS

Paper. Envelope. Date.

HOW YOU'LL KNOW IT WORKED

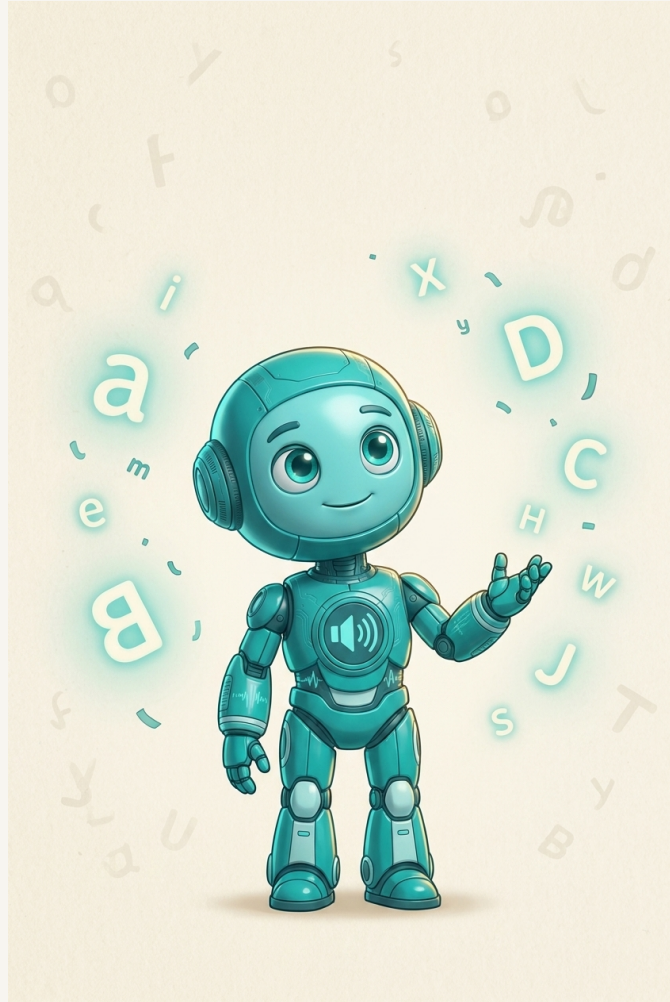
A year from now, your kid is excited to open it. Not nervous. Excited. The fact that they care about their predictions means they're thinking about the future, not just living in the present.

PARENT NOTE

This is the long game. A year from now, your kid gets to see how right or wrong they were. Either way, it teaches them that thinking about the future is a real skill, and their predictions matter.

BONUS MOVE

Seal your own predictions in an envelope with theirs. Open both together next year. You'll probably be wrong too. That's the bonding.



SECTION TWO

Family AI Vocabulary

Ten AI terms every parent should know. Not technical definitions. Working definitions. Useful at dinner.

Ten AI terms every parent should know

1. Algorithm

A set of rules a computer follows to make a decision. The Netflix “you might like” recommendations are an algorithm's output.

2. Training data

The examples an AI learned from. If you asked an AI to write like Shakespeare, its training data included Shakespeare's plays.

3. Prompt

The instruction you give an AI. “Write me a poem about dogs” is a prompt. The clearer the prompt, the better the result.

4. Hallucination

When AI confidently states something false. Not lying. Not a bug exactly. A consequence of how the model generates text. Always verify important facts.

5. Deepfake

A video or image altered by AI to make someone appear to do or say something they didn't. Getting easier to make. Harder to spot without practice.

6. Generative AI

AI that creates new content (text, images, video, music) instead of just classifying existing content. ChatGPT and most AI image tools are generative.

7. Machine learning

The process by which AI “learns” patterns from data. Not learning the way a human learns. Pattern recognition at massive scale.

8. AI companion

A chatbot designed to act like a friend. Character.AI, Replika, Snap My AI are examples. Designed for extended engagement. Worth monitoring at this age.

9. Large language model (LLM)

The kind of AI that powers ChatGPT and most text-based chatbots. Trained on enormous amounts of text. Good at language, unreliable at facts.

10. AI literacy

The skill of understanding how AI works, when to trust it, and how to work with it. What this whole book series teaches.



SECTION THREE

Sneak Preview: Book 2

Book 1 taught your kid what AI is and how to see it everywhere.
Book 2 teaches your kid how to actually CREATE with AI, and
how to stay safe while doing it.

COMING SOON

Create with AI (Book 2)

What's in Book 2 that isn't in Book 1:

- How to direct AI like a creative director. Pixel runs the show.
- How to spot AI bias before it affects your kid's thinking.
- How to recognize and avoid AI companion apps that can become unhealthy.
- Five hands-on missions that teach real creative work with AI tools.
- Parent Corner sections specifically about the hard conversations Book 1 readers keep asking me about.

The chapter I want to flag now:

Book 2 has a chapter called The AI Friend I Never Had, which is about AI companion apps like Character.AI and Replika. This chapter is the one every parent has told me they need and can't find anywhere else. It's the most important single chapter I've written so far.

When it ships, you'll hear from me first.

Until then, the book you have now is the foundation. Everything else builds on it.



What comes next

This kit is a companion, not a test. Here's what actually matters going forward.

Use the activities when they fit. Don't force them. The best ones are the ones your kid actually wants to do twice.

Keep the book close. Book 1 is the foundation. The missions inside it, plus the activities in this kit, cover most of the ground a family needs to start.

If you want more, three places to go:

→ **The Pax Ember Blog** at paxember.com/blog for essays on AI and parenting.

→ **Welcome to the AI Generation (Book 1)** is the book this kit is drawn from, and Book 2 is next. paxember.com/books

→ **Reply to any email from me** at hello@paxember.com. I read them. It's a small list, and I like keeping it that way.

Thank you for showing up. That's the whole thing.

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