



The AI Family Builder's Kit

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

BY PAX EMBER

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WELCOME

You scanned the QR code. Which means your kid wants to build something real.

You bought Book 3. Or you're about to. Either way, you scanned a QR code inside a book I wrote for your family, and now we're here.

Book 3 is about your kid using AI to actually BUILD things. Not write a story. Not make an image. Build. Solve a problem. Ship something. Make something that wasn't there before. The book has the framework. This kit has ten activities that put the framework in your hands one project at a time.

Some of these will produce something tangible. Some will produce a plan that turns into something tangible later. One or two will fail on purpose so your kid learns what failure teaches. None of them require buying anything or installing anything new.

Everything here is designed for kids ages 8 to 12. A few work for the whole family. The point is never the project itself. The point is that your kid finishes one and decides they're someone who finishes things.

Here's what's in the kit:

1. Ten bonus building activities (not in the book)
2. A builder's vocabulary glossary for parents
3. A sneak preview of Raising the AI Generation (the parent book)

Let's begin.

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SECTION ONE

Ten Bonus Building Activities

Each activity below takes 10 to 60 minutes. Pick based on what your kid wants to make this week. None of these require buying anything or installing anything new.

ACTIVITY 1

The 10-Minute Project Pitch

WHAT IT IS

Your kid spots a real problem at home and writes a one-paragraph pitch for how AI could help solve it.

TIME

10 minutes.

HOW TO PLAY

Sit down with your kid. Ask: what's one thing in our house that could be better? Could be small. The dog gets fed twice some mornings because nobody marked the bowl. Homework instructions get lost. Nobody knows whose turn it is to pick the movie. Your kid picks ONE problem. Then writes a paragraph: what's the problem, who has it, and how could AI help. Don't build anything yet. Just write the pitch.

MATERIALS

Paper or a screen. Five minutes of attention.

HOW YOU'LL KNOW IT WORKED

Your kid finds a real problem you didn't know they had noticed. The noticing is the builder skill. Tools come later.

PARENT NOTE

Builders see problems before they see solutions. Most kids skip straight to "I want to make X" without asking why X. This activity flips it. Problem first, then tool. Once your kid has done this twice, they will start spotting problems on their own.

BONUS MOVE

Save the pitch. In a month, look at it again. Did you build anything to solve it? If yes, what? If no, why not? Either answer is useful information.

ACTIVITY 2

Build a Chatbot on Paper

WHAT IT IS

Your kid designs a chatbot for a specific job, on paper, before touching any AI tool.

TIME

30 minutes.

HOW TO PLAY

Give your kid one sheet of paper. Draw four boxes. Box 1: what's this bot's job? Be specific. "Reminds me to feed the dog" is a job. "Helps with stuff" is not. Box 2: what does the bot need to know to do its job? List five things. Box 3: write a sample conversation between a kid and the bot, three exchanges deep. Box 4: how would you know the bot is working? List three ways. Done. The bot does not get built. The DESIGN is the activity.

MATERIALS

One sheet of paper. A pen.

HOW YOU'LL KNOW IT WORKED

Your kid's box 1 is more specific at the end than it was at the beginning. They started broad and got narrow. That narrowing is the builder skill. Specificity is everything.

PARENT NOTE

Designing a chatbot on paper teaches more than building one in code. Real builders spend most of their time deciding what NOT to build. Your kid practicing this once is more valuable than them deploying ten half-finished bots.

BONUS MOVE

Tell a friend or grandparent about your bot using only the paper. If they can imagine it from the design, you designed it well. If they can't, your design isn't done.

ACTIVITY 3

The Pattern Hunt

WHAT IT IS

Find five patterns in your house in 15 minutes. Then ask which ones a computer could recognize and which it couldn't.

TIME

20 minutes.

HOW TO PLAY

Set a timer for 15 minutes. Your kid walks around the house writing down five patterns. The way books are organized on a shelf. The way mugs are arranged in the cupboard. The way your dog always lies in the same spot in the afternoon. Whatever they find. After they finish, sit down together. For each pattern, ask: could a computer with a camera and lots of training recognize this pattern? Why or why not?

MATERIALS

Paper. Pen. A house.

HOW YOU'LL KNOW IT WORKED

Your kid finds at least one pattern that a computer probably could not recognize, and they can explain why in their own words. That explanation is the start of understanding what AI does and what it can't do.

PARENT NOTE

AI is mostly pattern recognition at massive scale. Once your kid sees patterns as the unit of AI thinking, the whole field stops feeling like magic. It starts feeling like noticing. Noticing is something humans have always been good at. Your kid already has the muscle.

BONUS MOVE

Try one of the patterns with a phone. Take 10 photos of the dog's afternoon spot. See if the photo app's AI tags those photos similarly. Watch the pattern get recognized in real time.

ACTIVITY 4

The “Why Did It Fail?” Detective

WHAT IT IS

Your kid intentionally asks AI a hard question. When AI gets it wrong, your kid plays detective.

TIME

20 minutes.

HOW TO PLAY

Have your kid pick a topic they know a lot about. Their favorite video game. A book they've read three times. A relative's life story. Then ask AI a specific, factual question about that topic. AI will probably get something wrong. When it does, play detective together. Was the AI working from outdated information? Was the question ambiguous? Did it confidently make something up (this happens a lot, called a hallucination)? Was the answer almost right but missing nuance? Whatever the failure was, name it.

MATERIALS

Any AI chatbot. A topic your kid knows deeply.

HOW YOU’LL KNOW IT WORKED

Your kid catches the AI being wrong AND can explain WHY it was wrong. The naming is the skill. They'll catch it faster next time.

PARENT NOTE

Builders need to be able to debug. Kids who blindly trust AI output cannot build well. Kids who spot the failure modes can. This activity makes failure spotting normal instead of scary. Failure is information. Information is where building lives.

BONUS MOVE

Now try asking the SAME question three different ways. See which phrasing gets AI closer to the truth. That's prompting around AI's failure modes. Real skill.

ACTIVITY 5

The Ship-It Challenge

WHAT IT IS

Your kid picks one small thing and finishes it this week. Done over perfect.

TIME

One week. 30 to 60 minutes total.

HOW TO PLAY

Pick something small. A birthday card for grandma using AI image gen. A 30-second story for a family group chat. A printed and laminated label for the dog's food container. A short note to a friend that uses AI to help draft. Whatever it is, must be done by Sunday. Must be sent or printed or shown to a real person. Not a draft, not a plan. Done.

MATERIALS

Whatever the project requires.

HOW YOU'LL KNOW IT WORKED

Your kid finishes it. They send it or print it or hand it over. They feel the difference between making something and just thinking about making something. That feeling is shipping. It's the most underrated skill builders have.

PARENT NOTE

Most adults never ship anything they make. Most kids learn that pattern from the adults around them. Breaking the pattern at age 8 to 12 changes a kid's relationship with their own capability for the rest of their life. Even if the thing is small. Especially if the thing is small. Small + done beats big + planned every time.

BONUS MOVE

Take a photo of every shipped thing. After a year, look at the pile. Your kid will not believe how much they finished.

ACTIVITY 6

The Family AI Audit

WHAT IT IS

As a family, list every AI tool you used this week. Rate each one. Decide what stays.

TIME

20 minutes.

HOW TO PLAY

Sit down as a family. Together, list every AI tool any of you used this week. Autocomplete on your phone. Recommendation algorithms on YouTube. ChatGPT for homework help. Photo sorting on the camera roll. The AI that picks ads. Be thorough. Then rate each one in three buckets. Useful (keep using). Wasteful (you didn't get value, cut it). Risky (could become a problem, manage it). Make actual decisions and write them down.

MATERIALS

Paper. Twenty minutes. Honesty.

HOW YOU'LL KNOW IT WORKED

Your family ends with at least one decision. Cut something. Manage something. Keep something on purpose. The on-purpose part is the whole game. Default AI use is what most families do. Decided AI use is what your family does after this activity.

PARENT NOTE

You cannot teach your kid to choose AI thoughtfully if you don't choose it thoughtfully yourself. This activity is as much about the parent as the kid. Your kid is watching what you decide. Make the decision visible.

BONUS MOVE

Do this audit every quarter. Compare lists across quarters. Watch your family's relationship with AI mature in writing.

ACTIVITY 7

The Constraint Game

WHAT IT IS

Build something with AI in ONE chat. No iterating. Just one shot. Then build the same thing with three iterations. Compare.

TIME

30 minutes.

HOW TO PLAY

Pick a thing your kid wants to make. A poem. A short story. A recipe. A game design. Whatever. First, give them ONE prompt. One shot. Whatever AI produces, that's the result. Save it. Now do the same project from scratch with three rounds of refinement. Look at AI's output, ask for changes, ask again. Save that version too. Compare side by side.

MATERIALS

Any AI chatbot.

HOW YOU'LL KNOW IT WORKED

The three-iteration version is dramatically better than the one-shot version, and your kid can name three specific things that improved. That naming is iteration awareness. They'll never go back to one-shot prompting after this.

PARENT NOTE

Most adults treat AI as a magic vending machine. Drop a prompt in, get an output, accept it. The constraint game shows your kid what they lose with that habit. Iteration is the whole game. This activity makes the game visible.

BONUS MOVE

Now try the opposite constraint. Force yourself to iterate ten times. See if iteration nine is better than iteration three. Most of the time, no. Diminishing returns are real. Find the sweet spot for your project.

ACTIVITY 8

The “Ask Me Anything” Stress Test

WHAT IT IS

Your kid invents five questions designed to stump AI. Tests them. Documents what worked.

TIME

30 minutes.

HOW TO PLAY

Have your kid write five questions. The goal is to find AI's seams. Some ideas to play with: questions about events that happened last week (often outdated), questions that require seeing a thing in person (AI can't), questions about a kid's specific friend group (AI doesn't know), questions with multiple right answers (AI picks one), questions where the right answer is “I don't know” (AI sometimes refuses to admit this). Test all five. Write down what stumped AI and what didn't. Talk about why.

MATERIALS

Any AI chatbot. Curiosity.

HOW YOU’LL KNOW IT WORKED

Your kid finds at least one type of question AI consistently struggles with and can explain the type. That explanation is a working theory of AI's limits. Working theories are how builders think.

PARENT NOTE

AI's limits are real. The limits change every six months as the models improve. But there are always limits. Kids who think AI knows everything build poorly. Kids who know AI's seams build around them. The seams are where human work still matters.

BONUS MOVE

Save the list of stumping questions. Try them again in six months. See how many still stump AI and how many got fixed. The list becomes a working map of where AI is going.

ACTIVITY 9

The Real-Person Interview

WHAT IT IS

Your kid interviews someone who builds things for a living about how they use AI.

TIME

20 minutes for the interview. Plus prep.

HOW TO PLAY

Pick a real builder your family knows. A contractor. A chef. A graphic designer. A teacher who builds curriculum. An aunt who codes. Whoever. Help your kid write three questions: do you use AI in your work? When do you NOT use it, on purpose? What would you tell a kid who wants to build like you do? Your kid asks. Listens. Writes down the answers. Reads them back the next day.

MATERIALS

Phone, video call, or in person. Paper for notes.

HOW YOU'LL KNOW IT WORKED

Your kid hears something they didn't expect. Real builders don't talk about AI the way kids talk about AI. They talk about it as one tool in a kit, not the kit itself. Hearing this from a real human shifts the picture in a way no parent can shift it.

PARENT NOTE

Books and YouTube videos and parents all teach kids about AI. None of it is as effective as one real conversation with a real builder. Of all ten activities in this kit, this one shifts your kid's picture the most. Don't skip it.

BONUS MOVE

Send the builder a thank-you note. AI can help draft it. The kid signs it. Skill on top of skill.

ACTIVITY 10

The Year-From-Now Build Plan

WHAT IT IS

Your kid writes down one thing they want to be able to BUILD a year from now. Lists three skills they need. Picks one to start this month.

TIME

30 minutes.

HOW TO PLAY

Sit down with your kid. Ask: a year from now, what is one thing you want to be able to make that you cannot make right now? Could be a video. A game. A song. A short film. A small business. A working chatbot. A robot that does one thing. Write it on paper. Then list three skills they would need to make that thing. For each skill, write down one way they could practice this month. Pick one. Start.

MATERIALS

Paper. A year. A start.

HOW YOU'LL KNOW IT WORKED

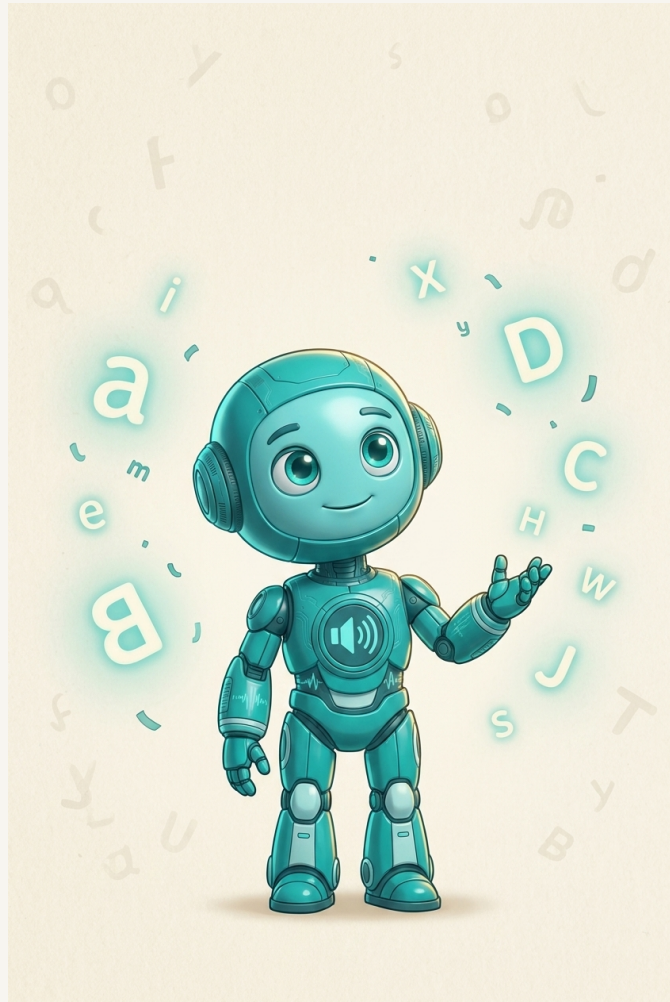
Your kid does the first thing this week. Not in a year. This week. They take one real action toward the year-from-now thing. The action is the proof.

PARENT NOTE

Most kids are taught to dream big and then talk about the dream forever. Builders dream big and break the dream into small actions starting tomorrow. Your kid practicing this once at age 10 is the foundation of every project they ever finish for the rest of their life. AI is the learning amplifier they get to use on the way.

BONUS MOVE

Put the paper somewhere they will see it every week. In one year, look at it together. See how much of the plan came true and how much shifted into something better.



SECTION TWO

Family Builder's Vocabulary

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

Ten building-with-AI terms every parent should know

1. Model

The AI itself. The thing that was trained, the thing you talk to. ChatGPT is a model. Claude is a model. The image generator your kid used is a model. Different models are good at different things.

2. Training

The process by which a model learned its patterns. Took massive amounts of data, ran it through math, came out the other side able to do specific tasks. Training is expensive and takes weeks. Once a model is trained, using it is fast.

3. Fine-tuning

Taking a general-purpose model and narrowing it for a specific job. A fine-tuned model is better at one thing and worse at others. Most AI tools your kid will use have been fine-tuned in some way.

4. Dataset

The pile of examples a model learned from. Could be billions of pages of text. Could be billions of images. The dataset shapes everything the model can do, including its biases. What's in the dataset matters more than most people realize.

5. Evaluation

Testing whether the AI is actually doing what you wanted. Builders evaluate constantly. Did the answer answer the question? Did the image match the prompt? Did the bot do the job? Without evaluation, building is just guessing.

6. Debugging

Figuring out why something went wrong. AI builders debug differently than software builders. Often the bug is in the prompt, not the model. Often the bug is in the data, not the code. Debugging is detective work.

7. AI-assisted coding

Using AI to help write computer code. Your kid will probably do this in their lifetime even if they never call themselves a programmer. The skill is reading code AI wrote and knowing whether it's correct, not writing code from scratch.

8. Automation

Setting up AI to do a repeating task without watching it. Sorting email. Summarizing notes. Generating weekly reports. Useful but risky. The first time automation goes wrong, it goes wrong a thousand times before anyone notices.

9. Agent

An AI that doesn't just answer questions. An agent takes actions. Books a flight. Sends a message. Buys a product. Agents are new (as of 2026) and they're the next big thing in AI. They're also why builders need to know what they're doing more than ever.

10. AI literacy

The skill of knowing how AI works, when to trust it, and how to direct it. What this whole book series teaches. The Builder's Kit you just read teaches the building-side of literacy specifically.



SECTION THREE

Sneak Preview: Raising the AI Generation

The trilogy your kid just finished has a parent companion. It's coming soon. Here's what's in it and why I wrote it.

COMING SOON

Raising the AI Generation

What this book is:

A book for you, the parent. Written from one parent to another. It picks up where the trilogy's Parent Corners leave off and goes much deeper.

The chapter I want to flag for Builder's Kit readers:

There's a chapter called The Builder's Mindset: How to Raise a Kid Who Ships Real Things. It's about exactly what you just practiced in the ten activities. The kid who finishes things. The kid who ships small. The kid who debugs failure instead of being defeated by it. AI is the most powerful tool any kid has ever had access to. Your kid using it as a builder, not a consumer, is the difference between the next decade going well for them and going wrong.

This is the parenting move that determines whether your kid becomes someone who creates the world or someone the world happens to.

What's in the book that isn't in the trilogy:

- A 12-month roadmap for raising a kid who ships
- The three habits that separate builders from consumers, and how to seed them at home
- How to handle the AI-failure moments, the I-give-up moments, the it-didn't-work moments (the moments are the lesson)
- Real-world stories from real families who are doing this, including mine

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

You're already on the list. You don't need to do anything. The next email I send will be the launch announcement.

Until then, keep using the kit. Algo is rooting for you.



What comes next

This kit is a finish line, not a curriculum. Your kid just completed the AI Generation trilogy. Most kids never finish a series of three books on the same topic. Yours did. 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 wants to do twice.

Keep Book 3 close. The activities here are bonuses. The book itself has the full builder framework, the Hands-On Missions, the Parent Corners, and the chapters on shipping real work that parent-after-parent has thanked me for.

If you want more, three places to go:

→ **The Pax Ember Blog** at paxember.com/blog for essays on raising AI-native kids.

→ **The full trilogy** is now done. paxember.com/books. Book 1 is the foundation, Book 2 is the creative middle, Book 3 (the one you just bought) is the build-something-real finish.

→ **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. Thank you for finishing. That's the whole thing.

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