



The AI Family Creator's Kit

Ten bonus creative 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 is ready to make things.

You bought Book 2. 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 2 is about creating with AI, not consuming it. That distinction matters more than I can say in one paragraph, so I made you ten activities that hammer it home in ways the book couldn't fit.

Some of these are messy. A few will produce things you want to put on the fridge. One or two will fail the first time and that's the lesson. None of them require buying anything or installing anything new. Most use AI tools you already have in your pocket.

Everything here is designed for kids ages 8 to 12. A few work for the whole family. The point is never the artifact your kid makes. The point is what they NOTICE while making it.

Here's what's in the kit:

1. Ten bonus creative activities (not in the book)
2. A creator'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 Creative Activities

Each activity below takes 10 to 30 minutes. Pick based on what your kid is in the mood to make. None of these require buying anything or installing anything new.

ACTIVITY 1

The Story Director's Chair

WHAT IT IS

Your kid writes the first three sentences of a story. AI continues it three different ways. Your kid picks one and rewrites it in their own voice.

TIME

20 minutes.

HOW TO PLAY

Have your kid write three sentences that start a story. Any genre, any character. Type those three sentences into any AI chatbot (ChatGPT, Claude, Gemini). Ask for three different continuations, each five sentences long. Read all three out loud together. Have your kid pick the one they like best and then rewrite it by hand or by typing, in their own voice, changing whatever feels off.

MATERIALS

Paper or a screen. Any AI chatbot.

HOW YOU'LL KNOW IT WORKED

Your kid changes at least three things in the AI version. They keep the parts that surprised them and edit the parts that sounded fake. The editing IS the creative work. They don't just accept what the AI made; they direct it.

PARENT NOTE

This is the difference between your kid using AI as a generator and your kid using AI as a collaborator. Generators replace creative thinking. Collaborators amplify it. Watch which one happens. Most kids slide into "generator" mode unless someone teaches them to direct. You teaching this once changes the rest of their relationship with AI.

BONUS MOVE

Save the original three sentences and the final rewrite. In a month, do it again with a new story. Compare your kid's editing instinct between the two. It will be sharper.

ACTIVITY 2

Build Your Family Mascot

WHAT IT IS

Together, design an imaginary character that represents your family, then iterate with an AI image tool until it feels right.

TIME

30 minutes.

HOW TO PLAY

As a family, talk about three things that feel uniquely YOUR family: an inside joke, a shared hobby, a way you all are. Now describe a character that embodies those three things. Type the description into any free AI image tool. Look at what comes back. Refine the description and try again. Do this three times. Print the final one. Put it on the fridge.

MATERIALS

Any AI image generator (ChatGPT image, Gemini, free tier of Midjourney). A printer or just a phone screen.

HOW YOU'LL KNOW IT WORKED

The third image is recognizably better than the first because your family LEARNED what words to use. That learning is prompt skill. Your kid now has it.

PARENT NOTE

The first image will not be great. It almost never is. Most adults give up here. Kids learn faster when you let them try three times because the third try is where the skill lives.

The AI is not the creator; the prompt-writer is.

BONUS MOVE

Once a year, redo this activity. Compare each year's mascot. Watch how your family's self-image changes over time.

ACTIVITY 3

The Music Mood Mixer

WHAT IT IS

Your kid combines a mood, a genre, and an instrument into a music prompt, then compares the AI's version to what they pictured.

TIME

15 minutes.

HOW TO PLAY

Have your kid pick one word from each row:

- **Mood:** angry, hopeful, sleepy, mysterious, joyful, anxious
- **Genre:** lo-fi, orchestral, hip-hop, country, jazz, video game soundtrack
- **Instrument:** piano, electric guitar, synth, violin, drums only, no instruments (just voices)

Combine them into one prompt: "A [mood] [genre] song with [instrument] as the lead."

Generate it on a free AI music tool (Suno, Udio, AIVA Junior). Listen together. Ask: did it match what you pictured? What was different?

MATERIALS

Any AI music tool with a free tier. Speakers or headphones.

HOW YOU'LL KNOW IT WORKED

Your kid uses the word "almost" to describe the result. As in, "It's almost what I wanted but the drums are wrong." That word means they had a vision the AI couldn't fully execute. The vision is theirs. The skill is in being able to name the gap.

PARENT NOTE

Music is the cleanest place to teach the AI-collaborator concept because the gap between what your kid imagines and what the AI makes is audible. Visual gaps are subtle. Auditory gaps slap. Use this when you want the lesson to land hard.

BONUS MOVE

Refine the prompt three times based on what was missing. Listen to all four versions back to back. Your kid will hear the prompt skill improving in the music itself.

ACTIVITY 4

Prompt Surgery

WHAT IT IS

Take a vague prompt and make it five times better in three rounds. Watch the output get five times better with it.

TIME

20 minutes.

HOW TO PLAY

Start with the world's worst prompt: "make a story." Type it into a chatbot. Read what comes back. Now improve the prompt by adding one specific thing: a setting. Try again. Then add a character. Try again. Then add a tone. Try again. Read all four versions side by side.

MATERIALS

Any AI chatbot.

HOW YOU'LL KNOW IT WORKED

Your kid points at the fourth version and says "this one is way better." Then they explain why in their own words. That explanation is the skill.

PARENT NOTE

Most adults type vague prompts into AI tools and complain about vague results. Your kid learning that prompts ARE the work changes their entire relationship with these tools. This is the single most useful AI skill at this age.

BONUS MOVE

Now do it backwards. Take a really good prompt and remove specifics one at a time. Watch the output collapse. Negative space teaches the same lesson.

ACTIVITY 5

The Style Switcheroo

WHAT IT IS

Your kid writes one paragraph. AI rewrites it as four wildly different voices. Your kid picks which one feels closest to THEIRS.

TIME

15 minutes.

HOW TO PLAY

Have your kid write one paragraph about their day. Type it into a chatbot. Ask the AI to rewrite the same paragraph as: a pirate, a sportscaster, a news anchor, a tired teenager. Read all four out loud. Ask your kid: which voice is closest to how you actually wrote it? Which voice is most different? Why?

MATERIALS

Any AI chatbot.

HOW YOU'LL KNOW IT WORKED

Your kid notices that none of the AI versions sounds quite like them. Their original paragraph has something the others don't. They name it: maybe rhythm, maybe vocabulary, maybe a specific weird phrase. That something is voice. Voice is theirs.

PARENT NOTE

Voice is the most valuable thing a kid can develop, and AI cannot copy it. This activity makes voice tangible by showing what it ISN'T. The contrast is the lesson.

BONUS MOVE

Save your kid's original paragraph. In six months, have them write a new paragraph. Compare. Their voice will have shifted. It does that. AI doesn't.

ACTIVITY 6

The Bias Detective

WHAT IT IS

Your kid asks an AI image tool to draw five everyday people and notices what patterns it defaults to.

TIME

20 minutes.

HOW TO PLAY

Have your kid ask any free AI image tool for these five things, one at a time:

1. A picture of a doctor
2. A picture of a teacher
3. A picture of a hero
4. A picture of a CEO
5. A picture of a nurse

Look at all five together. Ask: what does the AI seem to think most of these people look like? Are any results surprising? Are any results predictable? Why might that be?

MATERIALS

Any AI image generator with a free tier.

HOW YOU'LL KNOW IT WORKED

Your kid notices a pattern in what the AI produced and uses the word "most" without prompting. As in, "Most of the doctors are men." That word "most" is the moment they understood AI bias as a real, observable thing.

PARENT NOTE

This is one of the most important conversations you can have at this age, and the activity makes it visible instead of theoretical. AI was trained on the world as it is, including all of the world's lopsidedness. Naming the lopsidedness with your kid teaches them to see it everywhere AI shows up.

BONUS MOVE

Now ask the AI for “a picture of a doctor who is a Black woman” or “a CEO who uses a wheelchair.” Compare. Specificity defeats default. Your kid just learned how to write around AI bias.

ACTIVITY 7

The Two Drafts Game

WHAT IT IS

Your kid writes a paragraph. AI writes a paragraph on the same prompt. Read both blind. Vote which one feels alive.

TIME

15 minutes.

HOW TO PLAY

Pick a topic together. Something your kid has feelings about. A pet, a friend, a place they love. Have your kid write one paragraph about it without AI. Then ask AI to write one paragraph about the same topic, giving it the same prompt your kid had in their head. Print both or read both out loud without saying which is which. Have everyone in the family vote which one feels more alive. Then reveal.

MATERIALS

Any AI chatbot. Paper or screen.

HOW YOU'LL KNOW IT WORKED

The family picks your kid's version. Your kid is surprised. They thought theirs would be the worse one. Watching them realize their writing has soul that AI can't match is the entire point of this activity.

PARENT NOTE

Kids underestimate their own creative output because AI output looks polished. Polish is not soul. Polish is consistency at the surface. Soul is the specific reason this kid wrote this thing this way. Your job is to name the soul out loud when it shows up.

BONUS MOVE

Sometimes the family will pick the AI version. That's also useful. Ask: what did the AI version have that the kid version didn't? Whatever the answer, that's the next thing to practice.

ACTIVITY 8

The AI-Free Day

WHAT IT IS

Pick one day where the family uses no AI tools at all. Notice what's different.

TIME

One day.

HOW TO PLAY

Pick a Saturday. Tell the family: today, no AI tools. No autocorrect (turn it off). No recommendation feeds (skip them or scroll past). No chatbots. No AI image tools. Anything that asks you to scroll, swipe, or accept a suggestion, decline. At the end of the day, ask everyone: what felt harder? What felt better? What did you notice?

MATERIALS

Awareness.

HOW YOU'LL KNOW IT WORKED

Someone in the family says "I didn't realize I used X for that." The realization is the lesson. AI is invisible until you remove it. Removing it for one day makes it visible for a long time.

PARENT NOTE

This isn't an anti-AI activity. It's a noticing activity. Kids who can choose AI are stronger than kids who can't choose anything else. The choice requires awareness of when AI is on. One day off creates the awareness.

BONUS MOVE

Write down three things you missed about AI tools and three things you didn't miss. Stick the list on the fridge. Look at it again in a year.

ACTIVITY 9

The Companion App Conversation

WHAT IT IS

You and your kid look at an AI companion app together, and you talk honestly about why it's designed the way it is.

TIME

30 minutes.

HOW TO PLAY

Sit down with your kid. Open Character.AI or Replika or Snapchat's My AI on a phone. You drive, not them. Read the welcome screen out loud. Try the chat for five minutes together. Then ask three questions. Why does this app remember what we said yesterday? Why does it always sound supportive? What is it designed to make us want to do? Talk through the answers without judgment.

MATERIALS

A phone with one of these apps. Twenty minutes of focus.

HOW YOU'LL KNOW IT WORKED

Your kid uses the word "designed" out loud. As in, "It's designed to feel like a friend, isn't it?" That awareness is the protection. Awareness, not avoidance.

PARENT NOTE

This activity is in the kit because every parent who reads Book 2 asks me about companion apps. The chapter on this in the book is called The AI Friend I Never Had. It's the hardest chapter I've written. This activity puts it in your hands one tool at a time. Don't tell your kid these apps are bad. Show them how the apps work. Knowledge beats prohibition every time at this age.

BONUS MOVE

Ask your kid which of their friends uses one of these apps. You don't have to do anything with the information. Just know it.

ACTIVITY 10

The Family Prompt Library

WHAT IT IS

Build a shared list of ten prompts that worked great and ten that flopped. Track over a month.

TIME

Five minutes a week, for a month.

HOW TO PLAY

Get a notebook or a shared note on your phone. Every time someone in the family uses an AI tool and gets a great result, write the prompt down. Every time someone gets a terrible result, write that prompt down too. After a month, look at the lists side by side. Talk about what made the great ones great and what made the terrible ones terrible.

MATERIALS

A notebook or shared note.

HOW YOU'LL KNOW IT WORKED

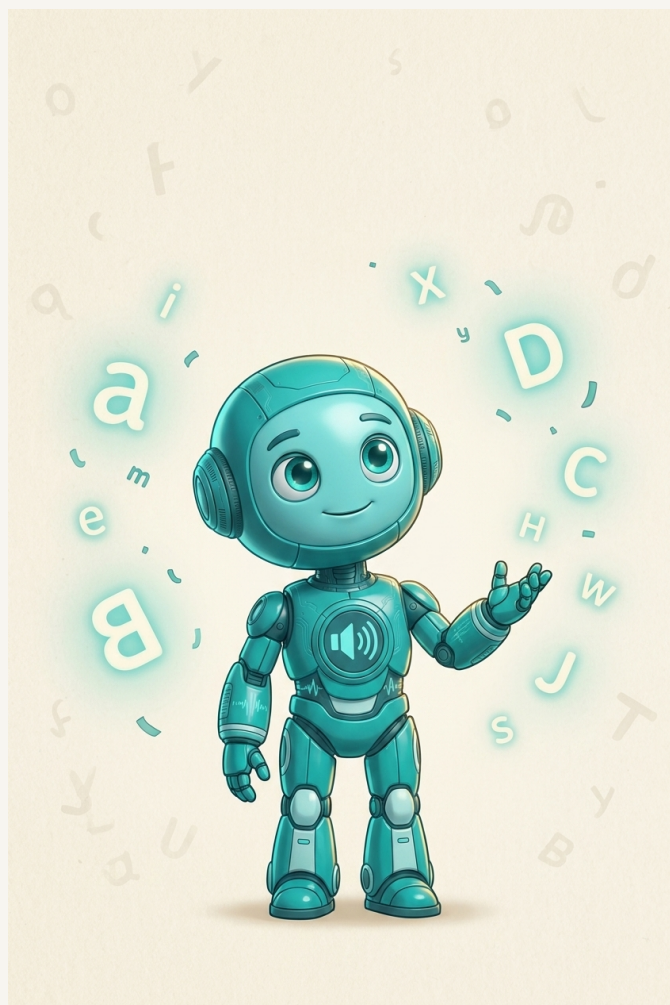
Your kid starts looking at their own prompts before sending them. They self-edit. They predict whether a prompt will work before testing it. That predictive sense is the most valuable AI skill they will develop.

PARENT NOTE

Most families never reflect on AI use. They use it, get a result, move on. The reflection is where the learning lives. Five minutes a week of writing things down builds a family's institutional memory about AI. That memory compounds.

BONUS MOVE

At the end of the year, look back at the list. The first month's "great" prompts will look weak compared to the last month's. That gap is the year's growth.



SECTION TWO

Family Creator's Vocabulary

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

Ten creating-with-AI terms every parent should know

1. Prompt engineering

The skill of writing instructions to an AI that produce the result you actually wanted. Most AI failure is prompt failure. Improve the prompt, improve the output.

2. Iteration

The process of refining a prompt and trying again. AI rarely nails it on the first try. Adults give up after one. Kids who learn to iterate three or four times produce work an order of magnitude better than the first attempt.

3. Generative AI

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

4. Image generator

An AI tool that produces an image from a written description. The quality of the image depends entirely on the description. Famous examples: Midjourney, DALL-E, Gemini, Adobe Firefly.

5. Style transfer

Asking an AI to take content in one style and rewrite or redraw it in another style. "Rewrite this paragraph as a pirate" is style transfer with text. "Make this photo look like a Studio Ghibli scene" is style transfer with images.

6. Hallucination

When AI confidently states or generates something false. Not lying. A consequence of how the model works. In creative work, hallucinations can be features (surprising new ideas) or bugs (incorrect facts). Always verify when accuracy matters.

7. Watermark and attribution

Marks (visible or hidden) on AI-generated images that signal "this came from AI." Some image tools add watermarks automatically. Many don't. Teaching kids to ask "did a person make this or did AI make this?" is becoming a basic skill.

8. Derivative work

Something new built on top of something that already existed. Asking AI to “rewrite Harry Potter as a sci-fi” produces a derivative work. Legal questions live here. Creative ones do too.

9. Human in the loop

A design pattern where AI does part of the work and a human reviews and edits the output. Your kid learning to BE the human in the loop (not skipping that step) is the difference between using AI and being used by it.

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 Creator's Kit you just read teaches the creating-side of literacy specifically.



SECTION THREE

Sneak Preview: Raising the AI Generation

The trilogy your kid just stepped into 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 Creator's Kit readers:

There's a chapter called The Creative Collaborator: How to Raise a Kid Who Directs AI Instead of Following It. It's about exactly what you just practiced in the ten activities. The kid as creator, not consumer. The parent as the one who notices when the slide into "consumer mode" is starting and pulls them back.

This is the parenting move that separates kids who grow up using AI from kids who grow up being used by it.

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

- The two parenting modes that work for AI-native kids and the three that don't
- How to talk about AI companion apps without making them more interesting
- A 12-month roadmap for raising a creative AI-native kid
- Real-world conversations from real families, 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. Pixel is rooting for you.



What comes next

This kit is a companion, not a curriculum. 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 2 close. The activities here are bonuses. The book itself has the full creative framework, the Hands-On Missions, the Parent Corners, and the chapter on AI companion apps that every 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** at paxember.com/books. Book 1 is the foundation, Book 2 (the one you just bought) is the creative middle, Book 3 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. That's the whole thing.

Pax Ember

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